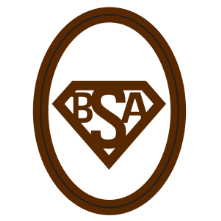
## Build My Own Hero



Do all of these:

1. Discover what it means to be a hero. Invite a local hero to meet with your den.

2. Identify how citizens can be heroes in their communities.

3. Recognize a hero in your community by presenting him or her with a “My Hero Award.”

4. Learn about a real-life hero from another part of the world who has helped the world be a better place.

5. Learn about a Scout hero.

6. Create your own superhero.

<http://usscouts.org/advance/cubscout/workbooks/Webelos/Build-My-Own-Hero.pdf>

### **The MY HERO Project**

<http://myhero.com/home.asp>

## 

The mission of MY HERO is to use media, art and technology to celebrate the best of humanity and to empower people of all ages to realize their own potential to effect positive change in the world.  
  
Our freely accessible, not-for-profit project is [supported by visitors](http://myhero.com/go/donate) of all ages who share stories, art, and short films on our award-winning multimedia journal and digital library.

### [How to Create a Super Hero](http://www.wikihow.com/Create-a-Super-Hero)

<http://www.wikihow.com/Create-a-Super-Hero>

Have you ever wanted to create the next Spider-Man, Superman, or Batman? To create a superhero, follow these guidelines.

**Choose your superhero’s powers.** Since super heroes are generally identified by their powers, it might make sense to think of the powers first and then shape the character to fit them. A huge number of superpowers have already been claimed by other characters, so try to come up with something unique (ex. Gambit) but not so unique that your character is ridiculed for it (ex. Aqua man).

* + Some superheroes don’t have any “powers” in the supernatural sense of the word and instead rely on gadgets and training (ex. Batman, Black Widow). Others specialize in a single weapon or fighting style; these heroes’ dedication not only commands our respect, but also makes them more susceptible to other attack styles, which in turn makes them more vulnerable (and possibly more interesting).
  + It’s doubtful you’ll be able to find something that hasn’t already been taken by someone somewhere, so just be sure to tweak it enough not to outright rip off another character.

**Decide how the character got those powers.** Picking a cool power isn’t enough; to make it relevant, you have to integrate it into the character’s life story so that it becomes part of what defines their actions. One thing that almost all superheroes have in common is that they don’t choose the superhero lifestyle; it chooses them – often through birth (ex. Superman and the X-Men), a freak accident (ex. Spider-Man, the Hulk), or an emotionally traumatic event (ex. Catwoman, the Crow). This can make a character more round and dynamic.

**Think about how the powers have evolved.** What was the character’s initial reaction? How long did it take before the character had second thoughts? Have the powers become necessary for survival? Does your superhero try to use those powers as little as possible? Is (s)he proud or ashamed of these abilities? Make the superpowers a journey in and of themselves; a character who has a static relationship to his or her own abilities won’t generate a lot of interest.

**Give your superhero a tragic flaw.** An invulnerable hero can get old fast. By giving him or her a fatal weakness, you make battles more interesting and make fans more invested in the character. (Sometimes, the powers themselves are the tragic flaw.)

**Choose a gender and build for your superhero.** The superpowers you have chosen will help you determine the character’s physicality. Is your character a tank? Would a lithe and lanky build more appropriate? Is the power gender-specific?

**Flesh out your character’s superhero personality.** Now that you have covered the ins and outs of what makes this hero so super, you can flesh out the personality accordingly. Is (s)he aggressive and confident? Quiet and shy? Backhanded and manipulative? Brassy and funny? Outrageous and pompous? Dark and conflicted? The list goes on…

**Flesh out your character’s *everyday* personality.** Most superheroes have alter-egos that keep them safe from enemies and help them navigate the normal human world; this is a huge part of what makes them so good, as most people feel like they have to hide their true selves from others. Make sure to create a believable, realistic secondary identity; as a bonus, choose something that compliments their superhero nature, making one of the two identities into a “shadow self” (ex. the obsessively dedicated and altruistic Batman pretending to be the spoiled playboy Bruce Wayne).

**Create a weakness for your hero.** What is your superhero's 'soft spot'? Are they mortally afraid of anything or anyone? Nobody is perfect, and neither is your superhero.

**Determine the community’s relationship to both the superhero self and the everyday self.** Do people look up one or both personalities? Does anyone know that they are really a superhero?

**Name your superhero.** Once you feel confident that your character is dynamic and well-rounded, [find a unique name](http://www.wikihow.com/Find-Unique-Names-for-Your-Characters). Be careful not to accidentally choose something that’s already been taken.

**Design a costume for your superhero.** Make sure the colors, style, and accessories are all appropriate to both the character’s powers and personality.

**Give your superhero a trademark or two.** A symbol or logo, for example, makes superheroes more memorable and helps make their costumes complete. A catchphrase might also be useful, but remember to make it *catch*y, not long or cheesy. If it’s appropriate for the character’s power, you might also want to give him or her a trademark pose. Of course, the most important trademarks of all are weapons, vehicles, and other useful tools. Be sure to name these items and give them a special place in the story arc.

**Decide whether or not to give your superhero a sidekick/team.** Is the sidekick/team useful or do they make lots of mistakes? Develop the sidekick/team the same way that you’ve developed the superhero thus far, then create a back-story as to how they met. Were they once enemies? Were they scarred by the same event? Is (s)he a sibling or friend? Did the superhero meet the sidekick/team by resurrecting them (or vice versa)?

**Decide if your superhero has any main enemies.** Again, flesh out the enemies the same way you did the superhero. However, don’t answer too many questions about the villains right off the bat; taking time to reveal their back-stories, true natures, and/or motivations will make them more engaging and mysterious.

## Tips

* A superhero who has the same problems that ordinary people have is easier to relate to – and lots easier for you to write about if you ever start a comic book.
* Base the “everyday” aspect of the character on real people to make it more believable.
* If you want a unique power, you may have to give it a cheesy, card-game-style name (ex. mystic alien power smash hands, mega uber blast of destiny, supersizem rays of roht, etc.). Think outside of the box and you might end up with a really cool power.
* For the name of your superhero, make it something unique, (e.g. Green Lantern) \*blank\* - wo/man can get boring if you were to make multiple heroes.

## Warnings

* Until a superhero becomes well known, the name is what makes someone decide whether or not to invest any time or money to learn more: since the superhero’s name is intimately tied the super alter-ego – which is what make him or her interesting in the first place – picking the wrong super-name can crash the character and send potential readers running. Your goal is to choose a name that makes people go, "That is SO COOL!!"

### Scouting Heroes

<http://blog.utahscouts.org/building-youth/scouting-heroes/>

By Liz Merrell   
Dec 05, 2013

[](http://blog.utahscouts.org/wp-content/uploads/2013/12/Hero.jpg)

Today’s pop culture is filled with countless “stars” and “superstars”. Children often put celebrities on pedestals to idolize and mimic. However, most celebrities and sports figures are not heroes. Most celebrities are just well known for being famous. A true hero exhibits behaviors worthy of imitation.

Many Scouts have gone on to be national heroes, including home-run champions, moon-walkers, and U.S. presidents. Some Scouts have saved lives, but most Scouts simply improve the quality of life for those around them by providing quiet service.

Scouting and heroism go hand-in-hand. Scouts have always looked up to role models they consider heroes, inside and outside our movement. Scouts have been heroes, too—some on a grand stage, some in quiet ways. That’s no accident. Having heroes is an important step on the road to becoming one.

Eleven of the 12 men who walked on the moon were Scouts. Since the space program began, more than half of all American astronauts have Scouting backgrounds. Every Scout promises to be brave and these Scouts—these heroes—show us what bravery really is. Scouts also promise to do their duty “to God and country.” So it’s no surprise that more than 35 percent of West Point cadets and 30 percent of Air Force Academy cadets are former Scouts.

Parents have a responsibility to point out what actions merit honor and which people deserve to be admired.  Parents also need to teach boys how to be a hero. Everybody loves a hero who fights for the right against all odds, but a hero is also someone who personifies great ideals, who is ethical, and tries to serve other people. A hero is someone who has to make tough decisions for the safety and well-being of his team. A hero is loyal, hard-working, and persistent.

As Cub Scouts promise “to help other people,” Boy Scouts add “at all times” and Venturing Scouts pledge “to help others.” Whatever their level of Scouting, devotion to the welfare of others is embodied in the Scout oath or promise. The commitment is reinforced by the Scout slogan to “Do a Good Turn Daily”.

Heroes come packaged differently and sometimes unexpectedly. Some heroes include inventors, firemen, businessmen, scientists, doctors, conservationists, teachers, parents, and even young Scouts who provide millions of service hours each year to complete Eagle Projects, collect humanitarian supplies, and stock local food banks through “Scouting for Food”. Since 2004, when the Boy Scouts of America launched the “Good Turn for America”—a national call to service engaging Scouts in tackling hunger, homelessness, and poor health across our nation, Scouts have logged more than five and a half million hours of community service as part of that effort.

Many heroes are hidden among us quietly living lives of selfless dedication by providing community service to others in their community. Most heroes never think they deserve to be recognized because they are humbly serving in their communities.

The Boy Scouts of America organization is committed to giving young Americans the tools and experiences, and the knowledge and faith to make the world a better place. Every Scout has the chance to be a hero to the people around him.

Check out these ideas for Cub Scouts to learn how to be heroic in their own communities at <http://www.scouting.org/scoutsource/CubScouts/Activities/Adults/service.aspx>.

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