

HERO TOO



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Hero Too is a single player, journal taking RPG based around the mirror of trans identity and superhero life.

Hero Too is a story. A story about your character entering a superhero academy and realizing their own trans identity in the process. They must balance both of them in their journey throughout this brand new world.

Your character is the **Hero** of a 32-issue mini-series comic. During this, they will come to realize as they work throughout their superhero school that they are also trans. It culminates in issue 32, where they finally come out publicly.

IMPORTANT

This game explicitly deals with messy trans narratives. It's not the universally accepting world of trans identity we should be living in. It's the one we're currently living in. It's hard, rough and cruel. It's about exploring the tough times in a controlled and safe environment.

However, always put your safety and comfort first. If you feel you're going down too intense a road with it, it is completely fine and recommended to take a step back from the keyboard and decompress. The game will be waiting if you want to come back.

If you realize it's not the game for you, that's totally OK. We all have different preferences and styles of play.

Before play, create a drawn or typed out table of three rows. Mark one with ***GREEN***. One with ***YELLOW***. One with ***RED***. They each represent a separate feeling:

GREEN is an element theme or subject matter you enjoy and would like more of. When you encounter something that would fall into **GREEN**, note it in the sheet.

YELLOW elements, themes, or subjects "can scare or disturb you, but don't cause you distress or stop you from being able to enjoy play." "If you reach a soft boundary that you're comfortable exploring, note it in the sheet."

RED is an element, theme or subject that is not welcome in any way or form. It can be any form of triggering or troubling content. If you encounter this type of content, please note it in the sheet.

GREEN Attributes can be used as much as desired.

YELLOW should be cautiously used and definitely not depended on. **RED** should not come into play at all. "Remember that you have to respect your own boundaries here. If it helps to have a buddy to check in with during play, let someone know you're playing and do some check-ins with consent. You are not alone."

This game is a hack of plot **ARMOR** by Orion, who's [Itch.IO](#) work can be found in the product description of Hero Too!

The **Stop Light System** safety tool was inspired by **Thousand Year Old Flower** safety tool from **Thousand Year Vampire**.

Setting

The setting is freely customizable. From superhero cyberpunk. To superhero post apocalyptic. To a simple superhero world as typical of Marvel, DC or My Hero Academia.

The only requirements are the following:

- Superheroes are trained from their teenage years in schools or academies to become the best heroes they can be. (Or at least that's what the officials say on paper)
- Superheroic villains vs heroes. Or heroes vs heroes. Civil Wars and all that.
- A world where trans identity is at least not

universally accepted, causing anxiety for many trans people in the world.

- An arcade episode (Optional)

The HERO

The hero can be any of these suggestions:

- Pint-sized super genius.
- Muscle bound paragon.
- Caped Crusader.
- Elemental Wiz
- Former delinquent being set straight
- Someone hoping to turn the superhero world upside down.
- A secret infiltrator from the villain side.

But these are just that. Suggestions. Feel free to customize and change them however you like or wish to.

You also must consider how the Hero feels about their trans identity and how it comes into play. Once more, here's suggestions:

- Proud and unrelenting
- Guarded and insecure
- Denying and hateful.
- Unaware of what the term even means.
- Always knew.
- Only just realized.

But once again, these are suggestions and suggestions alone.

PLAYING THE GAME

You open up on the splash panel of Issue 1. Try to make it as action filled as possible. Whether from dealing with reincarnated pterodactyls or facing down a living being of electricity.

Think of the Issue name alongside it. It can be cheesy, serious or comedic. It must include a slight pun towards your emergent gender identity. Or not. Puns can be hard.

Something like:

Issue 1: Out of the Closet. Into the Fire.

The Issue must contain the following, however:

- How you entered the academy on your first day.
- Introduction with your new classmates.
- Your feelings about superhero life.
- A threat looming over the superhero world that the next generation is expected to take care of.
- How you feel about being trans.

All of these stories are written in the present tense, as you are writing the main character's internal monologue and narration. Think of those apocalyptic logs that are everywhere in horror media if you keep up with it. Write as if it is happening right now.

Fellow characters are a huge part of the game. Think of archetypes in Superhero Media. The best friend. The rival. The bottom of the class. The top of the class. The love interest. The former villain. Any of these can be included along with anything you can think of yourself.

Once the episode is finished, roll a d8. Take the result and add that onto your current Issue number. That is where the next narration takes place.

When you have a general idea of what the

storyline of this Issue is (Make sure to include a catchy title), roll 1d8 on both tables below to throw in a complication related to the themes:

Turn Back Time: If one of these roll results approaches the **RED** category, you can undo that roll and re-roll/select a new result that is OK for you to handle. If you cannot find a result that is OK for you to handle, feel free to take a break from the game/time stream, and come back to it later. Remember, your safety trumps the game every time.

D8	Superheroic Nonsense
1	The Academy comes under attack by villains
2	A fellow student may be a villain
3	A mysterious new super-serum is going through the city
4	A villain claims to be reformed
5	You discover a new power you never thought you had
6	A respite. I'm serious, just relax and have a day off.
7	A fellow student is severely injured/killed
8	A new substitute teacher from your previous school arrives

D8	Gender Feelings
1	You come out on your own terms to a fellow student
2	You don't come out on your own terms to a fellow student
3	You meet a trans villain
4	You go shopping for gender affirming clothes
5	You make a mistake and are nearly outed (And may have been)
6	A student you're close to reveals their feelings about trans people
7	You are forced to intern for a known transphobic hero
8	You get to meet and talk with an aging trans hero

NARRATING THE ISSUE:

Narrate and write out each Issue however long you feel is appropriate. They do not need to be in sync with one another. One Issue could take only a 100 words while another could take 2000. It's entirely up to you.

When you feel an Issue has been wrapped up, roll a D8 twice more on the tables to decide what the complications of the next Issue will be.

Each Issue, through superheroics and such, brings the Hero closer and closer to becoming comfortable enough in their trans identity to come out. Culminating in Issue 32 when this goes down.

The Closing Of The Series:

When you reach Issue 32, there is only one prompt:

You come out.

Everything else is completely up to you. It's your story and you get to write the ending.

Window: If you feel you are still "In the game" and are nervous of experiencing *Bleed*. ([More information about Bleed can be found in a link in the product description](#))

Consider the Debrief as something similar to a wrap up of the comic with the creator or a fan of the comic who related to it greatly. It's where they go over their feelings and experiences with the comic. The questions below can be answered to help with debriefing:

"When did you feel most empowered during this?"

"If you struggled, how did you respond to it as a character and a player?"

"What are things you learned that you can carry with from this experience?"

Touchstones

This is a list of Music, TV Shows, Reading and other forms of media to help get you in the mood for the journal process:

Music:

Fly-Rustage
Prove-Rustage
True Trans Soul Rebel-Against Me
Hero Too- Chrissy Costanza
Brighter-Patent Pending
This Is Home-Cavetown (TW: Transphobia. Dysphoria)
This Is Me- Demi Lovato

TV Shows:

Young Justice-Greg Weissman (TW: Gore. Blood. Violence against children)
Mob Psycho 100-ONE (TW: Violence against children. Sexual Harassment)
Tiger & Bunny-Sunrise

Reading:

My Hero Academia Fanfiction-Multiple Authors
Champions- Mark Waid (TW: Racism. Queerphobia. Islamophobia)
Breaks-Malin Ryden & Emma Vieceli (TW: Homophobia. Sexual Assault. Self-Harm)
Backstagers- James Ttynion Jr.
Lumberjanes-Boom Box JR (TW: Homophobia)
Ms Marvel-G. Willow Wilson (TW: Islamophobia)
O Human Star- Blue Delliquenti
Kim & Kim- Magdalene Vissagio (TW: Transphobia)
Superfreaks- Elsa Charretier & Pierrick Colinet (TW: Homophobia. Fatphobia)

Role-Playing Games:

Masks: A New Generation- Brendan Conway
plot ARMOR- Orion
Mutants & Masterminds: Hero High- Green Ronin