

# MAN AND UBERMENSCH

*He abolished the gold standard. He needed a wheelchair. The war was taking too long. He locked up innocent Japanese citizens. He'd served more terms than George Washington.*

*He wasn't a particularly good President.*

*They replaced him, and a good thing too!*

*Hans Homm is a proper Commander-in-Chief. He has blond hair and blue eyes, a firm jaw and a fierce right hook. As of a month ago, he's even an American citizen – and a damn good one too!*

*Not everyone is a good citizen.*

*COLUMBIA used to be a good citizen. America's First Best Hope. She is not our strongest superhero – that's the PATRIOT – and not our smartest – that's the PILGRIM – but she was our first and that counts for something. COLUMBIA thinks she met President Homm on her last trip to Europe, the time she killed Hitler, when Homm was the Nazi superhero UBERMENSCH. She beat him unconscious last time – she'll not make that mistake again.*

*SAM STONE has always been a good citizen. He's returned from Africa with ZANA, his jungle bride, to find his sister is a celebrity superheroine. In New York he pummelled justice into petty thugs and gangsters, and he'll do the same to DC.*

*THE VIXEN has never been a good citizen. After SAM STONE rescued her from a Japanese internment camp, she turned to crime and mayhem to wreck her revenge. Her old nanny, MOMMA SHARP, recruited her on behalf of DOUBLE V, a secret society devoted to victory over fascism in Europe and racism in America. Now she's going to kill the President.*

*Maybe that will win SAM back.*

## CHRIS SAKKAS

FIRST RELEASE

# Year of LIVING free



<[HTTP://WWW.YEAROFLIVINGFREE.INFO](http://www.yearoflivingfree.info)>

Many thanks to John Harper, whose *Lady Blackbird* was a great inspiration. If you find this game confusing or incomplete, please download *Lady Blackbird* and read it through ([<http://www.onesevendesign.com/ladyblackbird/>](http://www.onesevendesign.com/ladyblackbird/))

Thanks also to Gremlinlegions, author of *Castle Blackbird*.

Please contact the author at [<sanglorian@gmail.com>](mailto:sanglorian@gmail.com) if you have any thoughts or feedback.

Typeset in Delicious and Linux Biolinum O.

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# The Rules

## ***Obstacles and the Pool***

When your character faces an obstacle, you roll dice. If one of your traits is applicable to the obstacle, you may roll an additional die – and one additional die for every tag on that trait that is also applicable. You can only use one such trait in this way for each risk.

You can also add any number of dice from your pool to your roll.

Look at the results of your roll. For every 4, 5 or 6, you gain one 'hit'. Overcoming easy obstacles requires only two hits, while more difficult ones may require 3, 4, 5 or even 6.

If you succeed, the obstacle is overcome and you lose all the pool dice you used in the roll. If you fail, the situation escalates in some way and you might acquire a condition. You also keep all the pool dice you used and may add another die to your pool.

**Helping:** If you help someone who is taking a risk, you may give them a die from your pool to roll along with their dice. If the roll fails, you get your die back.

**Pool:** Your pool begins with 7 dice and can never exceed 10 dice.

**Refreshment Scenes:** A flashback, an intimate moment with another character or another scene that gives insight into your character. Your pool returns to 7 dice if it was at less than 7 dice, and if appropriate you may regain the use of a spent secret or remove a condition.

## ***Keys and Experience***

When you hit your key, add a die to your pool or gain 1 XP. If hitting your key leads you to danger, add two dice to your pool or gain 2 XP. If you turn your key, add five dice to your pool or gain 5 XP. You never have to turn your key if you don't want to.

You may spend 5 XP to buy a new key, trait or secret, or to add a new tag to an existing trait.

## **Conditions**

- **Converted:** You've started fighting for the enemy!
- **Controlled:** You act under the influence of another. How will you break free?
- **Drained:** Your will and fortitude are sapped. What will it take to restore you?
- **Entrapped:** You cannot bring yourself to act. How will you break free?
- **Erratic:** Powerful emotions or the like have made you unpredictable.
- **Exposed:** Your schemes are now public. What are the consequences?
- **Hindered:** Your body or mind have lost their strength or sharpness. How will you get better?
- **Hunted:** You are hounded and pursued. How will you escape the attention?
- **Indebted:** Someone else holds something over you. How can you make it right?
- **Lost:** You are alone or in parts unknown. How will you make your way back?
- **Misguided:** You are misapplying your force and focus. How will you see the truth?
- **Presumed Dead:** You seem to be dead. Are you?

# Sam Stone

Samuel Thomas Stone.

## **Traits**

International Brigadier

Rifle, Hardened, Spain, Courage Under Fire, Anarchism, [Communism], [Teamwork], [Democracy].

Working Class Hero

Fix It, Slum It, Junk It, Dump It, [Keep It], [Fight It], [Save It].

Stevedore

Two-Fisted, Wicked Left-Hander, Rage, Knock-Out, [Rush], [Intimidate], [Brawl], [Police].

## **Secrets**

Tremendous Strength

Physical objects cannot withstand the great force of your blows.

Contacts

Whether it's PC Harry McGuire or Lindsay Lanza – the Belle of Broadway – or even Scipio Tortelli – head of the Stevedore's Union – there's always someone you know who'll help out an old friend.

## **Keys**

America

You're all-American, a working class boy and a patriot who grew up on New York's docks. Hit your key when you overtly display your patriotism.

**Turn:** You leave America for good.

From Each According to His Ability

You firmly belief in justice and equity. Hit your key when you sacrifice something of yourself, or if you force another to make such a sacrifice.

**Turn:** You leave someone to suffer.

Jungle

You came to peace with yourself in the jungles of Africa. Hit your key when you have a chance to appreciate nature in all it's splendour.

**Turn:** You civilise Zana.

# Columbia

Alice Stone.

## **Traits**

Victory Girl

Liberty Bell, Flight, Fifty Throwing Stars, These Colours Don't Run, [The Imprisoned Lightning], [Cannon].

Schoolgirl

Gossip, Fashion, Celebrities, Boys, Girls, [Education].

Shield of Stripes

Reflection, Armour, Flight, [Throw Shield], [Aura of Safety], [Piercing Light].

## **Secrets**

The New Colossus

You can double or even triple your size, though it leaves you wan and drawn.

Inspiration

Once per session, you may allow another to re-roll a failed roll.

## **Keys**

Youth

Your powers blossomed with your womanhood, and your duty to your country took you far from boys and girls your own age. Hit your key when your youth and impetuosity get the better of you.

**Turn:** You have your first kiss.

America

To millions, you represent America. Hit your key when you give autographs, lead parades and otherwise draw on that persona.

**Turn:** America be damned, you're going to do what you want for once.

V-Girl

The soldiers call you V-Girl. Your face – and body – is on hundreds of postcards, posters and comic books. There's this one photograph of you riding the wing of an aeroplane like a surfboard. That wound up on *Time*. Hit your key when you increase or exploit your fame.

**Turn:** You pass up an opportunity to promote yourself.

# Vixen

Kiko Kitsune.

## **Traits**

### Cat Burglar

Sneak, Ninjutsu, Leap, Claws, Climb, Theft, [Top Storey Job], [Blackjack], [Sprint].

### Gadgeteer

Grappling Hook, Snare, Reel In, Smoke Bombs, [Firecrackers], [Glider], [Laughing Gas].

### Nisei

Japanese Americans, Japan, The Kami, [Contacts], [Shops], [Leadership].

## **Secrets**

### Pockets Everywhere

You always have a few coins, gadgets and a knife or two stashed in your pockets. In fact, if it's small and relatively cheap, you probably have it.

### Agile

Once per session, you may reroll a failure during a test of reflexes or dexterity.

## **Keys**

### Engagement Ring

You still wear the ring Sam gave you. Hit this key when you remind Sam why he left you, and when you make him wish he hadn't.

**Turn:** You pawn the ring.

### America

You bear great resentment towards the American people for the way Japanese Americans have been treated during the war. Hit this key when you aid your people or punish the Americans.

**Turn:** You forgive.

### Greed

This country owes you. Hit your key when you steal, cheat or otherwise acquire more than your fair share.

**Turn:** You give up your every possession.

# Zana

Jungle Warriress

## **Traits**

Ape Child

Crocodile's Lullaby, Vulture's Call, Monkey's Quip, Bear's Dance, [Jackal's Chat], [Eagle's Pride], [Elephant's Memory].

Lioness Warrior

Club, Sniff, Chase, Lurk, [Teamwork], [Strength], [Courage].

Explorer

Climb, Sneak, Wilderness Survival, Herbalism, [Athletics], [Intuit Direction], [Navigation].

## **Secrets**

Tongue of the Sun and Moon

You can speak the languages of the animals.

Tawny the Tame Lion

You are accompanied by your loyal companion Tawny. He has something of a sweet tooth. Once a session, you may reroll a failed roll where Tawny can help you overcome an obstacle.

## **Keys**

Law of the Jungle

You have a firm sense of right and wrong which does not always align with the law. You feed the homeless with the mayor's Christmas dinner and confiscate guns from the police as well as the gangsters in a gunfight. Hit your key when you violate America's social norms.

**Turn:** You become a society lady.

My Family's Memory

You have only the vaguest memories of your parents before they were consumed by a man-eating plant in darkest Africa. Hit this key when you pursue information about them or tell someone what you know.

**Turn:** You learn their names.

Samston

You first met the man you call Samston in the jungle. He was a hairless ape, upright like you, and covered in a strange substance. Your hands moved to cover your nakedness, though you knew not why. You ran. You returned the next day clothed in fur – but this time the hairless ape was naked. He ran. On the third day, you both came clothed. Hit your key when you make Samston smile.

**Turn:** He asks you to marry him.



# Momma Sharp

Tina Sharp

## **Traits**

### Witchcraft

Charm, Rebuke, Ensovel, Scry, Read Leaves, [Read Cards], [Read Minds], [Read Future].

### Mother

Heal, Gossip, Sooth, Bluster, Willpower, Stare, [Bluff], [Smack], [Scream].

### Maid

Clean, Sneak, Architecture, Hide, Knives, Hidden Passages, Fires.

## **Secrets**

### Eternal Youth

Your body retains the flush of youth no matter how the years turn. Once a session, you can reroll a failed roll if your beauty may help overcome the obstacle.

### Shapechange

You can change the size, colour and shape of your face, hair and body. Your eyes never change.

## **Keys**

### Nanny

You have raised generation after generation of children, and you know how to look after people. Hit your key when you give someone what you need.

**Turn:** You ignore the suffering of others.

### America

America is your home, and has been since you were carried on a slave-ship over the dark tumultuous ocean. Hit this key when you encourage Americans to love one another.

**Turn:** You lose control from hatred.

### Son

You love your son, but you hate to see him neglect the sorcery in his blood. Hit this key when you help him.

**Turn:** He accepts witchcraft.

# The Veteran

Bob Sharp

## **Traits**

Soldier

Guard, Obey, March, Dig, Fortify, Sentinel, [Charge], [Rifle], [Pistols], [Cannons].

Clever

Instincts, Book Learning, Logic, Games, [Education], [Imagination], [Leap of Faith].

Teacher

Patience, Discipline, Educate, Wits, [Passion], [Voice of Authority], [Learn].

## **Secrets**

Companion

If another receives a condition, you can take it upon yourself instead. This can occur at any point during the game that makes sense – particularly during a refreshment scene.

Teach

Once a session, instead of assisting by giving a single pool die, you can allow another to use one of your traits and its tags on a roll as well as the other's own trait and tags.

## **Keys**

Soldier Without a War

You were a child during the American Civil War, ineligible to serve in World War One and too old to fight in World War Two. Hit your key when you get the opportunity to use a weapon.

**Turn:** You are a hero in battle.

America

America is a land of opportunity, sometimes troubled, but your cradle and your homeland. Hit this key when you fight for America and Americans.

**Turn:** You save an American life.

Bloodline

Your mother makes a spectacle of her difference. Hit your key when you conform to society's expectations of you.

**Turn:** You are accepted as a patriotic American by the President.

# Obstacles

## ***The Business Brigade***

Concerned about the threat the old President posed to their millions, industrialists, captains of industry and capitalists rallied to resist the spectre of big government. They formed the Business Brigade, an ideological opposite to the International Brigades of the decade earlier. Sons of fortune became soldiers of fortune, fighting for Mammon and the almighty dollar.

**Economic Warfare:** The Business Brigade has the reach to harass and scrutinise anyone engaging in commerce in the country.

*Obstacles:* Find details about the Temple of Mammon: 2. Withdrawing money from a bank that has you blacklisted: 3. Find details about the Temple of Mammon without attracting attention: 4. Escaping a hotel after the Sons of Fortune have it surrounded: 4.

*Escalation:* The Sons of Fortune arrive. You are blacklisted by the banks (Entrapped). They send mercenaries after you (Hunted).

**The Temple of Mammon:** An abandoned Masonic lodge was converted into a Temple of Mammon for the capitalist classes to worship and connive in secrecy.

*Obstacles:* Sneaking in without being heard by the congregation: 3. Secretly switch ritual ingredients: 3. Opening the cells of the imprisoned communists: 4. Stealing the key to the secret tunnel from the altern: 4.. Opening the secret tunnel to the White House: 5.

*Escalation:* The congregation ready for battle. Someone falls through a trap-hole (Lost). The congregation decide to sacrifice one of the prisoners. The congregation begin a dark ritual. Someone is captured (Entrapped).

## ***Sons of Fortune***

The Sons of Fortune are well-equipped sons of privilege. Many are absurdly kitted out in the latest military inventions.

*Obstacles:* Send a Son running: 2. Ignore the pepper spray: 3. Get information out of a Son: 3. Bring down a Son's jetpack: 4. Find a Son between the smoke bombs: 5. Knock out the Father of Fortune: 5.

*Escalation:* The Fortune Five Hundred arrive. Someone gets caught in Experi-Web (Entrapped). The Sons bring a cannon. Someone mistakes a silhouette in the smoke for a Son (Misguided). The cops arrive. Someone takes a bullet (Hindered).

## ***President Homm (The UBERMENSCH)***

President Homm is a formidable enemy in his own right.

*Obstacles:* Subdue the President's loyal secretary Heidi: 3. Dodge the President's patriotic punch: 3. Resist marching to the President's patriotic song: 4. Break through his oval table barricade: 4. Disable the security alarms: 4. Dispel the Thule Magic surrounding the Oval Office: 5.

*Escalation:* The Secret Service arrive. The President escapes to fight another day. The fight is filmed (Exposed). Someone is enchanted by the President's baby blues (Converted). The Storm Troopers arrive. Lightning arcs about the room. The President calls the Hammer of Mjolnir.