



THE DESIGN MECHANISM TDM800

# ΦESTINED

**SUPERHERO ROLEPLAYING**



Mythras

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# DESTINED

SUPERHEROIC ROLEPLAYING



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- Mike Larrimore

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- Brian Pivik

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# INTRODUCTION

**E**ven several blocks away he could hear the alarm. The steady cadence of the ringing bell echoed through the empty streets and up to the rooftop where The Mortician stood watch over the neighborhood. It seemed every night there was something to pull him away from his quiet vigil, and the alarm meant tonight would be no different. He took a few seconds to make sure his belt of throwing blades was secure; that the weighted fighting cane on his back was within reach, its polished silver skull topper glinting under the moonlight. The Mortician pulled up his hood and took the line launcher from his belt, aiming it towards the rooftop across the street. With a quick hiss of pressurized air, the line spun out into the darkness and the grapple found purchase, and in grim silence he stepped off into the sky towards whatever waited him at the source of the alarm.

We live in an age of superheroes. They're in our movie theaters, on our televisions, we wear their symbols on our clothes, and we read the comics that created the genre. From video games to cinematic blockbusters, superheroes are all around us.

As much as we enjoy watching and reading about them, deep down there is a part of us that secretly wants to be a superhero. Who wouldn't appreciate zipping through rush hour like The Flash or being able to know exactly what our boss (or romantic partner) is really thinking like Professor X? As useful as powers would be during our normal day, the true appeal would be swooping in and stopping a crime or saving the day, soaring down from the sky, cape fluttering in the wind, as the city cheers and celebrates our heroism. Comic book stories are wish fulfillment fantasies, allowing us to dream of being a hero like the four-color ones on the page.

Most of us would not fare well if we strapped on a utility belt and mask and prowled the streets looking for crime, so the benefit of a game like *Destined* is that we can do so in the safety of our own home, surrounded by friends who want to live the lives of heroes alongside us. With some dice, some heroes, and the power of imagination, we can live out the fantasy and be the superheroes we all want to be.

## WHAT MAKES A SUPERHERO?

Creating a superhero of your own starts with a concept, a framework of ideas that come together to make the hero you imagine. The rules presented within *Destined* help to bring that concept to life, defining physical, mental, and social aspects of your hero through Characteristics and Skills that represent who your hero is and what they can do.

You'll give them special Powers that put them above ordinary people, allowing them to reach the peak of their ability and go beyond into the superhuman. You'll equip your hero with Gear that helps you in the field, including an array of amazing gadgets found on the pages of your favorite comics. Finally you'll flesh out why your hero risks their life to battle crime, defining the Passions that drive them and what happened in their past to put them on the path to becoming a superhero. All this will serve as the basis for your hero, and over the course of your adventures your hero will learn and grow, becoming one of the iconic legends of your own personal comic book.



## HOW THE GAME WORKS

At their core, the rules of *Destined* are simple. The referee, known as the Games Master, presents obstacles, problems, challenges, and situations to the Players. The players then use the dice to resolve the situation to see if they succeed or fail.

Normally this is accomplished by rolling against the percentage value of the best skill that applies to the situation on percentile dice (here, two 10-sided dice are rolled together with one being designated as the Tens result, and the other the Units) - if the roll is equal to or under the value of the skill, the Action is successful. This mechanic is the most common way to resolve tasks and deal with conflicts in the game.

Sometimes an action might be more challenging than normal, or another person might oppose what your hero is trying to do. The rules cover how to handle these circumstances in a straightforward manner so you can carry on with your collaborative story as quickly and easily as possible. *Destined* also has rules for handling the superheroic battles that are part of comics, using a tactical and dynamic system that makes every punch count and ensures that combat tells its own narrative that adds to the story.

While we've tried to make the rules simple and intuitive, ultimately they are your rules to do with as you please. If you find something is not working to your liking, or there is a variation or house rule you read about on an online forum and would like to add to your game, you can change and alter the game to match your preferences. *Destined* is also part of the *Mythras* line of games, which builds upon the long-standing legacy of d100 games that go back to the earliest days of the hobby. There are many resources out there to add and expand your game as you see fit, and within these pages we offer suggestions to tweak the rules and systems to make the game your own.

## OVERVIEW OF THE CONTENTS

### CHAPTER 1: HERO CREATION

All the rules to start creating your own hero can be found here. Decide on a **Power Level** for your stories, generate **Characteristics** and **Attributes** that define your core abilities, then pick your skills, powers, and gear before heading out into the dark streets of the city to bring villains to justice.

### CHAPTER 2: SKILLS

This chapter explains how the skills system in *Destined* works, including how and when to make rolls to determine if you are successful. It gives detailed descriptions of the various Skills used in the game, from **Standard Skills** that everyone knows, to **Professional Skills** that represent specialized training and education.

### CHAPTER 3: POWERS

Laser beam eyes, invisibility, and super speed can all be found here, along with many other powers to customize the fantastic abilities of your hero to suit your needs. This chapter also includes **Boosts** and **Limits** for powers, allowing you to further customize your abilities through added perks or limitations.

### CHAPTER 4: TOOLS OF THE TRADE

Superheroes love their toys, and this chapter details armor, weaponry, gadgets, and vehicles to further aid the heroes in their war on crime. It also introduces **Allotments**, a new rules system to allow heroes to choose their gear each session without having to worry about tracking money or other resources.

### CHAPTER 5: COMBAT

When words fail, fists (and energy blasts) might be traded. This chapter covers the rules for combat, including close combat and ranged attacks, ways heroes defend themselves, and specialized forms of attack such as grappling opponents or charging headlong into battle. It also includes **Special Effects** that allow heroes to perform extra maneuvers when they are successful in combat that can give them the advantage or impair their enemies.

### CHAPTER 6: SPOT RULES

The chapter details the other important rules of the *Destined* system, such as handling Fatigue, conducting investigations, and all the special forms of movement heroes have access to. It also has a system for **Perils**, noncombat threats that can be just as dangerous as rampaging supervillains.

### CHAPTER 7: THE LIFE OF A HERO

The life of a superhero has its own unique complications, and this chapter talks about the specific challenges of playing comic book heroes. It also details **Organizations**, special benefactors and groups the hero can belong to, and how the heroes can create their own super team and establish a base to call home.



## CHAPTER 8: CREATING YOUR COMIC

This chapter is for the Games Masters and talks about how to create a setting for your stories and customize it to fit the type of comics you would like to emulate. It discusses the different styles of comics, how to create your own setting (or recreate one from your favorite comics), and how to design villains to populate it.

## CHAPTER 9: WELCOME TO GEMELOS CITY

The metropolis of Gemelos City is overrun with criminals, both of the garden variety and a new generation of superpowered villains. It is in desperate need of heroes to defend it and its people. This chapter presents an example setting and introduces the mysterious “Godstrand” that gives heroes their powers. You are welcome to use Gemelos City to set your own stories in, or take what you need for your own original setting.

## CHAPTER 10: THE RIGHTEOUS AND THE IRREDEEMABLE

Heroes need villains to fight, and this chapter contains a section of nefarious ne'er-do-wells ready to wage war against all that is right and good. It also includes several example heroes from Gemelos City and statistics for supporting characters such as criminal goons, killer robots, rampaging monsters, and, of course, ninja.

# GAME CONVENTIONS

There are a few standard conventions to keep in mind while playing *Destined*, and no matter how you customize the game to suit your needs you should always try to keep these aspects part of the game system.

## DICE USED IN THE GAME

*Destined* uses a standard range of polyhedral roleplaying dice: d4, d6, d8, d10, d12, and d20. Additionally, the game calls for the use of a d2 and d3 which can be handled using the following options:

- d2: Roll any die. An odd number equals 1 and an even number equals 2. Alternatively, flip a coin.
- d3: Roll a six-sided die; 1-2=1, 3-4=2, 5-6=3. Many hobby retailers also have d3 dice available for purchase.
- For a d100, use a pair of d10 dice and decide which one will be the 10s and which will be the 1s. The result is a number between 01 and 00 (100).

## ROUNDING OF NUMBERS

When rounding fractions, round up to the next whole number.

*The last robber fell like a wet sack of garbage, his jaw dislocated after he made the mistake of trying to stick his knife in The Mortician's back. All around the black-clad vigilante lay the moaning, battered, and unconscious petty thugs who thought they were above the law because the law was too scared to venture into this part of the city. Methodically he picked up his throwing knives, including one embedded in the shoulder of one of the fallen, before wiping it off on the man's jacket. The Mortician was no expert, but he was pretty sure the robber wouldn't bleed out before the police arrived. With practiced ease he disassembled their discarded guns, tossing the pieces down a nearby sewer grate. Then he noticed movement out of the corner of his eye. One of the criminals was trying to crawl away, his broken leg dragging behind him as the man desperately tried to put distance between him and The Mortician. It didn't work. With a strangled cry the robber felt one hundred kilos of muscle land on him, and his eyes widened as he was face-to-face with the vigilante's skull mask. The man fainted dead away before The Mortician could say a word, and under the mask he smiled. As distant sirens grew closer, he launched a line up to the rooftops. He knew there was still a lot of work to be done, but someday the city's criminals would be too afraid of him to ever hurt anyone again.*



# DESTINED

**SUPERHERO ROLEPLAYING**

## **WHO ARE YOU DESTINED TO BE?**

*If you were given fantastic powers, who would you be? Would you try to save the world - Or conquer it? Would you promote peace and justice, or foster fear and demand blind obedience? Would you strive to be the world's greatest hero or its most infamous villain?*

*Destined* is a game of super-powered role playing. You take on the roles of individuals with amazing abilities and try to find your place in a world inspired by comic books and other superheroic media. Using an extensive array of superpowers you create whatever hero you can imagine and take to the mean streets to mete out justice using your trusty 1d100 and a well stocked utility belt.

Based on the acclaimed *Mythras* rules, *Destined* is an easy to learn and action-packed game system. *Destined* gives you all the rules you need to create the superhero stories you want to tell. From four colored tales of spandex and capes, to gritty stories of real world crime, *Destined* allows you to play as whatever superhero (or villain) you want to be.

*Destined* is a complete roleplaying game. All you need are some friends, dice, and your imagination...



**TDM800**

