

MEN OF POWER

In the land filled with FIGHT men, COOL men and BAD men, some FIGHT men, and COOL men rise to FIGHT and BE COOL against the onslaught on the BAD men

MEN CREATION

Pick a man on your Man Sheet.

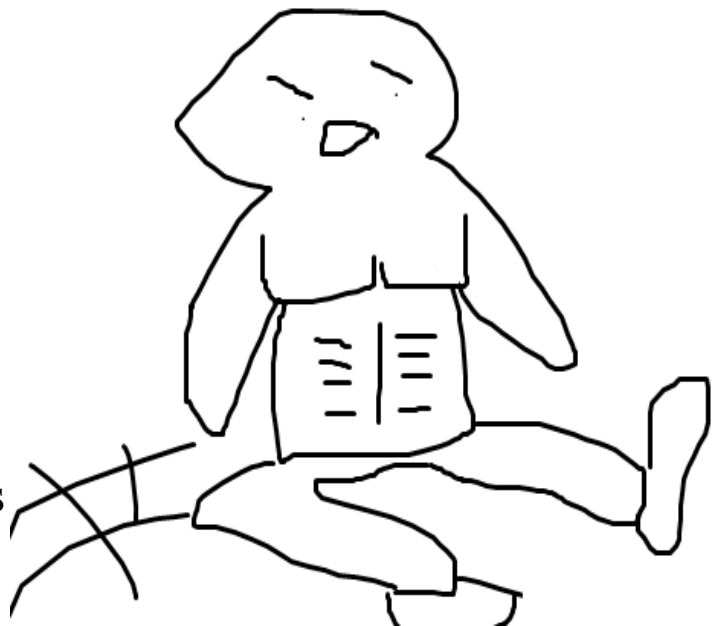
PICK A MAN

FIGHT MAN

A FIGHT MAN never loses a FIGHT. Draw a sweet kick in the box.

COOL MAN

A COOL MAN is always COOL. Draw some chill shades in the box.



BAD MAN

Whatever a BAD MAN does, it is always BAD. Draw a skull in the box.

DICE ROLL'N

If you do something that isn't you MAN POWER, roll a SIX SIDE DIE. For example, if a FIGHT MAN tries to be out COOL another FIGHT MAN or BAD MAN, or if a COOL MAN FIGHTS a BAD MAN roll that die. What man rolls higher does that thing. If they

tie, both men do that thing.



MM (MAN MASTER)

As the MM (MAN MASTER), it is your job to describe the world your MANS will be duding around in. You control the environment and all the other NPCS. Make all NPCS according to the character creation rules. It is also your

responsibility to arbitrate all ties.

FAQ

What if two FIGHT MEN FIGHT
They FIGHT until they both win!

What if a FIGHT MAN FIGHTS a COOL MAN about being COOL
The FIGHT MAN wins the FIGHT and the COOL MAN is COOL.

What if a BAD MAN helps someone? What if he saves a kitten?
That help is BAD! Saving that kitten was a BAD thing to do.

CHECK YOUR MAN



FIGHT



COOL



BAD