

ANYONE CAN WEAR THE MASK

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A HACK OF "BEYOND THE RIFT"
BY DEE PENNYWAY



ANYONE CAN WEAR THE MASK

*A STORYTELLING GAME ABOUT
A HERO, A VILLAIN AND THEIR CITY*

This is an imaginary story (which may never happen, but which then again may),
About someone with great power, who chose to use that power only for the good of all.
It tells of their final triumph, their ultimate showdown with their great and terrible adversary,
And of the city that believed in them, and of the people they saved, and the people they couldn't.
We tell their story and celebrate their successes, knowing they are only a myth.

There is no superpowered hero coming to save us.
We have only our city. We have only ourselves.
We must be our own heroes.
This story is an imaginary story,
But it doesn't have to be.

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This is a work of fiction. Names, characters, places, and incidents are either the product of the author's imagination or are used fictitiously. Any resemblance to actual persons, living or dead, events, or locales is entirely coincidental.

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INTRODUCTION

Anyone Can Wear The Mask is an RPG for 1 to 3 players about a superhero, a supervillain, and their city. Throughout play, you'll record the adventures of a great hero as they defend their city, stand up to those in power, and eventually confront a terrible nemesis. You'll draw maps, roll dice, pull cards from a deck, and make a living record of the city and its people. To play, you'll need the following:

- A deck of playing cards, with jokers included but set aside for now.
- Several six-sided dice.
- A space to make a map, or record location names/ descriptions.
- A space to list character names.
- If you have a Bullet Journal, you can use it for your names & map.
- Something to write with.

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WE ARE OUR OWN HEROES

SAFETY AT THE TABLE

Before you sit down to play, you should cover a few key topics with your group (or think them through for yourself, if you're playing solo), to ensure everyone is able to enjoy themselves safely.

tone

This is an emotionally challenging game. The **Hero** will fail, and people will be lost, and that's a lot to deal with. The **Hero** will win in the end, but part of that is rising above their own failures to come back stronger. Make sure you're all on-board with that before diving into *Anyone Can Wear The Mask*. If you'd like to make the game a less emotionally heavy, consider changing the following:

- You can remove the "1" option from any of your dice rolls if you want to remove the idea of the **Hero** failing. Treat a 1 as a result of 2-3, and play as normal.
- You can freely change the "Lose Someone" mechanic to represent any sort of worst-case scenario: perhaps you *Make a New Enemy*, or *Lose the Public's Trust*.
- The *Injury* mechanic in the game also pushes you towards failure; you can remove this mechanical effect and just treat injuries as a purely narrative factor if you so choose.
- You can also remove failure altogether, if you're more interested in randomly generating the exploits of a friendly neighborhood superhero.

SAFETY MECHANICS

Once you've confirmed your group is on-board with the premise, take some time to discuss some safety mechanics players can use to further ensure their comfort and support during play:

- **Lines/Veils:** Discuss any topics you don't want coming up (*Lines*), or topics you'd like to approach at arm's length (*Veils*).
- **X/N/O Cards or Signals:** At any time, a player can tap the X-Card or making an appropriate X-signal to entirely pause play and/or remove an element from the story, no questions asked (whether due to safety concerns, discomfort, or simply wanting to go in a different direction). Tapping or signalling the N-Card indicates that, while play shouldn't stop, it should move naturally in a different direction or past a particular topic. Finally, the O-Card should be tapped/signaled if a player is really feeling a particular moment and wants to really explore more of it at the table.

For more information about safety mechanics, refer to the TTRPG Safety Toolkit, compiled by Kienna Shaw and Lauren Bryant-Monk.

Once you've discussed safety at the table, it's time to discover our Origin Stories.

ORIGIN STORIES

WHERE IT ALL BEGINS

At this point, we meet our three main characters (The **Hero**, The **Villain**, and The **City**), decide on which role/roles we'd like to play, and go through some initial brainstorming to get to know who our characters are and what they're capable of.

First, decide who will play the **City**.

THE CITY

You are... well, you're everyone. Ordinary people. Extraordinary people. Other heroes. Other villains. People trying to live their lives. People in danger. Taken together, you're the city the **Hero** protects, and the city that gives the **Hero** their strength.

As the **City**, here's what you'll do in play:

- Draw cards to determine locations within the city where the story takes place.
- Name the people that live there.
- Keep a list of the people the **Hero** saves, and recite them during *Until Next time*.
- Roleplay the ordinary people living in the **City** as they interact with the **Hero** during their adventures
- Help lift up the **Hero** when they're at their lowest, so they can continue protecting everyone within their power.

BUILDING THE CITY

To create the **City**, answer the following questions:

How large is the City? (The term "city" is used extremely loosely here)

Small Town | Bustling Borough | Major Metropolis | The Whole Wide World | To Infinity & Beyond

The City is broken up into four major sections; what do those sections look like?

As you come up with sections of the **City**, you might want to assign them a suit in the deck, so you can easily refer to the card's suit and declare where the scene is happening.

If you do this, make sure to note the **Hero's** Strong Suit, so you can associate that suit with their home territory, their neighborhood, their place of power.

Example: Kirby City is broken up into Morrison Square city park (Clubs), Simone County Community College (Diamonds), McDuffiesburg, a residential district (Hearts), and the jazzy tech district of Giffen Alley (Spades).

Once the **City** has answered their questions, decide who will play the **Hero**.

THE HERO

Maybe you have incredible powers. Maybe you're just that good. But you've got a mask, and an alter-ego, and the ability to help the people in the city. And as long as those in power won't do the job, that means you have the responsibility to help the people in this city.

As the **Hero**, here's what you'll do in play:

- Describe how you overcome threats to the city and its people.
- Describe the people you save, and the people you don't.
- Map out your city, its people, your allies, and your enemies during play.
- Rise up, stand tall, and defeat the **Villain** in the final battle.

ORIGIN STORIES

To create the **Hero**, you'll answer the following questions.

How powerful are you?

Street-level Vigilante | Friendly Neighborhood **Hero** | Gifted With Great Power | A Living God

Where do your powers come from?

Science | Magic | Technology | Ancestry | Who Even Knows | Powers? What Powers?

What exactly can you do?

It can be helpful to picture your **Hero's** specific powers to understand the ways you can stop various threats. If you're at a loss for ideas, you can always "borrow" some powers from your favorite superhero, use a playbook or tables from your favorite Superhero RPG, or leave this intentionally vague and come up with powers during play.

How do you help your city?

This will determine when your character's Strong Suit.

- **Clubs:** You'll be the hand of the people, protecting them so they can thrive.
- **Diamonds:** You'll be the icon that they look up to for inspiration.
- **Hearts:** You'll be the smiling face, a friend to those who need it.
- **Spades:** You'll be the dark knight that avenges the injustice they suffer.

Once you know the **Hero** and the **City**, the remaining player should create the **Villain**.

THE VILLAIN

You're here to destroy. Maybe it's because you crave power. Maybe it's out of spite for the hero. Maybe it's part of a larger plan. But this city has to burn, and you're going to be the one that does it.

As the **Villain**, here's what you'll do in play:

- Describe the kinds of threats that the **Hero** will overcome.
- Track the **Hero's** injuries and setbacks, but also their greatest successes.
- Roll the dice to determine whether the **Hero** can save everyone or not.
- Keep a list of the **Hero's** failures, so you can recite them during The Final Confrontation.
- Ultimately be defeated at the hands of the **Hero**.

MASKED DANGERS

The **Villain's** true form and identity will remain a mystery for now, revealed in full during The Downfall. For now though, you'll make a quick list of threats the hero could face; you'll want to brainstorm a list of a few options, but you can also come up with new threats during play.

These threats can be extremely broad (supervillains, natural disasters), extremely specific (named villains, 'runaway train cars'), or anything in-between. They can be world-threatening catastrophes (a meteor is headed to Earth), vile acts of villainy (someone poisoned the water supply!), or even mundane threats the hero has to face during their day-to-day life (you've got a deadline!).

PLOTS AND SCHEMES

As you create threats, you might want to assign them a number from 2 to 10; this way, when a number card is drawn, you'll be able to quickly determine what the threat at play is.

Once the **Hero**, the **Villain**, and the **City** have been filled out, it's time to review How to Be a Superhero.

HOW TO BE A SUPERHERO

CORE MECHANICS

Each player has a role to play, and certain activities they'll perform during play. After that you understand the core mechanics of the game, move to *A Day in the Life*.

ROLLING DICE

When it comes time for the **Hero** to step up and face down a threat, the **Villain** will roll dice and determine how well they performed under pressure. Whenever that happens, you'll roll as many dice as suggested by the **City**, and take the highest result.

For example, if you roll a 1, 3, 4, and 5. Your result will be 5.

The one exception to this is when, due to external factors blocking the **Hero's** success (such as injuries and the interference of people in power), you would be asked to roll less than one dice.

If you are asked to roll zero dice, you'll instead roll two dice, and take the lowest result. For negative numbers, you'll continue adding dice and taking the lowest result.

For example, if you are asked to roll negative two dice, and you roll a 1, 3, 4, and 5. Your result will be 1.

DRAWING CARDS

Before play, the **Villain** should split the deck of cards in half, and shuffle one of the Jokers into the bottom half of the deck. This Joker will be referred to as "Joker 1" from now on.

During play, the **City** will draw cards as instructed. If at any point, a Joker is revealed (including if a Joker is discarded as a result of *Collateral Damage*), go immediately to the relevant section of the text: **The Downfall** if this is the first Joker being played, and **The Uprising** if this is the second.

If at any point, the **City** runs out of cards in the deck (either because they've drawn every card, or cards were discarded as a result of *Collateral Damage*), advance immediately to *A Crisis*.

INSPIRATION

During play, the **Hero** may accrue **Inspiration** as a result of rising above and becoming something greater than themselves. When this happens, the Hero should set aside a token; they can use this token at any time to recover an Injury suffered at the hands of the **Villain**, or to force the Villain to roll an extra die.

THE MAP

As the **Hero** explores the **City**, they'll make a living map of their surroundings. This can take whatever form you like: a series of names & descriptions connected by lines; notes scribbled on top of a drawing of a real city map; squares on a sheet of grid paper; whatever is comfortable for you.

THE JOURNAL

The **Hero** will also keep a running log of the people they meet and the challenges they face along the way. You'll want to record the following information in your journal:

Allies & Enemies: The **Hero** will meet various key players (represented by Face Cards) who will help or hinder them throughout their adventures. You'll want to make notes on who these people are, and how they relate to you.

Who You Saved: People have names. People have stories. It's important to remember the names of those you helped...

Who You Lost: And it's important to pay your respects to those you couldn't.

A CRISIS

At any point during the game, if the deck is fully depleted, the **City** reaches a crisis point, and the shadow of the **Villain** grows even larger. Follow these steps to discover what happens:

The Hero: What is your greatest fear for the **City**? Describe how it comes to pass.

The Villain: What power do you hope to obtain? Describe how you seize it.

The City: How do you hope the people of the **City** will rise to walk in the steps of the **Hero**? Describe how it happens.

Once you've described these actions, shuffle the deck, draw a card and pick a new location.

A DAY IN THE LIFE

GAMEPLAY IN ACTION

When it's time to start play, The **Hero** should make a spot on the map for their Home. Take a moment to describe where the **Hero** lives: is it a stately manor? A fortress of solitude on the far side of the world? Their aunt's house?

Finally, the **City** will draw a card from the deck, and describe where the **Hero's** next adventure takes them:

Card Value	Location	Page
2-10	Somewhere in imminent danger	08
Jack	Somewhere Peaceful	09
Queen	Somewhere Personal	09
King	Somewhere Protected	10
Ace	Somewhere Private	10
Joker 1	The Downfall	11
Joker 2	The Uprising	12

Once you've determined the scene of the **Hero's** next adventure, follow the instructions for the location you've drawn.

After you've finished following the instructions, the **City**, will draw a card and pick a new location to continue the story.

SOMEWHERE IN IMMINENT DANGER

Here the **Hero** comes face to face with something that threatens the city (whether physically, emotionally, or anywhere in-between). When you arrive here, perform the following:

THE CITY

Describe the scene to the **Hero**. This place is in danger, but it isn't always in danger; where is it? Has the **Hero** been here before?

Who lives here? There is a threat that is about to unfold, but there are also people here. Name them, describe them, introduce them to the **Hero**.

Compare the suit of the card to describe how familiar the **Hero** is with this part of the city, and how the people here feel about the **Hero**, and pass this information onto the **Villain**:

- **Exact Match:** You're in your element, **Hero**. This is your neighborhood; these are your people. You've got this. Tell the **Villain** to take 3 dice.
- **Color Only:** The people here know you, but you haven't earned their trust yet. You're going to have to work at it today. Tell the **Villain** to take 2 dice.
- **No Match:** You're out of your element here. Maybe these people don't trust you, maybe you've never been to this part of the city before. Good luck. Tell the **Villain** to take 1 dice.

THE VILLAIN

Describe the danger that threatens this place and the people described by the City. If you need a point of inspiration, refer to the number on the card drawn, and use that as a reference point for recurring threats (e.g., every time a 2 is drawn, a building catches fire).

Take the number of dice suggested by the **City**. Subtract one dice for any active injuries the **Hero** has sustained, and one dice for any People In Power who are opposing the **Hero's** efforts. Add one dice for any points of Inspiration the **Hero** collects along the way. Roll that many dice, and refer to the table below, asking the **Hero** any questions:

ROLL VALUE	RESULT
1	You stop the threat, but despite your best efforts, you can't save everyone. Lose someone. How do you eventually manage to scrape by and stop the threat? Who can't you save?
2-3	You manage to stop the threat, but it's messy. How do you stop the threat? What goes wrong along the way? Either take an Injury, or cause Collateral Damage.
4-5	You rise to the occasion and manage to save the day. What great moment of heroism do you achieve?
6	You push past your limits and become something greater than yourself. How do you inspire the people? Recover one Injury or take a point of Inspiration.

THE HERO

Answer the **Villain's** questions as you are able. Describe how you save the day. If you take an injury, tell the **Villain**, so they can make note of it. If you cause Collateral Damage (whether physical, emotional, or otherwise), tell the **City**, and have them discard the top card off of the deck.

If you successfully save someone, mark their name in your journal, and set the card aside. This card becomes your Renown. Your legend has grown and more people throughout the city look up to you. This will become very important later.

SOMEWHERE PEACEFUL

Here the **Hero** encounters someone in need. Someone who can help them on their journey to defeat the villain, but who needs something from the **Hero** first. When you arrive here, perform the following:

THE CITY

Describe the scene to the **Hero**. There may be people here, but it is somewhere the **Hero** can quietly recover and focus their attention on someone specific.

Once you know the place, use the card's suit to determine who the **Hero** encounters here, and what they need from the **Hero**:

SUIT	WHO YOU ENCOUNTER
Clubs	An ally; they need a strong arm to fight at their side.
Diamonds	A protégé; they need guidance, a helping hand to lift them up.
Hearts	A friend; they need someone to listen.
Spades	A rival; they need someone to stand up to them before people get hurt.

Introduce us to the character. Tell us who they are, and how the **Hero** can help them.

SOMEWHERE PERSONAL

The **Hero** has a responsibility to the **City**, yes, but they also have a life of their own. There is a person behind the mask, and that person has friends, loved ones, and people that count on them. At this moment, you find yourself in one of those moments, with someone you care about: someone who knows the real you.

THE CITY

Describe the scene to the **Hero**. Connect it to their home space; use this opportunity to ask them details of their life outside of superheroism. Then, using the suit of the card, introduce a person close to the **Hero**, tied to another part of their life:

SUIT	WHO YOU ENCOUNTER
Clubs	Someone connected to the Hero's family and/or upbringing.
Diamonds	Someone connected to the Hero's professional life.
Hearts	Someone connected to the Hero's social or romantic life.
Spades	Someone connected to the Hero's origins.

THE VILLAIN

In this moment of quiet, the **Hero** has time to recover their wounds. If the **Hero** has any Injuries, remove them; they no longer apply. However, the threat outside continues to build. Describe the tension slowly building in the air.

THE HERO

Describe how you give this person what they need and earn their trust. Mark the location on your map, and list their name in your journal as an **Ally**.

ALLIES

As you adventure, you'll come across more people who can rise to the occasion and help you overcome the many threats that face the **City**. You can invoke these people in one of two ways.

- If the **Villain** rolls a 1 for your attempt to overcome a threat that matches the suit of an ally, you may treat the result as a 4 or 5 as they come to your aid.
- If there is a **Person in Power** opposing your efforts whose suit matches your ally's, you may choose to sacrifice that ally to take down that **Person in Power**. Remove their name in your journal.

THE VILLAIN

In this moment of quiet, the **Hero** has time to recover their wounds. If the **Hero** has any Injuries, remove them;

THE HERO

What do you take away from this meeting? How does it help to center you, and how does it help remind you about why you wear the mask?

SOMEWHERE PROTECTED

There are places in this city that ordinary people will never go. Places far removed from the hustle and bustle of everyday life. These are the halls of the rich and powerful; those with the money and influence to change the world, and who choose not to. **These people are not your friend, Hero.**

Here, the hero is confronted by someone in a position of power, someone cold and corrupt, but untouchable, at least for now. This person will do everything they can to interfere in the hero's plans, and hold them back from helping people in need, until the **Hero** can find a way to stop them. When you arrive here, perform the following then draw a new card:

THE CITY

Describe the scene to the **Hero**. This place is opulent, decorated with obvious displays of power of luxury. How does it stand in contrast to the rest of the **City**?

THE VILLAIN

Using the suit of the card drawn, describe the person who lives here, what corrupt deed they've done to attract the **Hero's** attention, and why the **Hero** cannot stop them yet:

SUIT	WHO YOU ENCOUNTER
Clubs	Someone with powerful political connections.
Diamonds	Someone with great wealth and status.
Hearts	Someone well-respected with great personal acclaim.
Spades	Someone with illicit connections, well-armed and dangerous.

SOMEWHERE PRIVATE

Perhaps this is a quiet meeting in a secluded city park. Perhaps this is a secluded parking garage, where you've agreed to meet under the cover of nightfall. Here, the Hero meets someone with inside information on people in power, and gets an inside look at what makes them tick. This, Hero, is where you learn how you can win. This is where you learn how you can stop them.

THE CITY

Introduce a trusted Confidante to the Hero, and describe where the Hero meets them. This should be someone well-connected to people in power, but eager to make the world a better place. If the King of the same suit has not been played, describe a mundane scene of friendship, and foreshadow the reveal that will come later.

If the King of the same suit has been played, the Confidante knows a secret that could topple the powerful. In addition to playing out the scene, reveal the Enemy's weakness to the Hero.

THE HERO

Make a note of this person's name, and what they've done to the **City**. Remember them; they will continue to impede your efforts until you find a way to bring them down.

ENEMIES

Enemies represent long-term antagonists who repeatedly oppose the **Hero's** efforts to help the **City**. After an Enemy is introduced, every time the **Villain** rolls to see if the **Hero** stops a threat, if the card drawn matches the suit of the Enemy, they will appear and block the **Hero's** progress. Reduce the number of Dice rolled by 1. This continues until either:

- **The Hero** obtains the **Enemy's** Weakness (represented by an **Ace**)
- **The Ally** of the same suit sacrifices themselves to stop the Enemy

THE VILLAIN

In this moment of quiet, the **Hero** has time to recover their wounds. Cross out one active Injury; it no longer applies. Then, using your knowledge of who the Enemy is, describe to the **Hero** what their weakness is; the one thing that can bring them down and put an end to the harm they've been causing the **City**.

THE HERO

Describe how you bring down your Enemy, and remove this person from their place of power. And then, finally, cross their name out of your journal.

THE DOWNFALL

It is here that the **Hero** is confronted at last by the **Villain**, who makes themselves known by striking deep at the heart of the **Hero**. There is a battle that happens. Lives are lost. Destruction spreads. And **Hero...** you are beaten back, for now. You'll come back. **Heroes** always do. But this is your Downfall.

CONSEQUENCES

This is the moment where it all comes undone, When the **Villain** triumphs. How does it happen?

THE HERO

Answer the following questions:

- What piece of yourself most scares you? How do you see that amplified in the **Villain**?
- What weakness are you afraid will be discovered? How does the **Villain** use it?

THE CITY

Answer the following questions:

- What part of the **Hero** most scares you? How is the **Villain** the worst version of that?
- What is your biggest fear for the **City**? How does the **Villain** embody that?

THE VILLAIN

Once you hear the answers from the **Hero** and the **City**, answer the following questions:

- What power do you crave? How are you going to seize it?
- What insurmountable odds will the **Hero** have to overcome to defeat you?
- What hidden weakness do you hope the **Hero** never finds?

Finally, introduce yourself in all your terrible glory to the other players. Describe your powers, equal in measure to the **Hero** (though perhaps not identical — you might wield wealth and power how they wield flight and super-strength, for instance). Describe your grand plans. And describe how, when the battle comes to you, you overpower the **Hero**.

Take the deck of cards from the **City**. Look to the **Hero's** Renown; the number of cards they put aside, the number of lives they saved. Discard one card off the top of the deck for every card in the **Hero's** Renown. These cards are never shuffled back in the deck.

CONTEMPLATION

The world is still, reeling from the battle. These scars will change the landscape of the **City** forever.

THE CITY

Take a moment of silence to mourn your losses.

THE HERO

Take a moment of silence to deal with your failure.

THE VILLAIN

Let the **City** and the **Hero** have their moment. Then, hand the deck back to the **City**.

THE CITY

When you're ready, take the remaining Joker and place it in front of the **Hero**. Tell them what it represents: The Uprising. Their decision to come back, and move forward, and make it right, and rise to the occasion. Tell them why you need them, and

why you believe in them.

THE HERO

When you're ready, pick up the remaining Joker, and shuffle it into the deck. Thank the **City**. Promise them you won't let them down. Because I can promise you, **Hero...** this time you won't.

THE CITY

When you're ready, draw the next card off of the deck and describe the next location. Change your narration going forward; show the wounds of the **City** and the influence of the **Villain** in everything you describe. But never forget; the **Hero** will overcome, and the **Hero** will save the day.

THE UPRISING

It has all led to this. The **Hero** is back in the **Villain's** place of power, having refused to stand down and accept defeat. Their losses hang heavy in the air, but it's time to finish this. The Downfall is over; it's time for the Uprising.

THE VILLAIN

Describe your place of power now that you're at the height of your glory. Describe the insurmountable odds, and note how the **Hero** failed to stop you last time. Describe the power you seek, and the power you already have. Note how often the **Hero** failed. Name the people they couldn't save. Ask the **Hero** why they think they can change things now.

THE CITY

Tell the **Hero** what they need to hear. Name the people they DID save. Tell them how they helped make this world a better place. Guide them. Encourage them. Lift them up. Help them carry the weight of falling short, so they can stand tall now, when they need to most.

THE HERO

This is your moment. Hear what the **City** has to say. Repeat the names of the people you saved to yourself. Think about how you helped people in need. Hear what the **Villain** has to say. Honor those you couldn't save by standing tall in this moment.

Describe how you fight. Describe how you win. And move on to **Until Next Time**.

UNTIL NEXT TIME...

With the **Villain** defeated, the **City** is at peace. There will be another **Villain** in time; there's always another issue to sell. But for now, there is quiet. For now, there is only a **City**. For now, the **Hero** can rest.

THE CITY

Describe how the city recovers from the **Villain's** actions. Describe how the **Hero's** influence makes the **City** a better place, and how their legacy is carried on in the hearts of the people.

THE VILLAIN

Describe how the city mourns those it lost. Describe the shadow still cast by the **Villain**, even though they are long since defeated.

THE HERO

Describe how, for an all-too-brief moment, the **Hero** rests. Describe how they celebrate their victory. Describe how they spend their downtime. And describe how they pay their respects to those that helped them succeed, and those that fell along the way. Then, at last, rest.

When the **City** needs you again, pick up this rulebook again and start from the top.

WHAT IF?

OTHER WAYS TO PLAY

THE BRAVE AND THE BOLD

TWO-PLAYER MODE

It's possible to condense *Anyone Can Wear the Mask* into a two-player game pretty easily. When doing so, what I recommend is that one player takes on the role of the **Hero**, the other takes on the role of the **City**, and the role of the **Villain** is shared between players. It's most important that the **Hero** & **City** be separate players in this experience, because that relationship is more core to the game than that of the **Hero** & **Villain** or the **Villain** & **City**.

THE FORTRESS OF SOLITUDE

SINGLE-PLAYER MODE

You can play this as a single-player game, condensing all three roles into one. You'll simply perform the different parts of play at different times, turning the game into a solitary journaling experience.

MASTERMIND POINTS

ANTAGONISTIC VILLAIN PLAY

If you'd like the back-and-forth between the **Hero** & **Villain** to be more competitive, have the **Villain** put aside any cards discarded by damaging the **City**, similar to how the **Hero** gains Renown. At any time, the **Villain** may spend these cards to reduce the number of dice they roll while the **Hero** saves the day.