# OVERPOWERED

Welcome to Overpowered, a solo framework for speedrunning your favorite rpg adventures.

This Reference Bookmark contains all the rules you need to play Overpowered. The full Operations Manual contains much more:

> Over 30 pages of examples, strategy, and extras.
> Two ready-to-play Adventure Keys.
> Advice for roleplaying themes & duet rules.

Get the full Operations Manual at **technicalgrimoire.com/overpowered**

## BOOKMARK ASSEMBLY

Print this page out. Fold the paper along the dotted lines so that this column is tucked inside.

## THE GOAL

Use the Web App to play Overpowered and pilot your bot through a dangerous adventure. The goal of the game is to complete an adventure with as high of a score as possible!

Spend dice to defend your bot from dangers, gain dice by scanning valuable data. If you gain more dice than your power banks can hold, your OVERPOWER increases. OVERPOWER is eventually converted into the final score!

If you run out of dice and can't complete the adventure, then you lose. Game Over!

## PREPARE TO PLAY

1. **SELECT** an adventure with MATH & MAPS.
2. **OPEN** the Web App on a device with a browser: technicalgrimoire.com/overpowered
3. **LAUNCH** a new bot on the Web App. Your bot begins with six dice in its power banks: a d4, d6, d8, d10, d12, and a d20. A d8 showing "7" and a d20 showing "7" are both worth 7 power.
4. **START** in the first area of the adventure.
5. Follow the gameplay loop in the next column.

## 1. READ THE AREA

Your bot only cares about dangers and data. Ignore everything else.

> **Dangers** include anything that could harm the average human. They cannot be avoided!
> **Data** includes...
  Each **type** of valuable. (Gems, art, cheese, info)
  Every non-hostile **creature**. (organic or not)
  Each **danger** also counts as one **data**.

Try to enter rooms that have lots of data, weak dangers, or both. Plan your route carefully. Is this area worth entering? Is there a better path?

## 2. ENTER THE AREA

Click the `ENTER NEW AREA` button. This will reset your Data Surge and grant 5 OVERPOWER.

## 3. DEFEND AGAINST DANGERS

Defend against every danger, one at a time. First, pick the correct value for each danger:

> Ignore all danger values **below 4** or **above 30**.
> If it a unique name or title, use **highest** value.
> Otherwise, use the **lowest** value.
> If the value is a **range**, use the highest possible. ( d20 = 20,  3d6 = 18,  2d4+3 = 11 )
> If no other values make sense, use the **default value of 10**.

Then, spend enough power to **equal or exceed** the value. Repeat these steps until all dangers in this area have been defended against.

## 4. SCAN DATA

Click the `DATA SURGE` button for each data in this area. New dice are rolled and added to the bottom of your columns. If you gain more dice than you can hold, the top die gets converted into OVERPOWER.

## 5. END ADVENTURE?

When you are ready to end your adventure, click the `END ADVENTURE` button. The app subtracts 50 OVERPOWER, then multiplies it by 100. This is your final score.

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## STUCK?

Spend OVERPOWER to activate useful abilities:

> **Low-Power Dice?** Spend 5 OVERPOWER to reroll all your dice and hope for higher values.
> **Out of Dice?** Spend 30 OVERPOWER to gain a d4, d6, d8, d10, d12, and d20. You must have at least 3 empty dice slots to use this ability.
> **No Way Forward?** Spend 50 OVERPOWER to Teleport to any area in the adventure.

## SAVE YOUR GAME

To save your game, simply bookmark the Web App or copy the URL and open it later. Your OVERPOWER, dice, rolls, and name will be saved.

The only thing that is NOT saved is your Adventure Log. When you close the Web App, the Adventure Log is lost forever. You'll need to download the Adventure Log somewhere safe.

## RANDOM ROLLER

Sometimes you just need to make a quick roll that doesn't impact the rest of your game. Things like:

> Random Encounter Tables. "On a 1 in 6, this room is filled with rats."
> Chance of Random Event. "There is a 50% chance of the roof collapsing."
> Determining a group of creatures. "A horde of d6 skeletons lurch towards you!"

Dice from the Random Roller are completely disconnected from the rest of the app. They won't affect dice in your bot's power banks or your OVERPOWER score.

## COMPETITION

To compete fairly with another player:

> You must both use the same bot name.
> You both use the same adventure key.

## RENAME BOT

Click your bot's name to rename it. **WARNING:** This will launch a new bot!

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# THIS GAME IS GROWING!

We plan to expand Overpowered with more adventures, content, advice, features, and more! Join the Overpowered community and share your feedback and ideas with us.

> **The Discord Server** is a great place for discussions and brainstorming.
> Visit the **Itch.io Page** to track development progress and stretch goals.
> Email us directly at **technicalgrimoire@gmail.com**

# V3.0 PATCH NOTES (05/24)

## Project Changes:

> Released into Early Access ($10 PDF)
> Bookmark & Demo adventure are free to download
> Brand new marketing pitch & game focus
> Created forums for feedback/discussion on itch.io & Discord

## PDF Changes

> Removed all roleplaying from the book
> More charming Gemini artwork added
> Lots of new diagrams and streamlined explanations
> Made the tutorial adventure a lot easier
> Moved Reference to pack end papers
> Added (some) roleplaying back to the book
> Added Duet rules for two players

## Web App Changes

> Added Bot Rename button
> Adventure Log has more detail
> Rounded the top corners, sharpened the bottom corners
> Allow players to submit Adventure Keys with their high score
> Download Adventure Keys & Adventure Logs from the Leaderboard
> Added button to download adventure logs and keys
> Fixed a bug where your bot image kept changing
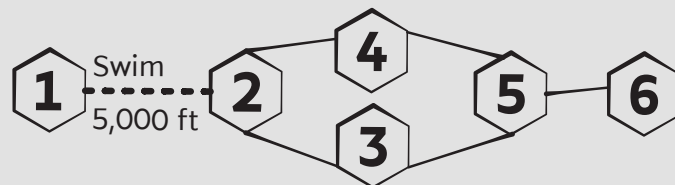
# CHAPTER 3
# Sunken Secrets of Blurrd

## Introduction

Long ago, when humanity was but a speck of dust on the limb of ancient starfalls, Blurrd the dreadgod begin to amass incredible power. It

> We can skip most of this section. Just read enough to get a sense of the adventure and find the starting area. Here's a copy of the map:



Swim
5,000 ft
1 — 2 — 4 — 5 — 6
      3

now his secrets wait at the bottom of the trench. Until even now his secrets wait at the bottom of the trench.

## 1. The Forgotten Shoreline

Standing on the shore, our heroes can nigh comprehend the horrors that await them in the depths. To reach the Blurrd's Lair, heroes must descend 5,000 feet underwater. Every 250ft, a tentacle of Blurrd's guardian reaches up and tries

> Some areas are near-impossible for your bot to get past: you'd be defending against 20 dangers to reach the next area!
>
> For areas like this, Teleporting is worth the cost. Click the TELEPORT button to spend 50 **OVERPOWER** and skip to another Area.
>
> In this example, we will teleport to just before Area 2.

if the heroes previously acquired a corrupted amulet from the depths of the sunken tomb.

## 2. Nautilus Doors

Indescribable shapes and symbols are scrawled upon these massive doors with magical gold ink. The symbols emit a time field that erodes the souls of heroes, aging them 60 years in 60 seconds. The doors open freely, assuming our heroes survive the aging process. Established by the kingdom of

> First click ENTER NEW AREA .
>
> Then defend against the danger (soul-erosion). Even though our bot doesn't have a soul, this trap still counts as a danger that must be defended against.
>
> The only values listed are higher than 30, so we use the default stat of "10". Defend against it by spending at least 10 power.
>
> This room contains 2 data (the ink and the soul-erosion, which also counts as 1 data). Click DATA SURGE twice.

scars inflicted will haunt them and their children's children's children. Established have the blood of fallen tombs can pass through unharmed.

## 3. Writhing Adolescents

Clinging to the floor, walls, and ceiling are two dozen adolescent dreadgods. Each one has 22 HP, 14 AC, deals 2d8+2 damage, and can unfold its organs to envelop anyone who gets too close.

After one of the children defeats a hero, it evolves into a new form, growing extra limbs, appetites,

> This area offers very little reward for our bot's trouble. We probably don't have enough dice to defend against 24 dangers with a value of 14.
>
> Not worth it! Let's never enter this area in the first place, and instead enter area 4.
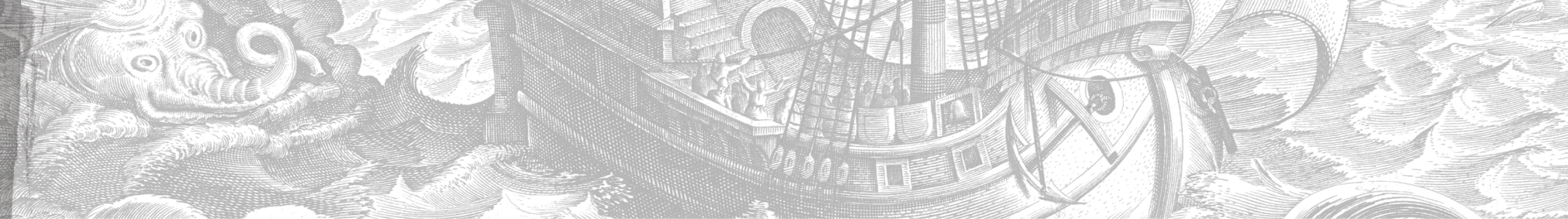
## 4. Curator

An aged, decrepit husk wanders a selection of display cases and trophies. The husk appears on the verge of death. She has 4HP, 8 AC, and deals 1d20 damage as she dies.

While most of the display cases have long since crumbled to dust, 9 remain: A glowing orb, a bas-relief holding a tiny golden sceptor (removable), a dull blue diamond, a live star-horse, 3 bags of cracked red diamonds, some kind of portal mirror, an ark monument of gold, a petrified clone of the husk, and the last case is broken like something escaped; gold liquid stains the case. The broken ~~cases were forced when the universe was decreed~~

First click ENTER NEW AREA .

The husk's lowest value is 4 HP. Spend 4 or more power to defend against this danger.

The room contains 11 data: The husk, the orb, the bas-relief, the tiny sceptor, dull blue diamonds, a star horse, cracked red diamonds, the portal mirror, the monument, the clone, and the gold liquid.

Click DATA SURGE 11 times.

## 5. Shifting Dimensions of Insanity

This room is fractured into 7 unique shifting dimensions, each with their own laws of physics. The dimensions rotate counterclockwise, making a full rotation every 4 minutes. With enough knowledge of the stars, players can safely enter

First click ENTER NEW AREA .

This area contains 7 dangers with a value of 4. Spend 4 or more power 7 times to defend against these danger.

This area has 7 data. Click DATA SURGE 7 times.

## 6. Blurrd, Awakened

Atop a pillar of bones and star-metal Blurrd awaits, recently awakened. After a short monologue in a language no one knows, he attacks! Blurrd has 204 HP, 2 CHA, 24 STR and deals 4d6+3 damage with his starlight staff. If heroes pledge their allegience, ~~Blurrd will spare them, and offer them~~

First click ENTER NEW AREA .

Blurrd has a unique name, so we use the highest value. His damage is 4d6+3 which we treat as 27. Spend 27 or more power to defend against Blurrd.

This area contains 7 data: Blurrd, Blurrd's throne, the books, cracked red diamonds, dull blue diamonds, the dying star horse, and the sceptor. Click DATA SURGE 7 times.

You completed the adventure! Excellent work. Click END and submit your score to the Online Scoreboard.

Scattered atop his wretched throne are countless treasures. The players can identify a dozen books of forgotten magic, 99 bags of cracked red diamonds, 99 bags of dull blue diamonds, a dying star horse, and Blurrd's sceptor; it glows with a vile darkness.

Of course Blurrd's true master lies even further below...

THE
END