

# Hero Games

## SUBMISSIONS AND WRITING GUIDELINES

Version 1.1 • April 2003

by Steven S. Long • HERO System Line Developer

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# THE BASICS



**T**hank you for your interest in writing for Hero Games. As the publishers of the *HERO System*<sup>™</sup> and products based on it (such as *Champions*, *Fantasy Hero*, *Star Hero*, *Dark Champions*, and many more), we have a long and proud tradition of publishing high-quality gaming products. We're pleased you'd like to help us carry on that tradition.

These *Submission and Writing Guidelines* outline what we're looking for from outside creators, how to approach us about a project or proposal, and how to format manuscripts submitted to us. The *Guidelines* are very much a work in progress and may change from time to time. Please make sure you have the latest version available. If you find an error or omission, or if you have a question, please contact the Line Developer.

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## WHAT WE WANT

The first thing you need to know is what we're looking for, both in products and in authors.

### What We're Looking For In Products

Hero has a multi-tiered strategy for its overall product line. You can read more about this on page 33, but briefly, we publish the following types of books:

**HERO System 5<sup>th</sup> Edition** (our core rulebook)

**Genre Books** (*Champions*, *Fantasy Hero*, *Star Hero*, and the like)

**Campaign/Setting Books** (*New Champions Universe*, *Hudson City*)

**Subsetting Books** (*Millennium City*)

**Adventure/Scenario Books**

**Enemies Books** (*Conquerors*, *Killers*, and *Crooks*)

**Normals Books** (*The Man On The Street*, *Spacedogs*)

**Organization Books** (*VIPER*, *UNTIL*)

**Powers Books** (*UNTIL Superpowers Database*, *Fantasy Hero Grimoire*)

**Equipment Books** (*HERO System Vehicle Sourcebook*)

**Subgenre Books** (*Golden Age Champions*)

**Rules Supplements** (the *Ultimate* series, *HERO System Bestiary*)

**The "Editor's Choice" line** — books belonging to no other category, but deemed worthy of publication

We're most interested in proposals for books fitting into this publishing plan.

We do not plan to publish books for a given product line until we have a genre book in print to establish that line. For example, we wouldn't publish *Rustlers*, *Renegades and Rail Barons* (an enemies book for *Western Hero*) until *Western Hero* itself is in print. You can propose any type of product at any time, but our long-term publishing strategy may mean that even if we accept your proposal, it will take a long time (even years) before we'd be ready to print it, even if you finish writing it long before then. Proposals received years in advance of the release of the related genre book will usually be turned down with a polite note that "we'll be looking for authors for that book at the appropriate time, and will keep your interest in mind" — generally speaking, we're not going to let anyone (other than company employees) "stake out" a position on a particular book.

### The Hero Universe

Most of our primary settings fit into our *Hero Universe* timeline/meta-setting. The document describing this concept and how settings fit within it is available on our website ([www.herogames.com](http://www.herogames.com)). We're more likely to look favorably on proposals for settings that fit within the Hero Universe than those that do not; in fact, in some respects you can consider the Hero Universe document a list of "books we'd be interested in seeing proposals for." But we are definitely willing to review non-Hero Universe-based proposals.

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### HERO PLUS

In addition to our published paper books, we also have a "Hero Plus" line of electronic books in PDF format. Hero Plus serves as a venue for books we want to publish, but which would not be profitable if produced as paper books. In other words, it's a way for us to provide our readers with books they otherwise would never see.

Hero Plus is the likely route for publication for books that don't fit neatly into our planned product lines. For example, we have a setting for *Champions*, the "Champions Universe" (with sub-setting books planned for it as well). In most cases we would not be interested in publishing as a paper book another *Champions* campaign setting — but such a book might be an excellent candidate for the Hero Plus line. Exceptions exist, of course, but that's the general policy.

The procedure for proposing a Hero Plus book is the same as for a paper book.

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### DIGITAL HERO

We are also looking for articles for *Digital Hero*, our online e-zine. Typically these pieces are short

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*Justice Inc.*, *Danger International*, *Dark Champions*, *Fantasy Hero*, and *Star Hero* Copyright © 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

— no more than 5,000 words (though sometimes we can break up longer articles over multiple issues) — and therefore they're a good way for new writers to get a feel for what we want. Similarly, *DH* offers a way for writers we've never worked with before to show us their skills and professionalism. If you've done good work for *DH*, your proposals for longer work will get special consideration from us, since we know a little something about you.

The procedure for proposing a *DH* article is much less formal than that for longer works. Begin with an initial proposal as described below, sent to Dave Mattingly, the Digital Hero Editor, at [digitalhero@herogames.com](mailto:digitalhero@herogames.com). If we like the idea, we'll tell you to start writing and send you a contract. At this time, we can only offer a payment of one cent per word (\$0.01/word) for *DH* articles. As a contributor, you'll also receive a free copy of the issue your article appears in (if you're not already a subscriber).

## What We're Looking For In Writers

First and foremost, we're looking for two qualities in our writers:

1. **You have to be able to write well.** Knowledge of the rules is important; our game system is the foundation of our entire product line. But the best comprehension of the rules or ideas for new rules is *meaningless* if you cannot express yourself well in writing.
2. **You have to be able to write well.** Good ideas for characters, settings, adventures, or the like are important — we want our books to be interesting, exciting, and intriguing. But good ideas are *meaningless* if you cannot express them well in writing.

You may have noticed that those two qualities are one and the same. That's because *your writing skills are the most important thing* that you bring to

the table when it comes to writing game products. As any game writer or designer worth his salt will tell you, knowledge of the rules is comparatively easy to pick up. Similarly, good ideas aren't hard to come by; just about every experienced gamer has plenty of publishable ideas. But good writing skills are hard to find. If you want to create game products, learn how to write well.

Beyond your writing ability, what we want from you is:

3. **Professionalism:** If you want to get paid to write, you need to approach writing with a professional attitude. This means many things, but in particular we want to emphasize three aspects of professionalism.

First, be open to constructive criticism and change. It's likely that your work will get edited, altered, revised, changed, and re-arranged by Steve Long, the *HERO System Line Developer*. If you're not willing to go through that, or not willing to make the changes we want in exactly the way we want them without arguing, you may prefer not to get involved in game writing (either for Hero or in general). We don't mind if you have questions, or find it necessary to make *one* appeal for doing things the way you want, if you absolutely have to. But once the final word has been given, follow it without complaint.

Second, meet your deadlines. If you've been given a June 1 deadline, get the work done and turned in by June 1. If unforeseen circumstances make that impossible, notify the Line Developer as soon as possible. We can probably work with you to minimize or eliminate the problem if you give us plenty of lead time.

Third, follow our guidelines *to the letter*. If you can't follow the simple instructions in this document, not only are we likely to reject your proposal, if we accept it at the very least you're creating a lot more work for yourself. Save us all the trouble by following the guidelines, and the whole process flows much more smoothly. As always, if you have any questions, contact the Line Developer.

# POLICY AND PROCEDURE



**S**ubmitting an idea to Hero Games is a three-step process: the initial proposal; the advanced proposal; and working on and turning in the completed manuscript.

## The Initial Proposal

The first step in submitting an idea to Hero Games is to make an initial proposal. This is nothing more than a short — typically one paragraph — description of the idea to see whether we're interested. This should be a "high concept" pitch, not a detailed summary of the book's contents. An initial proposal should include the following:

- The name of the book
- The product line the book fits into (if you know)
- The nature and contents of the product
- The length of the product (either in word count, page length, or comparison to an existing book)

Initial proposals which include more than this — such as outlines, writing samples, or even full manuscripts — will be rejected automatically.

You may submit an initial proposal two ways:

1. By e-mail to [stevell@herogames.com](mailto:stevell@herogames.com)
2. By mail to Steve Long, HERO System Line Developer, 415 Pisgah Church Road, #111, Greensboro,

NC 27455. Please include your full name, address, telephone number, and e-mail address (if applicable) in your proposal.

We make every effort to respond to initial proposals as soon as possible. However, please understand that Hero Games is a small company with only a few employees, so we may not be able to get back to you right away. Please be patient. If over a month passes and you have not heard back from us, feel free to contact us to inquire about the status of your proposal.

## The Advanced Proposal

If we are interested in your initial proposal, we will ask you to submit an *advanced proposal*. An advanced proposal must be made in writing and sent by mail (not e-mail) because it must include a release form (see page 37).

In addition to the release form, an advanced proposal packet should include the following, either on paper or on an IBM-compatible ZIP disk (100 or 250 MB) formatted in accordance with our writer's guidelines:

1. A proposed outline for the project, detailing the chapters of the book and what you plan to include in each one.
2. A 1,000 word writing sample from the book (if you have been published previously, contact Line Developer Steve Long about substituting a list of writing credits).
3. A completed character sheet from the book. This, along with the writing sample, demonstrates both your writing ability and your ability to follow our guidelines. (If your proposed book wouldn't include characters, contact the Line Developer about substituting something comparative.)
4. A self-addressed, stamped envelope (so that we can return the signed release form to you). Failure to enclose a SASE may seriously impede or stop our ability to respond to you.

Send the advanced proposal packet by mail to Steve Long, HERO System Line Developer, 415 Pisgah Church Road, #111, Greensboro, NC 27455. Please include your full name, address, and telephone number in your proposal.

Additionally, please include in your proposal an e-mail address *that you check frequently* (at least once a day, if possible). We maintain contact with our creators primarily be e-mail, and if we can't get in touch with you quickly and easily, we are much less likely to want to work with you.

### THE RELEASE FORM

All advanced proposals *must be accompanied by a signed copy of our release form* (see page 37, Form DOJ-1). We need this for our legal protection. We are not out to steal your ideas, but we have to ensure that we remain free to develop products similar to what you propose even if we reject your specific proposal (for example, we may have started working on one

long before we got your letter).

Please place the release form on the top of your packet of materials. We will not look at, and thus automatically reject, any advanced proposal that does not include a release form.

We have also included an Acknowledgement Form. If you would like us to acknowledge the receipt of your proposal, please fill out this form, and we'll send it back to you in your SASE.

## Working On A Manuscript

If we decide your proposal describes a book we'd like to publish, we'll contact you about how matters proceed from this point. We will negotiate a contract with you, establish deadlines, and offer whatever additional guidance or guidelines we consider necessary.

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## ADDITIONAL CONSIDERATIONS

### Artwork

Hero Games contracts the artwork for its books separately from the writing — typically after the writing has begun, and sometimes not until we have a final manuscript in hand. If you are interested in providing the artwork for your own manuscript, please contact us about that. You may also wish to consult our *Hero Games Artist's Guidelines*, available at [www.herogames.com](http://www.herogames.com).

### Rights

When we contract with an author to write a book or article for us, we buy *all rights* to that material. Generally speaking, we aren't interested in arrangements in which you retain the rights to anything you create; it causes too many problems for us. If you don't want to relinquish all rights to a particular character, story, place, or the like, don't use it in your writing for us. If you have any questions, please contact Line Developer Steve Long.

### Additional Material

If necessary and appropriate, you may be required by your contract to prepare electronic versions of characters and vehicles you create, an art list, maps, a short "designer's notes" article for *Digital Hero*, or the like in addition to your manuscript. No extra compensation is paid in this event.

### Compensation

For paper books, in most cases Hero Games pays its authors on a per-word basis for the work they do. A beginning author gets paid comparatively little — usually two to three cents a word. More experienced or skilled writers work their way up to three to

four cents a word. The cream of the crop, experienced writers we've worked with before whose skills and professionalism we can count on, can earn up to five cents per word. Only the best of the best get more than that.

Payment is usually rendered sixty (60) days after publication. In some special cases, we may negotiate other arrangements. In addition to payment, the author receives five copies of his book.

For Hero Plus products, Hero Games typically pays a royalty. A solo author gets a royalty equal to 15% of retail price per copy; multiple authors divide this among themselves. Royalties are paid on a quarterly basis.

## Contact Information

If you have any questions or would like further information, please contact us:

**Steven S. Long**  
*HERO System* Line Developer  
 415 Pisgah Church Road, #111  
 Greensboro, North Carolina 27455  
 SteveL@herogames.com

# STYLE AND FORMATTING



**T**he following guidelines apply to the writing and formatting of all manuscripts for Hero Games. Please follow them scrupulously. If you fail to follow them, we will either ask you to rewrite as necessary, or reject the manuscript.

If you have any questions, contact Line Developer Steve Long at the address given earlier in this document.

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## SOFTWARE FORMATTING ISSUES

You must provide us with an electronic copy of your manuscript when it's finished. To ensure as few file compatibility problems as possible, please be aware of the following:

The Line Developer does his writing, editing, and developing using WordPerfect for Windows on an IBM-compatible personal computer. If you can, please work with this software; authors who can do so receive special consideration because they make his life easier. If you cannot, please save your file in WordPerfect format (if possible) or as an RTF file. Extensive or intractable file compatibility problems may cause us to reject a manuscript, since we can't use it if we can't read/edit it.

### FONT

Please write using a 12-point Times New Roman font, or the closest equivalent available to you.

### LAYOUT

The Art Director does his layout using Adobe InDesign on an IBM-compatible personal computer. We average about 750 words per page, taking into account layout, art, and so forth. This usually has little, if any, effect on writing assignments, since word counts and page lengths are factored into the outline and contract.

Our typical layout involves two main columns with a sidebar on the outer edge of the page. On some pages, the sidebar remains empty, but where possible, we use it for tables, textual sidebars, or other items of note. Keep this in mind while writing your book. We don't expressly want to fill every single sidebar, but if you have material suitable for a sidebar, consider putting it there instead of in the main text. Examples, author's notes explaining unusual rules constructions, and similar matter often make good sidebars. A single sidebar can hold, at most, 250 words (and that's assuming part of it's not taken up by a table or illustration); longer sidebars overlap onto multiple pages.

### FILE NAMES

When turning in your manuscript, please have one separate computer file for each chapter of the book. Name them as follows:

Chapter 00 - Introduction

Chapter 01 - (title of chapter)

Chapter 02 - (title of chapter)

...and so forth.

You may send the files individually, or as one bundle of zipped files. Do not send one large file containing all the chapters together in a single document.

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## GENERAL GUIDELINES

A few general words of inspiration are in order before we jump into more specific guidelines.

**First**, do not rely on pre-5th Edition Hero books for anything — not for layout, style, content, rules, or what we want in a book. We have completely revised our guidelines and requirements going forward. Contact the Line Developer if you have any questions.

**Second**, try to make your writing as flavorful and intriguing as possible. Draw the reader in, create a compelling environment that makes him want to use the characters, settings, and rules you're creating. We're selling entertainment, and we want every aspect of the product — not just playing the game, but reading the book — to be interesting and exciting for gamers. Ideally, the product should be so interesting and well-written that even people who don't use the *HERO System* to run RPGs want to buy and read it.

**Third**, be as clear and precise as possible. Ambiguity causes all sorts of problems, not the least of which is the Line Developer being flooded with e-mails requesting clarification. We realize it's sometimes hard to be both exciting and clear, but we want to set the highest possible standards with our products.

**Fourth**, try to make your book valuable for both players *and* GMs. Products that sell only to GMs appeal to only about one-sixth of our consumer base (which isn't enormous to begin with). Whether you're covering a genre, a setting, or a subject, include material of use for both the player and the guy running the game. Ideally, in most books *every paragraph* of main text should include at least one idea for a character, scenario, ability, gadget, or other thing that players and/or GMs can use.

**Fifth**, make your book as easy to use as possible. The easiest way to turn consumers off to Hero Games products is to make the books hard to read, the rules hard to understand, and the product in general difficult to use. Include quick-reference tables and charts, provide plenty of examples, and write easy-to-follow sentences. And if you do something unusual, like a strange or innovative power construct, include an author's note explaining what you did (and why).

**Sixth**, provide lots of options. *HERO System* gamers like alternatives and ideas; they don't want to be straitjacketed into a single way of doing things. Suggest ways to make characters more or less powerful, interesting uses for spells and gadgets that might not occur to most readers, and the like.

**Seventh**, and most important, use only the existing rules published in the *HERO System 5<sup>th</sup> Edition* and subsequent supplements. *Do not* include your "house rules" or any published optional or variant rules unless you get specific permission from the Line Developer. Feel free to reference rules or other material found in post-*5th Edition* products; cross-referencing of this sort is helpful to our loyal readers.

## PUNCTUATION, GRAMMAR, AND RELATED ISSUES

### Punctuation Guidelines

Here are some of the most important punctuation rules you need to follow when writing for Hero Games.

- Use a single left tab to indent the first line in each paragraph.
- Do not use two returns between paragraphs.
- Include only *one* space after a period. Like this.
- Include *two* spaces after a colon: like this.
- If you italicize or boldface text, the punctuation at the end of that text should carry the same formatting. **Like this.**
- If you want to set off text with a dash — like this — use a double dash, with a space to either side. For a minus sign, use a hyphen/single dash (-).
- If you want to set off text with an ellipsis... like this... do not put a space between the leading text and the ellipsis, but do put a space after the ellipsis. If you end a sentence with an ellipsis, also include a period (for a total of four dots), like this....
- (When you write a parenthetical sentence, the punctuation ending the sentence remains within the parentheses.)
- When setting something off with quotation marks, use double quotes — "like this" — not single quotes. Use "round" quotation marks, not "straight" ones.
- "Punctuation marks must fall within quotation marks," the Line Developer observed, "or else the sentence is incorrect."
- When you use *i.e.* and *e.g.*, italicize them (and put a comma after them). You should also italicize most other words or phrases in Latin or other foreign languages.
- Hero Games uses the serial comma. When writing out a list, put a comma after the word before "and" or "or."
  - Correct:* I'd like to thank my parents, God, and J. D. Salinger.
  - Incorrect:* I'd like to thank my parents, God and J. D. Salinger.
- Capitalize all proper game terms.** This includes any term in the Glossary in the *HERO System 5<sup>th</sup> Edition* rulebook.

### Grammar, Spelling, And Good Writing Tips

Here are some important tips on grammar, spelling, and good writing in general.

- Like it or not, English is a male-default language. When referring to people in general, use "he," "him," and so forth. Do not vary from this rule, even in

a consistent fashion (e.g., don't fall into the trap, common in many gaming products, of referring to players as "he" and GMs as "she").

—We want Hero Games products to be easy and enjoyable to read, but not chatty. Write succinctly and to the point.

—Feel free to refer to the reader as "you" where it's clear who you're referring to. Otherwise, write neutrally — "players do so-and-so," "GMs should remember so-and-so."

—Proper spellings for commonly-used words include: player character (not player-character; you may abbreviate as "PC"); gamemaster (not game master; you may abbreviate as "GM"); roleplaying (not role playing or role-playing); and Experience Point (note the capitalization; do not abbreviate as "EP" or "XP").

—Do not begin sentences with an abbreviation.

*Correct:* Doctor Marshal enters the room.

*Incorrect:* Dr. Marshal enters the room.

—Avoid using "that" and "which" unless they're absolutely necessary. If you find **that** you've used one of these words in a sentence, think about it for a second and see if you can delete it, or reconfigure the sentence to avoid it.

—**Write using the active voice as much as possible.** We want you to write vibrant, engaging Hero Games products, and the best way to do this is to avoid the passive voice.

Perhaps the best way to write actively is to not use any form of the verb "to be" (including "will") unless it's absolutely necessary. Don't distort your sentence to eliminate "to be," but avoid it whenever you can. For example:

*Poor writing:* Jason Starward is exploring the galaxy.

The PCs will now be investigating the ruins.

Club in hand, Dr. Marshal was striking the thugs senseless.

*Good writing:* Jason Starward explores the galaxy.

The PCs now investigate the ruins.

Club in hand, Dr. Marshal struck the thugs senseless.

—Never use "etc." Substitute "and so forth," "and so on," and the like.

—Never write "towards." Use "toward."

—Usually, numbers between one and nine are written as words, not numerals (thus, "one" is correct, and "1" incorrect), though numbers easily expressed as words often are (ten, twenty, and so on). However, when referring to a game term or rule involving numbers (such as the amount of damage an attack does), always use numerals.

*Poor writing:* The character may act 1 time before the car hits him.

The character takes five to eight points of damage.

*Good writing:* The character may act one time before the car hits him.

The character takes 5-8 points of damage.

—Try not to refer to "making" a dice roll, because in this context "making" can mean either "performing" a roll or "succeeding" with a roll. Instead, substitute "succeeds with a roll" or some other appropriate phrase.

*Poor writing:* If the character makes an Acrobatics roll...

*Good writing:* If the character succeeds with an Acrobatics roll...

—Try to avoid using the same word twice in a sentence, or in successive sentences, if you possibly can.

*Poor writing:* We make every effort to respond to initial proposals as soon as possible. However, please understand that Hero Games is a small company with only a few employees, so we may not be able to respond right away.

*Good writing:* We make every effort to respond to initial proposals as soon as possible. However, please understand that Hero Games is a small company with only a few employees, so we may not be able to **respond** get back to you right away.

—Dangerous animals are "vicious." Oil and similar liquids are "viscous." Learn the difference! References to "viscous animals" are grounds for deduction of Experience Points and/or ruthless mockery on the Hero Games message boards.

—Do not abbreviate "point" or "points" as "pt" or "pts."

## Other General Issues

—Don't waste your time, and ours, formatting your manuscript to look pretty. Just follow the guidelines in this document. Doing anything more wastes your time doing it, and our time because we have to change what you did.

—When aligning a table, columns, or the like, do so using tabs, not spaces. As much as possible, use only one tab between columns.

—Do not underline text, *italicize* it. Italicize, among other things, the titles of books (*The Ultimate Martial Artist*, *David Copperfield*).

—The term *HERO System* is italicized, with the word "HERO" in all-caps.

## UNUSUAL FORMS OF TEXT

### Headers

The text in Hero Games products is organized by *headers* that break up the text and indicate the subject matter of sections. We use a hierarchy of six headers: a chapter header, and headers 1 (the largest) through 5 (the smallest). There's also a "<box>" header (see below).

To write a header, bracket it with arrows and place it in front of the header, separated from it by a space. Boldface the header text, but not the header code itself. All header text except <3> and <5> should

be in all-caps, and those two headers should have the first letter of each word capitalized (even words like “the,” “and,” and “in”). For example:

<chapter> **CHAMPIONS CHARACTER  
CREATION**

<1> **SKILLS FOR CHAMPIONS  
CHARACTERS**

<2> **INTERACTION SKILLS**

<3> **Special Uses For Interaction Skills**

<4> **ORATORY**

<5> **Optional Oratory Rules**

Note that the numbers in brackets (like <1> and <4>) are *not* boldface.

Separate a header from the surrounding text by leaving blank lines *above and below* it.

Avoid using too many <1> headers, since they typically start at the head of a page and break up the text. Similarly, avoid too many <5> headers, since they're almost indistinguishable from the rest of the text.

Regarding chapters — typically, as in the *HERO System 5<sup>th</sup> Edition* rulebook, we like to begin chapters with a half-page illo, followed with the first <1> header at the top of the next page. So, try to begin your chapters with no more than one-third to one-half a page of text, to allow for this. This isn't an absolute rule, but stick to it as much as possible.

## Stop Signs And Caution Signs

*HERO System* books use two graphics to bring important points to the reader's attention. One is the caution sign, which indicates a power, ability, or rule that may be extremely effective, and which the GM should therefore examine and approve before allowing in play. The other is the stop sign, which indicates powers, abilities, or rules that could substantially alter the GM's storyline.

To indicate that one of these graphics should be included, write the name of the graphic in all caps, bracketed by three “greater than” and “less than” signs:

<<<CAUTION SIGN>>>

<<<STOP SIGN>>>

If you put one of these indicators at the end of a header, *do not* boldface them.

## Tables, Charts, Sidebars, And Boxed Text

When you want to include a table, chart, or text box in your manuscript, set that text off with `[[BOX TEXT]]` to start, and `[[END BOX]]` to finish. Put these indicators on separate lines from the text you want to go in the box.

If you want text to go in a sidebar, set that text off with `[[SIDEBAR]]` to start, and `[[END SIDE-`

BAR]] to finish. Put these indicators on separate lines from the text you want to go in the sidebar.

The header for the title of any boxed text or sidebar is `<box>`.

Do not refer to any type of boxed text or sidebar as “following” or “above,” since when we lay the book out the box may not come after or before the referencing text. Instead, refer to the “accompanying” box of text or sidebar.

## Examples

When you write an example, hard indent once on the left. Begin with the word “Example:” in boldface, and write the example text in italics.

**Example:** *This text is an example of how to write an example. Note the boldface introductory word, the italicized text, and the hard left indentation.*

Examples included in sidebars, such as those for Powers in the *HERO System 5<sup>th</sup> Edition*, do not follow these guidelines; they're written using the format described below, but with the name of the power in boldface instead of italics. See the *5<sup>th</sup> Edition* rulebook for examples.

## Notes to the Line Developer

If you want to leave a note for the Line Developer in your manuscript to explain why you did something, begin it with `###` and write it in all-caps. For example:

`###STEVE, I INCLUDED THIS PARTICULAR SECTION BECAUSE I'VE FOUND THIS PROBLEM OCCURRING IN A LOT OF MY GAMES. IF YOU DON'T THINK IT'S A BIG PROBLEM FOR MOST GAMERS, JUST DELETE THE SECTION.`

## Page Crossreferences

If you cross-reference something in your manuscript, or in another Hero book you don't have available, write “page ???” so the Line Developer can easily find the reference and substitute the proper information during layout. Do not write “page XX.”



# FORMATTING GAME ELEMENTS



This section explains how to write references to, or examples of, Skills, Perks, Talents, Powers, Power Modifiers, Power Frameworks, and Disadvantages.

## General Rules

When referring to a game element as a game element, italicize the name of the element in question. Otherwise, write it as normal text.

*Correct:* When using the Skill *Tracking* to follow someone...

When using Tracking to follow someone...

The Advantage *Armor Piercing* has the following effects.

Armor Piercing has the following effects.

You can use the Power *Dispel* in many innovative ways.

You can use Dispel in many innovative ways.

## Skills

When writing a Skill on a character sheet, for most Skills you simply note the name and the roll (a number followed by a minus sign), as follows:

High Society 13-

Stealth 12-

In the case of Skills like Animal Handler, Forgery, Gambling, Navigation, and Survival, which have "sub-groupings" characters must buy, note these after the Skill's name in parentheses, before the roll. For example:

Animal Handler (Birds, Canines) 12-

Gambling (Card Games, Dice Games) 13-

Survival (Mountains, Temperate/Subtropical) 11-

Background Skills such as KSs, PSs, SSs, write the Skill's abbreviation followed by a colon. After the colon put *only one space* (an exception to the general rule), and then the name of the Skill, such as:

KS: Demons 13-

PS: Barber 12-

SS: Biology 15-

For TFs, and WFs, use the Skill's abbreviation, followed by a colon, and then list the groupings or categories known, separated by commas. List groups or categories known alphabetically, *except* that "Common" categories (Common Motorized Ground Vehicles, Common Melee Weapons, Small Arms) are always listed first. For example:

TF: Common Motorized Ground Vehicles, Equines, Large Planes, Small Planes

WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Flails, Staffs, Whips

For Defense Maneuver, simply write the name, followed by the numerical designation of whatever categories the character has:

Defense Maneuver I

Defense Maneuver I-IV

For Knowledge Skills, list AKs, CKs, and CuKs with other KSs, but listed first (since AK, CK, and CuK all come before KS alphabetically).

For Languages, write "Language," followed by a colon. After the colon, list the language spoken, and after it, in parentheses, the degree of fluency without capitalization. For example:

Language: Spanish (basic conversation)

Language: Russian (fluent conversation)

Language: Martian (completely fluent)

If the character's native language is not English, note his native language in a parenthetical after his first language, using the following format: "([language] is native)."

To indicate literacy, put the word "literate" in the parentheses after the level of fluency, and separated from it by a semi-colon. If a character buys literacy for his native language, simply write "Literacy for native language."

To save space, you may be tempted to list multiple languages on a single line (Language: Spanish (basic conversation), Russian (fluent conversation)). However, avoid this unless it's absolutely necessary.

Martial Arts, though technically a Skill, are listed under Powers (see below).

For instances of the *Power* Skill, include the word "Power," followed by a colon, followed by the name of the Skill: Power: Magic; Power: Gadgeteering; Power: Strength Tricks.

For Sleight Of Hand, capitalize the "Of."

## SKILL LEVELS

For Combat Skill Levels and Skill Levels, first write the bonus provided, then "with," then to what it applies (exception: Overall Levels are just "+# Overall"). Capitalize what it applies to:

+4 with Lasers Multipower

+3 with Hand-To-Hand Combat

+2 Overall

+1 with Interaction Skills

For Penalty Skill Levels, write the name (creating the name if one doesn't already exist), followed by a colon. After the colon, list the bonus, and what it applies versus, abbreviating versus to "vs.". Then list what category of abilities or attacks the Levels apply to, and capitalize the category.

Armor Skill Levels: +2 vs. armor penalties to DCV

Range Skill Levels: +2 vs. Range Modifier with All Attacks

Targeting Skill Levels: +4 vs. Hit Location modifiers with Firearms

Throwing Skill Levels: +2 vs. Throwing modifiers with Boulders

### SKILL ENHANCERS

For Skill Enhancers, list the name of the Skill Enhancer first. Then, beneath it, list the Skills (typically in alphabetical order, or order of highest roll first) with leading numbers. Put a space before the numbers to show that they relate to the Enhancer. Put a right parenthesis after each number, and two spaces between it and the name of the Skill. For example:

Scholar

1) KS: Arcane & Occult Lore 15-

2) KS: Demonology 14-

3) KS: Elemental Magic 14-

4) KS: Necromancy 12-

## Perks

If a Perk needs a description of some sort, such as "Contact: Jim Brewster 14-", place a colon after the name of the Perk, and then write the information. If a roll is involved, list it at the end as with a Skill. For example:

Fringe Benefit: Knight

Money: Well Off

Vehicle: The Superplane (see separate character sheet)

For Fringe Benefit, you should use the term "Fringe Benefit," not just list the benefit itself.

For Reputation, use a colon, then write the nature of the reputation (hardened killer, beloved actor, whatever). After that, put the area or people affected by the Reputation in parentheses. After that, list the roll, followed by a comma, then list the Skill and Presence Attack boni, separated by a slash. For example:

Reputation: Champion Gladiator (among Val-dorians) 11-, +3/+3d6

Reputation: Terror of the Underworld (in Hudson City) 14-, +4/+4d6

## Talents

As the *HERO System 5<sup>th</sup> Edition* rulebook indicates, Talents are unusual character abilities which sort of blend Skills and Powers. How they're written in a book depends on their nature.

For the following Talents, which involve no rolls or extra information, simply write the name: Absolute Range Sense, Absolute Time Sense, Bump of Direction, Double Jointed, Eidetic Memory, Lightning Calculator, Lightsleep, Perfect Pitch.

For Ambidexterity, write the name, followed by the character's final Off Hand penalty in parentheses:

Ambidexterity (-1 Off Hand penalty)

Ambidexterity (no Off Hand penalty)

For Combat Luck, write the name, followed by the defense: Combat Luck (3 PD/3 ED).

For Combat Sense, write the name, followed by the roll: Combat Sense 14-.

For Danger Sense, write the name. Following the name, write in parentheses the conditions that apply (area affected first, nature of danger second). For example:

Danger Sense (self only, in combat) 12-

Danger Sense (immediate vicinity, out of combat) 13-

Danger Sense (any area, any danger) 14-

For Environmental Movement, write the name, followed by a colon and the name (if it has a published name), followed by the environment for which the character suffers no penalties in parentheses: Environmental Movement: Icewalking (no penalties on ice), Environmental Movement: Zero-G Training (no penalties in zero gravity). Do not use the terms "zero-g" or the like for zero gravity.

For Lightning Reflexes, write the name, then a colon. After the colon, write the bonus "to act first with" and the attacks to which it applies. Capitalize the attack(s).

Lightning Reflexes: +4 DEX to act first with Shuriken

Lightning Reflexes: +2 DEX to act first with All Attacks

For Resistance, write the name, followed in parentheses by the number of points and the word "points": Resistance (4 points).

For Simulate Death, write the name. If the character has bought bonuses to his EGO Roll, write them after the name in parentheses with the words "to roll": Simulate Death (+3 to roll).

For Speed Reading, write the name, followed by the multiple in parentheses: Speed Reading (x10), Speed Reading (x1000).

For Universal Translator, write the name, followed by the roll: Universal Translator 14-. If the Talent is Limited, place a semi-colon after the roll and write the Limitation there: Universal Translator 14-; Earth Languages Only (-1/2).

## Powers

For many genres, the most common game element you use in your manuscript is Powers. They're also the element most likely affected by Power Modifiers. Therefore these guidelines pay extra attention to Power write-ups.

### GENERAL PROVISIONS

The format for any Power write-up begins with the name of the power, written in italics. Usually this name tells you something about the special effects or nature of the power: *Fire Blast*, *Omnihelmet*, *Claws*, *Vampiric Healing*. Put a colon at the end of the name. Then comes the name of the Power and its effects (number of dice, Sense Groups affected, and so forth). Next come Adders, then any Advantages, with the values and other pertinent information listed in parentheses; separate multiple Advantages with commas. After the last Advantage, put a semi-colon, then list the Limitations, each with its value and other pertinent information in parentheses, and separated by commas.

*Name:* Name of Power xd6, Adder, Advantage (+X), Advantage (+X); Limitation (-X), Limitation (-X)

Do not put the number of dice (or other effect) in front of the name of the Power.

If the Standard Effect Rule applies, list it in parentheses after the dice as follows: "(standard effect: # BODY)"

Always include the values of Power Modifiers, even if they are standardized.

If two or more Powers are Linked or otherwise joined together in a write-up, include them together, one after the other, joined by the word "plus" in bold-face.

*Name:* Name of Power xd6, Advantage (+X), Advantage (+X); Limitation (-X) **plus** Name of Power xd6, Advantage (+X); Limitation (-X)

When writing a power in the text of your manuscript, list the total Active Points in parentheses after the last Advantage but before the semi-colon. Then end the Limitations with a period, followed by "Total cost: XX points."

*Name:* Name of Power xd6, Advantage (+X), Advantage (+X) (XX Active Points); Limitation (-X). Total cost: XX points.

If there are no Advantages, put the semi-colon after the name and effects of the Power (or the Active Point parentheses).

*Name:* Name of Power xd6 (XX Active Points); Limitation (-X). Total cost: XX points.

If there are no Limitations, list the Total cost after the Advantages:

*Name:* Name of Power xd6, Advantage (+X), Advantage (+X). Total cost: XX points.

On a character sheet, do not list the Active Points; they clutter the presentation of the character too much.

### Some examples:

*Correct:*

*Fire Blast:* EB 10d6, Reduced Endurance (1/2 END; +1/4). Total cost: 62 points.

*Claws:* HKA 2d6 (3d6 with STR), Armor Piercing (+1/2) (45 Active Points); OIF (Claw Gauntlet; -1/2), No KB (-1/4). Total cost: 26 points.

*Spell of Inflicted Weakness:* Drain STR 4d6, Ranged (+1/2) (60 Active Points); OAF (Wizard's Staff; -1), Gestures (-1/2), Incantations (-1/2), Requires A Magic Roll (-1/2). Total cost: 17 points.

*Incorrect:*

*Fire Blast:* 10d6 EB, 1/2 END (+1/4). Total cost: 62 points.

*Claws:* 2d6 HKA (3d6 with STR), Armor Piercing; OIF, No KB, total cost 26 points.

*Spell of Inflicted Weakness:* STR Drain 4d6, Ranged +1/2 (60 Active Points); OAF -1, Gestures -1/2, Incantations -1/2, Requires A Magic Roll -1/2. Total cost: 17 points.

When listing an Advantage or Limitation, capitalize all words in the name. However, do not capitalize any text in parentheses afterwards to explain the Power Modifier, unless other rules or guidelines require capitalization.

*Correct:*

NND (defense is FF; +1)

Armor Piercing (+1/2)

Does Not Work In Sunlight (-1)

Side Effects (character suffers Drain STUN 2d6; -1/2)

*Incorrect:*

no normal defense (Defense Is FF; +1)

armor piercing (+1/2)

Does not work in Sunlight (-1)

Side Effects (Character Suffers Drain STUN 2d6; -1/2)

When listing an Advantage or Limitation, write the value out as multiple characters: -1/2, not -1/2; -3/4, not -¾. If there's a whole number before the fraction, separate it from the fraction with a space: -1 1/2, +2 1/4.

### INDIVIDUAL POWERS

**Adjustment Powers:** When applying the *Delayed Return Rate* Advantage, write it as follows: Delayed Return Rate (points return[fade] at the rate of # per Time; +#).

Delayed Return Rate (points return at the rate of 5 per Hour; +1)

Delayed Return Rate (points fade at the rate of 5 per Minute; +1/4)

For the *Variable Effect* Advantage, put a comma after the number of dice in the power, and then write the Advantage thusly, with the name of the special effect capitalized:

any [special effect] power one at a time (+1/4) STR, DEX, CON, and STUN simultaneously (+1) all [special effect] powers simultaneously (+2)

**Mental Powers:** If a character buys Mental Powers to affect a class of minds other than that of his species, indicate this by writing "[Name] class of minds" immediately after the dice. Capitalize the name of the class.

*Draconic Domination:* Mind Control 12d6 (Animal class of minds) (60 Active Points); Limited Class Of Minds (dragons only; -1). Total cost: 30 points.

**Movement Powers:** Do not indicate a character's inches of Noncombat Movement unless he has bought them above the normal x2. In that case, put a comma after the number of inches, and then write "x# Noncombat." When writing the number, *include the character's base x2 multiple*; thus, if a character spends 5 points to double his Noncombat Movement, write "x4 noncombat" (since the base x2, doubled by the 5 points, is x4).

*Swift Flight:* Flight 20", x8 noncombat. Total cost: 50 points.

**Absorption:** Write the name of the Power, followed by the dice. After the dice, in parentheses write where the Absorbed points go. If the Absorption can Absorb more points than the base amount indicated by the rules, put a comma after the parentheses and the words "Can Absorb Maximum Of XX Points' Worth Of [Type] Energy."

*Strength Of My Enemies:* Absorption 6d6 (physical, half to STR, half to PD), Can Absorb Maximum Of 60 Points' Worth Of Physical Energy, Delayed Loss (loses 5 points per minute, +1/4) (52 Active Points); Only Works Against HTH Combat Attacks (-1/4). Total cost: 42 points.

**Aid:** Write the name of the Power, followed by the Characteristic or effect Aided (if the effect is not a Characteristic, capitalize it), followed by the dice. If the Aid has the *Variable Effect Advantage* (i.e., it affects more than one Characteristic or effect at a time), put a comma after the dice and note that; do not capitalize the words unless other rules or guidelines require that. However, if the Variable Effect is defined as Aiding to two or more specific Characteristics or Powers, list those with the dice as described above, and write the *Variable Effect Advantage* in as for a normal Advantage. If the Aid can add more points than the base amount indicated by the rules, put a comma after the dice, and then write "Can Add Maximum Of # Points."

*Cerebral Enhancement:* Aid INT 3d6, Delayed Return Rate (5 points per Hour; +1) (60 Active Points); OIF (headband, -1/2). Total cost: 40 points.

*Spell Of The Hungry Flames:* Succor Fire 6d6, any fire Power one at a time (+1/4), Ranged (+1/2) (52 Active Points); OAF Expendable (piece of flint; -1 1/4), Gestures (-1/4), Incantations (-1/4), Requires A Fire Magic Roll (-1/2). Total cost: 16 points.

*Super Martial Arts Power-Up:* Aid STR, DEX, CON,

and SPD 3d6, Can Add Maximum Of 30 Points, Variable Effect (+1). Total cost: 72 points.

**Armor:** Write the name of the Power, followed by the amount of Defense provided in parentheses. List PD and ED separately, separated by a slash.

*Level III Kevlar Body Armor:* Armor (8 PD/8 ED) (24 Active Points); OIF (-1/2), Activation Roll 14- (-1/2), Half Mass (-1/2), Real Armor (-1/4). Total cost: 9 points.

*Battle Armor:* Armor (12 PD/8 ED) (30 Active Points); OIF (-1/2). Total cost: 20 points.

**Change Environment:** Write the name of the Power, followed by the area covered written as "X" radius" (note that "radius" is not capitalized). Put a comma after "radius," and then write the effect of the CE; do not capitalize words in the effect unless other rules or guidelines require capitalization.

*Pea-Soup Fog:* Change Environment 8" radius, -3 to Sight Group PER Rolls. Total cost: 26 points.

*Dr. Terror's Fear Aura:* Change Environment 16" radius, -4 to PRE for purposes of resisting Dr. Terror's fear-based Presence Attacks, Reduced Endurance (0 END; +1/2) (60 Active Points); OAF (Fear Amulet; -1). Total cost: 30 points.

*Confusion Spell:* Change Environment 32" radius, -4 to all INT Rolls and INT-Based Skill Rolls (42 Active Points); OAF (broken shard from a mirror, reusable; -1), Gestures (-1/4), Incantations (-1/4), Requires A Magic Skill Roll (-1/2). Total cost: 14 points.

**Characteristics:** Write "+X [Characteristic name]".

*Super-Steroid Pills:* +10 STR (10 Active Points); OAF (-1), No Figured Characteristics (-1/2), 4 Charges lasting 1 Minute each (-1/4) (total cost 4 points) **plus** +1 SPD (10 Active Points); OAF (-1), 4 Charges lasting 1 Minute each (-1/4) (total cost 4 points). Total cost: 8 points.

*Presence Defense:* +20 PRE (20 Active Points); Only To Protect Against Presence Attacks (-1). Total cost: 10 points.

**Clairsentience:** Write the name of the Power, followed by the Sense Groups it uses in parentheses. If it has a greater than normal range, put a comma after the parentheses and write "#x Range ([inches of range])". If the Clairsentience has Precognition and/or Retrocognition, write "Precognitive" or "Retrocognitive" in front of "Clairsentience."

*Spell Of Scrying:* Clairsentience (Sight And Hearing Groups), 16x Range (2,400") (50 Active Points); OAF Immobile, Fragile (large enchanted mirror; -2 1/4), Gestures (-1/4), Incantations (-1/4), Extra Time (1 Minute, -1 1/2). Total cost: 9 points.

*Borescope:* Clairsentience (Sight Group), Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1), No Range (Clairsentience can only be used to see through or under doors and walls; -1/2), One Sense Only (Normal Sight, -1/4). Total cost: 11 points.

*Crystal Ball, Divinatory:* Precognitive Clairsentience (Sight Group) (40 Active Points); OAF Fragile (-1 1/4), Precognition Only (-1), Requires A Magic Roll (-1/2), Time Modifiers (-1/2). Total cost: 9 points.

**Clinging:** Write the name of the Power, followed by the amount of STR the character Clings with in parentheses. If the character simply exerts his regular STR with Clinging, write "normal STR."

*Cling-Grips:* Clinging (normal STR) (10 Active Points); OAF (-1), Cannot Resist Knockback (-1/4). Total cost: 4 points.

**Damage Reduction:** Write the name of the Power, preceded by what it effects (Physical, Energy, Magic, Physical and Energy, or the like). Follow the name with a comma, then list the percent reduction as a number and percent sign (e.g., "25%"). If the Damage Reduction is resistant, write "Resistant" between the name and percentage.

*Magic Resistance:* Magic Damage Reduction, 50%. Total cost: 30 points.

*Fiery Body:* Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Fire (-1/2). Total cost: 40 points.

**Damage Resistance:** Write the name of the Power, followed in parentheses by the amount of Defense made Resistant (list PD and ED separately, followed by a comma).

*Tough Skin:* Damage Resistance (20 PD/20 ED). Total cost: 20 points.

**Darkness:** Write the name of the Power, followed by "to" and the Sense Group(s) affected, followed by the radius covered (written as "X" radius"). Note the lack of comma between the Sense Groups and radius, and that "radius" is not capitalized.

*Smoke Grenades:* Darkness to Sight Group 3" radius (30 Active Points); OAF (-1), 8 Charges lasting 1 Turn each (removed by winds or rain; -1/2), Range Based On STR (-1/4). Total cost: 11 points.

*The Sphere Of Chaotic Sensations:* Darkness to Sight, Hearing, and Radio Groups 3" radius. Total cost: 40 points.

**Density Increase:** Write the name of the Power, followed in parentheses by the effects listed in the following format: "(# kg mass, +# STR, +# PD/ED, -#" KB)."

*Body Of Stone:* Density Increase (25,000 kg mass, +40 STR, +8 PD/ED, -8" KB), Costs END Only To Activate (+1/4) (50 Active Points); Visible (-1/4). Total cost: 40 points

**Desolidification:** Write the name of the Power, followed in parentheses by "affected by" and the special effects which can affect the character while Desolidified.

*Cloud Form:* Desolidification (affected by wind, fire, or cold) (40 Active Points); Cannot Pass Through Solid Objects (-1/2). Total cost: 27 points.

*Energy Body:* Desolidification (affected by similar type of energy); Linked (-1/2), Only In Heroic Identity (-1/4) (total cost: 23 points) **plus** Energy Blast 5d6, Reduced Endurance (0 END; +1/2), Damage Shield (+1/2), Continuous (+1), Affects Physical World (+2) (125 Active Points); Only In Heroic Identity (-1/4) (total cost: 100 points). Total cost: 123 points.

**Dispel:** Write the name of the Power, followed by the Power or effect it Dispels (capitalized), followed by the number of dice. If the Dispel can affect multiple powers, put a comma after the dice and write that out (uncapitalized) (for example, "any magic power one at a time" or "any two magic powers at a time" or "all magic powers simultaneously").

*Spell Of Rusty Doom:* Dispel Armor 15d6 (45 Active Points); OAF (enchanted wand of rusty iron; -1), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2), Only Affects Metal Armors (-1/2). Total cost: 13 points.

*Fire Extinguisher:* Dispel Fire Powers 10d6, any Fire power one at a time (+1/4) (37 Active Points); OAF (-1), Limited Range (3"; -1/4), 12 Charges (-1/4). Total cost: 15 points.

**Drain:** Write the name of the Power, followed by the Characteristic or Power it affects, followed by the dice.

*Stun Gas Grenades:* Drain STUN 3d6, Ranged (+1/2), NND (defense is LS: No Need To Breathe; +1/2), Area Of Effect (6" radius; +1) (90 Active Points); OAF (-1), 4 Charges (-1). Total cost: 30 points.

*Spell Of Fear:* Drain PRE 5d6, Ranged (+1/2) (75 Active Points); OAF Expendable (drop of blood; -1 1/4), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2). Total cost: 23 points.

**Duplication:** Write the name of the Power, followed in parentheses by how many forms are created. If only one form is created, write "creates #-point form"; if multiple forms are created, write "creates #-#-point Duplicates."

*Astral Form:* Duplication (creates 350-point astral form), Easy Recombination (Half Phase Action at half DCV), Ranged Recombination (+1/2), Altered Duplicate (100%, +1) (187 Active Points); Original Character Is Incapacitated And Helpless While Duplicate Exists (-1), Extra Time (must enter trance and meditate to allow astral self to leave its fleshy prison, 1 Hour; -1 1/2), Feedback (-1), Both Characters Die If They Do Not Recombine Within 24 Hours (-1/2). Total cost: 37 points.

*Telekinetic Sidekicks:* Duplication (creates 8 250-point Duplicates), Easy Recombination (Zero-Phase Action at Full DCV), Altered Duplicates (100%, +1). Total cost: 150 points.

*Nine-Headed Hydra:* Duplication (creates 8 80-point Duplicates) (31 Active Points); Feedback (STUN and BODY; -1), Cannot Recombine (-0). Total cost: 15 points.

**Ego Attack:** Write the name of the Power, followed by the number of dice.

*Psionic Pain Induction:* Ego Attack 2d6, Continuous (+1). Total cost: 40 points.

**Endurance Reserve:** Write the name of the Power, followed in parentheses by the number of END, a comma, then the number of REC). If the Reserve only applies to certain powers, put a semicolon after the REC and then list or describe them inside the parentheses. Do not write "END Reserve."

*Powered Armor Battery:* Endurance Reserve (200 END, 20 REC) (40 Active Points); OIF (-1/2). Total cost: 27 points.

**Energy Blast:** Write the name of the Power, followed by the number of dice. You may use the abbreviation "EB" if desired.

*Blaster Pistol:* EB 10d6 (50 Active Points); OAF (-1), 2 clips of 12 Charges each (-0). Total cost: 25 points.

*Fire Bolt Spell:* EB 8d6, Armor Piercing (+1/2) (60 Active Points); OAF (copper wand; -1), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2). Total cost: 20 points.

**Enhanced Senses:** For most Enhanced Senses, simply write the name of the Sense, followed if appropriate by the Sense Group it belongs to in parentheses: Infrared Perception (Sight Group). Base Senses, or Senses which by definition belong to a particular Sense Group, such as Mental Awareness, Nightvision, and Radio Perception, don't need a parenthetical reference; all other Senses do (even ones like HRRP and Infrared Perception, which are almost always assigned to a particular Sense Group). If the Sense stands on its own, without simulating any Sense Groups, write "(no Sense Group)".

If there are any Sense Modifiers, put a comma after the Sense Group or roll, then list them alphabetically (exception: list Analyze after Discriminatory).

For Detects, write "Detect," what can be detected, and the roll: Detect Gold 14-.

For Enhanced Perception, write "+# PER with [Group Name]" (or "with all Sense Groups", if appropriate).

For Concealed, write "Concealed (-# to [Group Name] Group PER Rolls)".

For Increased Arc Of Perception, write, "Increased Arc Of Perception (# Degrees) with [Group Name] Group".

For Microscopic, write "Microscopic (x#)".

For Rapid, write "Rapid (x#)".

For Targeting that affects an entire Sense Group, write "Targeting ([Group Name])". If Targeting is bought for a specific Sense as part of that Sense's writeup, "Targeting" alone is sufficient.

For Telescopic, write "+# versus Range Modifier for [Group Name] Group" (or "for all Sense Groups", if appropriate). If Telescopic is listed as one of a group of modifiers applying to a single Sense, write "Telescopic (+# versus Range Modifier)".

Examples:

*Visual Sensor Systems:* Ultraviolet Perception (Sight Group)

*Sensory Enhancement Systems:* Increased Arc Of Perception (360 Degrees) for Sight Group and Radar

*Sense Vibrations:* Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting

*Curse Fulfillment:* Detect Tomb-Robber 16-, Range, Sense, Targeting, Telescopic (+10 versus Range Modifier), Tracking

**Entangle:** Write the name of the Power, followed by the number of dice, followed by a comma, followed by the number of DEF.

*Arkelos's Spell of the Conjured Fetters:* Entangle 6d6, 6 DEF (60 Active Points); OAF Expendable (a small silver chain, Difficult to obtain new Focus; -1 1/4), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2), Side Effects (Drain STUN 6d6; -1). Total cost: 14 points.

*Ice Bonds:* Entangle 4d6, 8 DEF (60 Active Points); Vulnerable (Fire/Heat; -1). Total cost: 30 points.

**Extra-Dimensional Movement:** Write the name of the Power, followed in parentheses by the locations and/or times the character can move to. If the power has the *Increased Weight Adder*, write it as "x# Increased Weight".

*Invocation Of The Gate To Hell:* Extra-Dimensional Movement (one location in Hell), Area Of Effect (One Hex; +1/2), Continuous (+1), Reduced Endurance (0 END; +1/2) (60 Active Points); OAF Fragile (obsidian mirror; -1 1/4), Gate (-1/2), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2). Total cost: 16 points.

*Time Machine:* Extra-Dimensional Movement (any date or place in time) (60 Active Points); OAF Bulky (-1 1/2). Total cost: 24 points.

**Extra Limbs:** Write the name of the Power, followed in parentheses by the number of limbs.

*Prehensile Tail:* Extra Limb (1); Limited Manipulation (-1/4). Total cost: 4 points.

*Steel Tentacles:* Extra Limbs (4); OIF (-1/2) (total cost: 3 points) **plus** +30 STR, Only With Extra Limbs (-1/2), OIF (-1/2) (total cost: 15 points). Total cost: 18 points.

**Faster-Than-Light (FTL) Travel:** Write the name of the Power, followed by the speed in parentheses.

*Starship Hyperdrive:* FTL Travel (1 LightYear/Segment) (52 Active Points); OAF Immobile (-2), Extra Time (requires 1 Minute to engage hyperdrive engine, but engine thereafter does not require Extra Time; -3/4), Requires A PS: Hyperdrive Operation Roll (-1/4). Total cost: 13 points.

*Light Form Travel:* FTL Travel (speed of light) (10 Active Points); Costs Endurance (-1/2). Total cost: 7

points.

**Find Weakness:** Write the name of the Power, followed by the roll, followed by what the character can Find Weakness with (no comma between these entries).

*Holy Vengeance:* Find Weakness 13- with all melee weapons (30 Active Points); Only Versus Undead/Demons (-1/2). Total cost: 20 points.

*Super-Accuracy:* Find Weakness 14- with all guns. Total cost: 35 points.

**Flash:** Write the name of the Power, preceded by the Sense Group(s) it affects, followed by the dice.

*Spell Of Blinding Light:* Sight Group Flash 10d6 (50 Active Points); OAF Expendable (sunstone; -1 1/4), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2). Total cost: 15 points.

*Shrieker Alarm:* Hearing Group Flash 6d6, Trigger (when unauthorized personnel approach within 20 feet; +1/4) (22 Active Points); OAF (-1), 12 Charges (-1/4). Total cost: 10 points.

**Flash Defense:** Write the name of the Power, preceded by the Sense Group(s) it protects, followed in parentheses by the number of points of protection (including the word "points").

*Sunglasses:* Sight Group Flash Defense (5 points) (5 Active Points); OAF (-1). Total cost: 2 points.

*Earplugs:* Hearing Group Flash Defense (3 points) (3 Active Points); OIF (-1/2). Total cost: 2 points.

**Flight:** Write the name of the Power, followed by the number of inches of movement.

*Wings:* Flight 12" (12 Active Points); Restrainable (-1/2). Total cost: 8 points.

*Jetpack:* Flight 10" (20 Active Points); OIF (-1/2), Fuel Charge (1 Continuing Charge lasting 1 Hour; -1/4). Total cost: 11 points.

**Force Field:** Write the name of the Power, followed by the amount of Defense provided in parentheses. List PD and ED separately, separated by a slash. You may use the abbreviation "FF" if you wish.

*Personal Force Field:* Force Field (10 PD/10 ED), Reduced Endurance (0 END; +1/2). Total cost: 30 points.

*Omnishield Generator Belt:* Force Field (5 PD/5 ED/5 Mental Defense/5 Power Defense) (20 Active Points); OIF (-1/2). Total cost: 13 points.

**Force Wall:** Write the name of the Power, followed by the amount of Defense provided in parentheses. List PD and ED separately, separated by a slash. If the FW has expanded dimensions, follow the Defense with a semi-colon and then list the larger dimensions within the parentheses You may use the abbreviation "FW" if you wish.

*Questionite Shield:* Force Wall (10 PD/10 ED), Reduced Endurance (0 END; +1/2) (75 Active Points); OAF (-1), Self Only (-1/2). Total cost: 30

points.

*Telekinetic Shield:* Force Wall (8 PD/8 ED; 3" long and 2" tall). Total cost: 46 points.

**Gliding:** Write the name of the Power, followed by the number of inches of movement.

*Glider Cape:* Gliding 8" (8 Active Points); OAF (-1). Total cost: 4 points.

**Growth:** Write the name of the Power, followed in parentheses by the effects listed in the following format: "(+# STR, +# BODY, +# STUN, -#" KB, # kg, -# DCV, +# PER Rolls to perceive character, # m tall, # m wide)."

*Gargantuan Form:* Growth (+60 STR, +12 BODY, +12 STUN, -12" KB, 400,000 kg, -8 DCV, +8 PER Rolls to perceive character, 32 m tall, 16 m wide). Total cost: 60 points.

**Hand-To-Hand Attack:** Write the name of the Power, followed by the number of dice (preceded by a + sign — +4d6, for example). You may use the abbreviation "HA" if you prefer for the Power itself, but always write out the Limitation *Hand-To-Hand Attack* (-1/2) in full.

*Club:* HA +4d6 (20 Active Points); OAF (-1), Hand-To-Hand Attack (-1/2). Total cost: 8 points.

*The Steel Fist:* HA +6d6 (30 Active Points); Hand-To-Hand Attack (-1/2), Extra Time (takes a Full Phase to turn the Power on when it is first activated; -1/4), Increased END Cost (x2 END; -1/2). Total cost: 13 points.

**Healing:** Write the name of the Power, followed by the Characteristic affected, followed by the number of dice. If you use the Simplified option, put that word in front of "Healing." If you use the Regeneration option, put that in parentheses following the dice, with the word "Regeneration" separated from "# of BODY per [time unit]" by a semi-colon. If you use the Resurrection option, list that as any other Adder, followed in parentheses by the conditions that stop the return to life.

*Spell Of Healing:* Simplified Healing 6d6, Can Heal Limbs (65 Active Points); OAF (Wizard's Staff, -1), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2). Total cost: 22 points

*Vampiric Regeneration:* Healing 3d6 (Regeneration; 3 BODY per Day), Resurrection (others can stop resurrection by burning the body, driving a stake through the vampire's heart, or cutting off its head and filling its mouth with holy wafers), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (100 Active Points); Self Only (-1/2), Extra Time + Increased Time Increment (3 BODY/Day; -2 1/2), Resurrection Only (-1/2). Total cost: 22 points.

**Images:** Write the name of the Power, preceded by the Sense Group(s) it affects, followed by a comma, followed by the penalty to PER Rolls expressed as "-# to PER Rolls," followed by a comma, followed by the radius expressed as "# radius" (or

the *Increased Size Advantage*, if applicable).

*Illusion Spell*: Sight and Hearing Group Images, -3 to PER Rolls, Increased Size (8" radius; +3/4) (42 Active Points); OAF (Wizard's Staff; -1), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2). Total cost: 14 points.

*Flashlight*: Sight Group Images, 1" radius (10 Active Points); OAF (-1), Only To Create Light (-1), No Range (-1/2). Total cost: 3 points.

**Invisibility**: Write the name of the Power, followed by "to" and the Sense Group(s) affected.

*Ring Of Invisibility*: Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +1/2) (45 Active Points); IIF (-1/4). Total cost: 36 points.

*Stealth Plane Effect*: Invisibility to Radio Group, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (20 Active Points); Always On (-1/2). Total cost: 13 points.

**Killing Attack — Hand-To-Hand**: Write the name of the Power, followed by the dice, followed in parentheses by the effect of STR, expressed as: "(#d6 with STR)." If the effects of STR can vary, simply write "(plus STR)."

For either form of KA, the Advantage *Increased STUN Multiplier* should be written as "+# Increased STUN Multiplier."

*Dagger*: HKA 1d6 (1 1/2d6 with STR), Ranged (can be thrown; +1/2), Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1), Range Based On STR (-1/4), STR Minimum 7 (-1/2), Real Weapon (-1/4). Total cost: 10 points.

*Laser Sword*: HKA 2d6, Armor Piercing (+1/2) (45 Active Points); OAF (-1), No STR Bonus (-1/2). Total cost: 18 points.

*Claws*: HKA 1d6 (2d6 with STR) (15 Active Points); Reduced Penetration (-1/4), No Knockback (-1/4). Total cost: 10 points.

**Killing Attack — Ranged**: Write the name of the Power, followed by the dice.

*Laser Pistol*: RKA 2d6, Armor Piercing (+1/2) (45 Active Points); OAF (-1), 2 clips of 12 Charges each (-0), No Knockback (-1/4). Total cost: 20 points.

*Lightning Bolt Spell*: RKA 2d6, Indirect (always strikes the character from above, out of the sky; +1/4) (37 Active Points); OAF (Wizard's Staff; -1), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2), Only Works Under An Open Sky (-1/2). Total cost: 11 points.

*Colt M1911A Semiautomatic Handgun*: RKA 2d6-1, +1 Increased STUN Multiplier (+1/4) (34 Active Points); OAF (-1), STR Minimum (9; STR Minimum Doesn't Add Damage; -1), Beam (-1/4), 2 clips of 7 Charges each (-1/4), Real Weapon (-1/4). Total cost: 9 points.

**Knockback Resistance**: Write the name of the Power, followed by the number of inches.

*Super-Dense Form*: Knockback Resistance -5". Total cost: 10 points.

**Lack Of Weakness**: Write the name of the Power, followed by the penalty imposed on Find Weakness, followed by "for" and the Defenses the Power affects.

*Well-Constructed Armor*: Lack Of Weakness (-5) for Resistant Defenses (5 Active Points); OIF (-1/2). Total cost: 3 points.

**Leaping**: Write the name of the Power, followed by the number of inches; a "+" precedes the inches. After the inches, list the character's total inches of Leaping in parentheses, as follows: "(# forward, # upward)." (The examples below assume STR 20.)

*Spring-Boots*: Leaping +20" (24" forward, 12" upward) (20 Active Points); OIF (-1/2). Total cost: 13 points.

*Acrobatic Leaping*: Leaping +8" (12" forward, 6" upward) (8 Active Points); Requires An Acrobatics Roll (-1/2). Total cost: 5 points.

**Life Support**: Write the name of the Power (abbreviated as "LS" if desired), followed by a parentheses listing the types of LS the character has. Many types, such as "Safe Environment," should be followed by a colon and a description of the exact type of LS the character has. If a character has more than one type of LS listed, separate them with semicolons.

If a character has Total LS, you may simply write "LS: Total."

*Gas Mask*: Life Support (Self-Contained Breathing) (10 Active Points); OIF (-1/2), 1 Fuel Charge lasting 1 Hour (-1/4). Total cost: 6 points.

*Stim Pill*: Life Support (Diminished Sleep: Need Not Sleep), 4 Charges lasting 1 Day each (+1) (6 Active Points); OAF (-1). Total cost: 3 points.

*Arctic Survival Suit*: Life Support (Safe Environment: Intense Cold) (2 Active Points); OIF (-1/2). Total cost: 1 point.

**Luck**: Write the name of the Power, followed by the number of dice.

*Fortunes Of Battle*: Luck 2d6 (10 Active Points); Only In Combat (-1/2). Total cost: 7 points.

**Martial Arts**: Although a Skill, Martial Arts are listed under Powers, since they function as a sort of Attack Power.

On the first line, write "Martial Arts" followed



by a colon and the name of the style(s) known. This is all in italics.

On the next line, move in one space, then begin to create a table with four columns: Maneuver, OCV, DCV, and Notes. Each column is separated from the next by a single tab (as are the entries in each column — don't worry if this looks odd, it will be laid out correctly). This line of column headers is in boldface.

On the third and subsequent lines, list the maneuvers known, again starting each line by spacing in once so that the name of the maneuver aligns with the "Maneuver" header. In the Notes for each line, make sure you follow the format used in the *HERO System 5<sup>th</sup> Ed.* Combat Maneuvers list.

If the character has bought extra Damage Classes, list them after all maneuvers. Do *not* space in once when listing them. Write them as "+# Damage Class(es) (already added in)" — and make sure, as the parenthetical notes, that you have added their effect to each maneuver under "Notes." Do not use the abbreviation "DC."

If the character has bought a Weapon Element with his style, list it below maneuvers and Damage Classes. Again, do *not* space in once; align it with the Damage Classes line. Write it as "Use Art with [weapon or weapons]" — list all Elements on one line.

*Martial Arts: Aikido*

**Maneuver** → **OCV** → **DCV** → **Notes**

4 → Dodge → -- → +5 → Dodge all attacks, Abort  
 4 → Escape → +0 → +0 → +15 STR vs. Grabs  
 4 → Extend Ki → +0 → +0 → +15 STR to resist  
 Shove; Block, Abort  
 3 → Hold → -1 → -1 → Grab Two Limbs, +10 STR  
 for holding on  
 5 → Joint Break → -1 → -2 → Grab One Limb;  
 1/2d6 HKA, Disable  
 4 → Joint Lock/Throw → +1 → +0 → Grab One  
 Limb; 1d6 NND(1); Target Falls  
 5 → Redirect → +1 → +3 → Block, Abort  
 5 → Strike → +1 → +3 → STR Strike  
 3 → Takedown → +1 → +1 → STR Strike; Target  
 Falls  
 3 → Throw → +0 → +1 → STR + v/5; Target Falls  
 4 → +1 Damage Class (already added in)  
 1 → Use Art with Staffs

**Mental Defense:** Write the name of the Power, followed by the amount of Defense provided and the word "points" in parentheses. Be sure to include in the points the character's base Mental Defense (EGO/5).

*Psionic Shield:* Mental Defense (10 points) (10 Active Points); OIF (Helmet; -1/2). Total cost: 7 points.

**Mental Illusions:** Write the name of the Power, followed by the amount of dice.

*Illusionary Disguise:* Mental Illusions 8d6 (40 Active Points); Self Only (-1). Total cost: 20 points.

*Spell Of Myriad Phantasms:* Mental Illusions 12d6 (60 Active Points); OAF (Wizard's Staff; -1), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2). Total cost: 20 points.

**Mind Control:** Write the name of the Power, followed by the amount of dice.

*Basic Hypnosis:* Mind Control 7d6 (35 Active Points); OIF (any watch, pen, or other object for the subject to focus on; -1/2), Hypnosis Only (cannot achieve full range of Mind Control effects; -1/2), No Range (-1/2), Extra Time (1 minute; -1 1/2), Concentrate (0 DCV; -1/2), Gestures (must wave focusing object in front of subject's eyes; -1/4), Incantations ("You are getting sleepy.."; -1/4), Eye Contact (-1/2), Requires A PS: Hypnotist Roll (-1/2). Total cost: 6 points.

*Cupid's Touch:* Mind Control 10d6, Telepathic (+1/4) (62 Active Points); Only To Control/Inflict Love (-1). Total cost: 31 points.

**Mind Link:** Write the name of the Power, followed by a comma, followed by the number of minds and/or group with whom the Link can be established.

*Closed Radio Link:* Mind Link, specific group of up to any 8 minds, No LOS Needed (35 Active Points); OAF (-1), Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-1/2). Total cost: 10 points.

**Mind Scan:** Write the name of the Power, followed by the amount of dice.

*Psychic Sight:* Mind Scan 12d6. Total cost: 60 points.

**Missile Deflection & Reflection:** Write the name of the Power, followed in parentheses by what attacks the character can deflect/reflect. If the power includes a bonus to OCV, list that after the parentheses using this format: "+# OCV."

*Shield:* Missile Deflection (arrows/projectiles), Range (adjacent hexes, +1/2) (15 Active Points); OAF (-1), Activation 14- (-1/2), Will Not Work Against Heavy Missiles (-1/4). Total cost: 4 points.

*Psychokinetic Barrier:* Missile Deflection (all Ranged attacks), Range (+1). Total cost: 40 points.

**Multiform:** Write the name of the Power, followed in parentheses by a concise description of the number and type of form(s) the character can change into.

*Werewolf Forms:* Multiform (assume 300-point wolfman form or 225-point wolf form; true form is 150-point human form) (65 Active Points); Can Only Change Forms At Night (-1). Total cost: 32 points.

*Vari-Armor:* Multiform (reconfigure powered armor suit into any of eight different other "forms," each built on 300 points) (75 Active Points); OIF (-1/2), Extra Time (takes 1 Turn to change forms; -1/2). Total cost: 37 points.

*Dracoform Amulet:* Multiform (change shape into 500-point dragon) (100 Active Points); OAF (-1), Independent (-2), 1 Charge (-2), Personality Loss (1 Hour; -1). Total cost: 14 points.

**Power Defense:** Write the name of the Power, followed by the number of points of Defense in parentheses.

*Talisman Against Sorcery:* Power Defense (20 points) (20 Active Points); OAF (-1), Only Protects Against Magic (-1/2). Total cost: 8 points.

**Running:** Write the name of the Power, followed by the number of inches of movement, with a "+" in front of the inches. After the inches, write in parentheses the character's total inches of Running, as follows: "(# total)."

*Super-Running:* +24" Running (30" total), x16 Non-combat. Total cost: 63 points.

**Shape Shift:** Write the name of the Power, followed by the Sense Groups it affects in parentheses. If necessary, include within the parentheses, separated from the Sense Groups by a comma, a statement of the types of shapes the character can assume ("any shape," "any canine shape," "any machine shape," and the like).

*Advanced Shapeshifting:* Shape Shift (Sight, Hearing, and Touch Groups, any shape), Cellular, Imitation, Instant Change. Total cost: 61 points.

*Scent Manipulation:* Shape Shift (Smell/Taste Group), Imitation, Reduced Endurance (0 END; +1/2) (22 Active Points); Extra Time (takes 1 Minute to alter scent; -1 1/2). Total cost: 9 points.

*Super-Disguise:* Shape Shift (Sight Group and Touch Group; any humanoid form), Imitation, Reduced Endurance (0 END; +1/2) (49 Active Points); OIF (makeup and disguise supplies; -1/2), Requires A Disguise Roll (-1/2), Extra Time (minimum of 1 hour needed to prepare disguise; -3). Total cost: 10 points.

**Shrinking:** Write the name of the Power, followed in parentheses by the effects listed in the following format: "(# m tall, # kg mass, -# to PER Rolls to perceive character, +# DCV, takes +# KB)."

*Insect Size:* Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB). Total cost: 60 points.

**Skills:** Write the name of the Power, followed by the Skill Roll.

*Lockgun:* Lockpicking 12- (9 Active Points); OAF (-1). Total cost: 4 points

*Advanced Autopilot:* Combat Piloting 14- (13 Active Points); OAF Bulky (-1 1/2). Total cost: 5 points.

**Stretching:** Write the name of the Power followed by the number of inches.

*Ki Punch:* Stretching 6", Does Not Cross Intervening Space (+1/4) (37 Active Points); Always Direct (-1/4), Only To Cause Damage (-1/2), Range Modifier Applies (-1/4), No Velocity Damage (-1/4). Total cost: 16 points.

*Elastic Body:* Stretching 8" (total cost: 40 points) **plus** Desolidification (40 Active Points); Cannot Pass Through Solid Objects (-1/2) (total cost: 27 points). Total cost: 67 points.

**Summon:** Write the name of the Power, followed without commas by the number of how-many-points creatures. If the power only Summons one creature, leave out the first number — just write "Summon #-point [creature]."

*Create Vampire Spell:* Summon 300-point Vampire, Loyal (+1/2) (90 Active Points); OAF Expendable (black candles and a golden bowl filled with human blood; -1 1/4), Gestures (-1/4), Incantations (-1/4), Extra Time (1 hour; -1 1/4), Requires Recently Deceased Body (-1/2), Requires A Necromancy Roll (-1/2). Total cost: 18 points.

*Call Of The Wild:* Summon 150-point Animal, Any Animal (+1/2), Loyal (+1/2) (60 Active Points); Animal Must Inhabit Locale (-1/2), Animal Arrives Under Its Own Power (-1/2). Total cost: 30 points.

**Suppress:** Write the name of the Power, followed by the Characteristic or Power it affects, followed by the dice. If the Suppress affects more than one Characteristic or effect at a time, put a comma after the dice and note that; do not capitalize the words unless other rules or guidelines require that.

*Spell Of Diminished Enchantments:* Suppress Magic 4d6, all Powers with a magic special effect simultaneously (+2) (60 Active Points); OAF (Wizard's Staff; -1), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2), Side Effects (spellcaster suffers identical effect; -1). Total cost: 15 points.

*Energy Dampening Field:* Suppress Energy Blast 6d6, Area Of Effect (3" Radius; +1) (60 Active Points); OAF (Dampening Staff; -1). Total cost: 30 points.

**Swimming:** Write the name of the Power, followed by the number of inches of movement, with a "+" in front of the inches. After the inches, write in parentheses the character's total inches of Swimming as follows: "(# total)."

*Swimfins:* +4" Swimming (6" total) (4 Active Points); OAF (-1). Total cost: 2 points.

**Swinging:** Write the name of the Power, followed by the number of inches of movement.

*Grapnel & Rope:* 8" Swinging (8 Active Points); OAF (-1), Extra Time (Full Phase; -1/2). Total cost: 3 points.

**Telekinesis:** Write the name of the Power, followed by the amount of STR in parentheses as follows: "(# STR)."

*Psychokinesis:* Telekinesis (30 STR), Fine Manipulation, Based On EGO Combat Value (+1). Total cost: 110 points.

**Telepathy:** Write the name of the Power, followed by the number of dice.

*Truth Serum:* Telepathy 12d6 (60 Active Points); OAF Fragile (easily diluted or spilled drug; -1 1/4), Receive Only (-1/2), Based On CON (-1/2), No Range (-1/2), Incantations (questions must be asked; -1/4), Language Barrier (subject being interrogated must be able to understand the questions asked of

him; -1/2). Total cost: 13 points.

**Teleportation:** Write the name of the Power, followed by the number of inches of movement. If the power has the *Increased Mass Adder*, write it as "x# Increased Mass".

*Escape Clause:* Teleportation 10", MegaScale (anywhere on Earth; +1 1/4) (45 Active Points); Incantations (-1/4), 1 Charge (-2), Only To Fixed Location (-1) (total cost: 11 points) **plus** 1 Fixed Location (home sweet home). Total cost: 12 points.

**Transfer:** Write the name of the Power, followed by the Characteristic or Power it affects, followed by the dice, followed in parentheses by what's transferred to what, using this format: "(target's X to character's Y)." If the Transfer can transfer more points than the base amount indicated by the rules, put a comma after the parentheses and the words "Can Transfer Maximum Of # Points." If the Transfer affects more than one Characteristic or effect at a time, put a comma after the parentheses (or maximum effect statement) and note that; do not capitalize the words unless other rules or guidelines require that.

*Spell Of Necromantic Vitalization:* Transfer 3d6 (target's CON to character's STUN), Ranged (+1/2), Delayed Return Rate (5 Character Points per 20 Minutes; +3/4) (101 Active Points); OAF (Necromancer's Staff, -1), Gestures (-1/4), Incantations (-1/4), Requires A Necromancy Roll (-1/2), Only Works On Characters At 0 BODY Or Below (-1/2), Transferred Points Return Immediately When Target Dies (-1/2). Total cost: 25 points.

*Mutation Leeching Gauntlet:* Transfer Mutant Powers 2d6 (target's mutant powers to character's mutant powers, proportionately), Can Transfer Maximum Of 32 Points, all mutant powers simultaneously (+2) (120 Active Points); OIF (-1/2), Activation 14- (-1/2). Total cost: 60 points.

*Soul Leeching:* Transfer 5d6 (target's BODY half to character's STUN, half to character's END), Ranged (+1/2), Delayed Return Rate (points return once per hour; +1) (187 Active Points); Concentrate (1/2 DCV; -1/4), Requires A KS: Ninjutsu Roll (-1/2). Total cost: 107 points.

**Transform:** Write the name of the Power, preceded by "Cosmetic," "Minor," or "Major," as appropriate. Follow the name with the dice, and then in parentheses a description of what's Transformed into what, using this format: "(X into Y, heal back by [method])."

*Man Into Frog Spell:* Major Transform 5d6 (humans into frogs, heals back if target is kissed by a princess) (75 Active Points); OAF (Wand Of Transformation; -1), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2), Limited Target (humans; -1/2). Total cost: 21 points.

*Psionic Surgery:* Minor Transform 6d6 (remove or change a target's memories, heals back normally), Based On ECV (+1), Works Against EGO, Not BODY (+1/4) (135 Active Points); Limited Target (human memories; -1). Total cost: 67 points.

**Tunneling:** Write the name of the Power, followed by the number of inches of movement, followed by "through # DEF material."

*Mole Machine:* Tunneling 12" through 12 DEF material (60 Active Points); OAF Bulky (-1 1/2), Fuel Charge (1 Continuing Charge lasting 1 Hour; -1/4). Total cost: 22 points.

## Power Modifiers

Here's how you write Advantages and Limitations:

### INDIVIDUAL POWER ADVANTAGES

For each Advantage, list its value in parentheses after the name, even if it's a standard value specified by the rules. Write the value out as multiple characters: -1/2, not -1/2; -3/4, not -¾. If there's a whole number before the fraction, separate it from the fraction with a space: -1 1/2, +2 1/4.

If the Advantage requires some explanation, put that text in the parentheses preceding the value, and separated from it by a semi-colon.

When listing an Advantage, capitalize all words in the name. However, do not capitalize any text in parentheses afterwards to explain the Advantage, unless other rules or guidelines require capitalization.

*Correct:*

NND (defense is FF; +1)

Armor Piercing (+1/2)

*Incorrect:*

no normal defense (Defense Is FF; +1)

armor piercing (+1/2)

**Affects Desolidified:** Write the name of the Advantage, followed by the value.

*Ghostrending Sword:* HKA 1d6 (2d6 with STR), Affects Desolidified (+1/2), Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1). Total cost: 15 points.

**Area Of Effect:** Write the name of the Advantage (remember to capitalize "Of"), followed by a parentheses listing the size or length of the area affected (One Hex [or One Hex Accurate], Radius, Cone, Line, Any Area — note the capitalization) and the value. List Selective, Conforming, and the like as separate Advantages immediately after the Area Of Effect. Write out the words "Area Of Effect" in full; do not use the abbreviation "AE." Write Nonselective after "Area Of Effect" but before the parentheses. Write Selective and Conforming as separate Advantages immediately after the parentheses containing the Area Of Effect's value.

*Fire Bolt:* RKA 2d6, Area Of Effect (12" Line; +1) (60 Active Points); No Range (-1/2). Total cost: 40 points.

*Prismatic Blast Spell:* EB 6d6 + Sight Group Flash 4d6, Area Of Effect (5" Radius; +1), Selective (+1/4) (112 Active Points); OAF Expendable (prism, Difficult to obtain; -1 1/4), Gestures (-1/4), Incantations (-

1/4), Requires A Magic Roll (-1/2), Side Effects (Sight Group Flash 6d6; -1/2). Total cost: 30 points.

**Armor Piercing:** Write the name of the Advantage, followed by the value. Do not use the abbreviation "AP."

*Eversharp Sword:* RKA 1d6+1, Armor Piercing (+1/2), Reduced Endurance (0 END; +1/2) (40 Active Points); OAF (-1), Independent (-2). Total cost: 10 points.

**Attack Versus Limited Defense:** Write the name of the Advantage, followed by the defense and the value in parentheses. You may use the abbreviation "AVLD" if desired.

*Corrosive Acid:* EB 2d6, AVLD (PD Force Field; +1 1/2), Does BODY (+1), Continuous (+1) (45 Active Points); OAF (vial of acid; -1), 2 Continuing Charges (1 Turn; -1). Total cost: 15 points.

*Stunning Light Blast:* EB 6d6, AVLD (Flash Defense, +1 1/2). Total cost: 75 points.

**Autofire:** Write the name of the Advantage, followed by the number of shots and the value in parentheses. Do not use the abbreviation "AF."

*VIPER AutoBlaster:* EB 10d6, Autofire (5 shots; +1/2), 60 Charges (+1/2) (100 Active Points); OAF (-1). Total cost: 50 points.

**Based On EGO Combat Value:** Write the name of the Advantage, followed by a parentheses containing the type of defense that applies and the value, per the following format: "[type of Defense] applies; +#."

*Mental Blast:* EB 8d6, BOECV (Mental Defense applies; +1). Total cost: 80 points.

**Charges:** See below under "Limitations."

**Cumulative:** Write the name of the Advantage, followed by the value. If you apply the *Increased Cumulative Value* Advantage, list the maximum points in the parentheses with the value, as follows: "(# points; +#)."

*Mental Search And Locate:* Mind Scan 2d6, Cumulative (+1/2), Increased Cumulative Points (96 points; +3/4). Total cost: 22 points.

**Damage Shield:** Write the name of the Advantage, followed by the value.

*Life-Leeching Aura:* Drain BODY 2d6, Continuous (+1), Damage Shield (+1/2). Total cost: 50 points.

*Electrification Field:* EB 8d6, Continuous (+1), Damage Shield (+1/2), Armor Piercing (+1/2) (120 Active Points); OIHID (Powered Armor Suit; -1/4). Total cost: 96 points.

**Delayed Effect:** Write the name of the Advantage, followed by the value.

*Sunburst Spell:* Sight Group Flash 8d6, Delayed Effect (+1/4) (50 Active Points); OAF (Wizard's Staff; -1), Gestures (-1/4), Incantations (-1/4), Increased Endur-

ance Cost (x2 END; -1/2), Requires A Magic Roll (-1/2). Total cost: 14 points.

**Difficult To Dispel:** Write the name of the Advantage, followed by the value, indicating in the parentheses with the value how much the Advantage "multiplies" the Active Points for purposes of Dispel and Suppress, as follows: "(x# Active Points; +#)."

*Magic Circle of Protection:* Force Field (10 PD/10 ED), Difficult To Dispel (x4 Active Points; +1/2), Reduced Endurance (0 END; +1/2) (40 Active Points); OIF Immobile (-1 1/2). Total cost: 20 points.

**Does BODY:** Write the name of the Advantage, followed by the value.

*Mind Ripper:* Ego Attack 4d6, Does BODY (+1). Total cost: 80 points.

**Does Knockback:** Write the name of the Advantage, followed by the value.

*Leech Blast Pistol:* Drain STUN 4d6, Ranged (+1/2), Does Knockback (+1/4) (70 Active Points); OAF (-1), 6 Charges (-3/4). Total cost: 25 points.

**Double Knockback:** Write the name of the Advantage, followed by the value.

*Water Blast:* EB 9d6, Double Knockback (+3/4). Total cost: 79 points.

**Duration Advantages:**

**Continuous:** Write the name of the Advantage, followed by the value.

*Pain Induction:* Ego Attack 2d6, Continuous (+1). Total cost: 40 points.

**Persistent:** Write the name of the Advantage, followed by the value.

*Energy Shield:* Force Field (10 PD/20 ED), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (60 Active Points); OIF (Energy Shield Belt; -1). Total cost: 30 points.

**Inherent:** Write the name of the Advantage, followed by the value.

*Ghostly Essence:* Desolidification, Reduced Endurance (0 END; +1/2), Persistent (+1/2), Inherent (+1/4). Total cost: 90 points.

**Explosion:** Write the name of the Advantage, followed by the value. If the Explosion loses DCs slower than the normal 1/1" rate, indicate that in the parentheses with the value using this format: "-# DC/#". Likewise indicate anything else unusual about how the Advantage applies to the Power in the parentheses.

*40mm Fragmentation Grenade Round:* RKA 2 1/2d6, Explosion (+1/2), Increased STUN Multiplier (+1/4) (70 Active Points); OAF (-1), 8 Charges (-1/2). Total cost: 28 points.

*Fireball Spell:* RKA 3d6, Explosion (-1 DC/2"; +3/4) (79 Active Points); OAF (Ruby Talisman, -1),

Gestures (-1/4), Incantations (-1/4), Requires A Fire Magic Roll (-1/2), Side Effects (1d6+1 RKA; -1/4). Total cost: 24 points.

*Glue Grenade Mk. II:* Entangle 4d6, 4 DEF, Explosion (lose 1d6 and 1 DEF per 2"; +3/4) (70 Active Points); OAF (-1), Range Based On STR (-1/4), 6 Charges (-3/4). Total cost: 23 points.

**Hole In The Middle:** Write the name of the Advantage, followed by the value. In the parentheses with the value, indicate "1 hex in center" or "can be changed any time," as appropriate.

*Energy Burst:* EB 8d6, Area Of Effect (4" Radius; +1), Hole In The Middle (1 hex in center; +1/4) (90 Active Points); No Range (-1/2). Total cost: 60 points.

*Fogweaving Spell:* Change Environment (Create Fog) 8" radius, -4 to Sight Group PER Rolls while within area, Hole In The Middle (can be changed each time; +1/2) (43 Active Points); OAF (Wizard's Staff; -1), Gestures (while casting; -1/4), Incantations (while casting; -1/4), Requires A Magic Roll (-1/2), Side Effects (Drain STUN 2d6; -1/4). Total cost: 13 points.

**Indirect:** Write the name of the Advantage, followed by the value. In the parentheses with the value, include any text necessary to explain the power's point of origin.

*Calling Down The Lightning:* RKA 3d6, Indirect (always comes from the sky; +1/4) (56 Active Points); Only Works During Storms (-1). Total cost: 28 points.

*Fist Of Earth Spell:* EB 8d6, Indirect (+1/2) (60 Active Points); OAF (Wizard's Staff; -1), Only Works Against Targets On Open Ground (-1/2), Gestures (-1/4), Incantations (-1/4), Requires An Earth Magic Roll (-1/2). Total cost: 17 points.

*Flying Blaster Platform:* EB 10d6, Indirect (+3/4) (87 Active Points); OAF (-1), 12 Charges (-1/4). Total cost: 39 points.

**Invisible Power Effects:** Write the name of the Advantage accompanied by the Sense Groups which it affects, followed by the value. If the Advantage effects three Sense Groups, write "Invisible Power Effects (Fully Invisible; +1)."

*VIPER VB1-S "Whisper" Blaster:* EB 10d6, Invisible To Hearing Group (+1/4) (62 Active Points); OAF (-1), 10 Charges (-1/4). Total cost: 27 points.

**MegaScale:** Write the name of the Advantage, followed by the value. In the parentheses with the value, indicate the change of distance, in the following format: "# = # km." Note that there are spaces between the numbers and the = sign. If appropriate, you can substitute a brief textual description, such as "anywhere on Earth or the Moon" for a precise number.

*Supersonic Flight:* Flight 10", MegaScale (1" = 1 km; +1/4). Total cost: 25 points.

*Orbital Cannon:* RKA 4d6, MegaScale (1" range =

40 km; +1/2) (90 Active Points); OAF Fragile (-1 1/4). Total cost: 40 points.

**No Normal Defense:** Write the name of the Advantage, followed by the value. In the parentheses with the value, indicate the defense that stops the power. You may use the abbreviation "NND" if you wish.

*Knockout Dart Gun:* EB 6d6, NND (defense is any Resistant PD or appropriate LS: Immunity; +1/2 [defense is simply a limited class of the standard defense for this power]) (45 Active Points); OAF (-1), 8 Charges (-1/2). Total cost: 18 points.

*Sonic Blast:* EB 5d6, NND (defense is solid ear coverings, Hearing Group Flash Defense, covering your ears, or being deaf; +1). Total cost: 50 points.

*Biochemical Control:* Mind Control 8d6, NND (defense is solid Resistant PD protecting entire body; +1) (80 Active Points); No Range (-1/2). Total cost: 53 points.

**Penetrating:** Write the name of the Advantage, followed by its value.

*.45 Caliber Semiautomatic Pistol with Penetrating Frangible Ammunition:* RKA 2d6+1, +1 Increased STUN Multiplier (+1/4), Penetrating (+1/2) (61 Active Points); OAF (-1), STR Minimum (9; STR Minimum Doesn't Add Damage; -1), Beam (-1/4), Real Weapon (-1/4), 12 Charges (-1/4). Total cost: 16 points.

**Personal Immunity:** Write the name of the Advantage, followed by its value:

*Life Force Blast:* EB 12d6, Personal Immunity (+1/4). Total cost: 75 points.

*Mystic Darkness:* Darkness to Sight Group 4" radius, Personal Immunity (+1/4). Total cost: 50 points.

**Range Advantages:**

**Increased Maximum Range:** Write the name of the Advantage, followed by its value. In the parentheses with the value, indicate the multiple of the power's range, and its total range, using the following format: "x#, or #".

*Sniper Blaster:* EB 12d6, Increased Maximum Range (x5, or 2,250"; +1/4), No Range Modifier (+1/2) (105 Active Points); OAF (-1), 4 Charges (-1). Total cost: 35 points.

**Line Of Sight:** Write the name of the Advantage, followed by its value.

*Grasp Of The Earth:* Entangle 4d6, 8 DEF, LOS (+1/2) (90 Active Points); OAF (Wizard's Staff; -1), Only Works Against Targets On Open Ground (-1/2), Gestures (-1/4), Incantations (-1/4), Requires An Earth Magic Roll (-1/2). Total cost: 26 points.

**No Range Modifier:** Write the name of the Advantage, followed by its value.

*Wizard's Missile:* RKA 1d6, Increased Maximum Range (x5, or 550"; +1/4), No Range Modifier (+1/2) (26 Active Points); OAF (Wizard's Staff; -1), Ges-

tures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2). Total cost: 9 points.

**Ranged:** Write the name of the Advantage, followed by its value.

*Fatigue Ray:* Drain END 4d6, Ranged (+1/2) (60 Active Points); OAF (-1), 4 Charges (-1). Total cost: 20 points.

**Reduced Endurance:** Write the name of the Advantage *in full*, followed by its value. Do not use abbreviations, such as “Reduced END” or “Red. END.” In the parentheses with the value, indicate “1/4 END” or “0 END,” as appropriate.

*Blaster Gauntlet:* EB 12d6, Armor Piercing (+1/2), Reduced Endurance (0 END; +1/2) (120 Active Points); OIF (-1/2). Total cost: 80 points.

**Sticky:** Write the name of the Advantage, followed by its value.

*Giant Spider Webs:* Entangle 6d6, 4 DEF, Sticky (+1/2) (75 Active Points); No Range (-1/2), Vulnerable (Fire; -1/2). Total cost: 37 points.

**Time Delay:** Write the name of the Advantage, followed by its value. In the parentheses with the value, indicate the extent or nature of the time delay.

*Dr. Demolition's Bomb:* EB 10d6, Explosion (-1 DC/3”; +1), Time Delay (programmable timer; +1/4) (112 Active Points); IAF (disguised bomb; -1/2), Requires A Demolitions Roll (to set up; -1/2), Side Effects (bomb blows up; -1). Total cost: 37 points.

**Transdimensional:** Write the name of the Advantage, followed by its value. In the parentheses with the value, describe the dimensions in which the power can affect targets.

*Æthereal Corruption:* RKA 2d6, Indirect (+1/2), Transdimensional (Plane of Æther targets; +1/2). Total cost: 60 points.

**Trigger:** Write the name of the Advantage, followed by its value. In the parentheses with the value, indicate the nature of the trigger. If the Trigger can vary from time to time, write “Trigger can change each time power is used.”

*Radio-Controlled Bomb:* RKA 3d6, Explosion (-1 DC/2”; +3/4), Trigger (variable radio signal, misfires if brought near radios set to certain frequencies; +1/4) (90 Active Points); OAF (-1). Total cost: 45 points.

**Uncontrolled:** Write the name of the Advantage, followed by its value. In the parentheses with the value, indicate how to remove or stop the effect.

*Acidic Secretions:* RKA 1/2d6, Continuous (+1), Uncontrolled (removable with vinegar or water; +1/2) (25 Active Points); No Range (-1/2). Total cost: 17 points.

**Usable On Others:** Write the name of the Advantage — Usable By Others, Usable Simultane-

ously, or Usable As Attack — followed by the value. For Usable Simultaneously, indicate in the parentheses with the value how many people can use the power, in this format: “up to # people at once.” For Usable As Attack, indicate in the parentheses with the value what targets the power cannot affect.

*Phantom Form Spell:* Desolidification, Usable Simultaneously (up to four people at once; +3/4), Reduced Endurance (1/2 END; +1/4) (80 Active Points); OAF (bracelet woven from fibers from a rope used to hang someone; -1), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2). Total cost: 27 points.

*Entombment:* Tunneling (4” through up to 5 DEF material), Fill In Tunnel, Usable As Attack (does not work on characters with Tunneling, Desolidification, or Power Defense; +1), Ranged (+1/2). Total cost: 82 points.

*Blessing Of The Battle God:* +1 OCV in HTH Combat, Usable By Other (+1/4) (6 Active Points); Gestures (laying on of hands; -1/4), Incantations (prayer; -1/4). Total cost: 4 points.

**Variable Advantage:** Write the name of the Advantage, followed by its value. In the parentheses with the value, indicate the value of the Advantages the power can have, in this format: “+# Advantages.”

*Modular Firearm:* RKA 2d6, Reduced Endurance (has plenty of clips of various types of bullets; 0 END; +1/2) Variable Advantage (+1/2 Advantages, but only those with the special effect of bullets or gun parts; +3/4) (67 Active Points); OAF (-1), Beam (-1/4), Real Weapon (-1/4), STR Minimum (12; STR Minimum Doesn't Add Damage; -1). Total cost: 19 points.

*Battle Mage's Staff:* EB 8d6, Variable Advantage (+1/2 Advantages; +1), Variable Special Effects (anything which can be produced with a magic spell; +1/4) (90 Active Points); OAF (-1), 9 Charges (-1/4), Independent (-2). Total cost: 21 points.

**Variable Special Effects:** Write the name of the Advantage, followed by its value. In the parentheses with the value, indicate the nature or type of special effects the power can have.

*Invocation Of The Elements:* EB 8d6, Variable Special Effects (any elemental effect; +1/4) (50 Active Points); OAF (Wizard's Staff; -1), Gestures (-1/4), Incantations (-1/4), Requires An Elemental Magics Roll (-1/2). Total cost: 17 points.

*Starship Weapons Pod:* RKA 6d6, Variable Special Effects (any of several energy beams the ship can project; +1/4), Reduced Endurance (0 END; +1/2) (157 Active Points); OIF (-1). Total cost: 78 points.

## INDIVIDUAL POWER LIMITATIONS

For each Limitation, list its value in parentheses after the name, even if it's a standard value specified by the rules. Write the value out as multiple characters: -1/2, not -1/2; -¾, not -¾. If there's a whole number before the fraction, separate it from the fraction with a space: -1 1/2, +2 1/4.

If the Limitation requires some explanation, put

that text in the parentheses preceding the value, and separated from it by a semi-colon.

When listing a Limitation, capitalize all words in the name. However, do not capitalize any text in parentheses afterwards to explain the Limitation, unless other rules or guidelines require capitalization.

*Correct:*

Concentration (0 DCV, totally unaware of nearby events, must Concentrate throughout; -1 1/2)

Does Not Work At Night (+1/2)

*Incorrect:*

concentration 0 DCV, totally unaware of nearby events, must Concentrate throughout (-1 1/2)

does not work at night (+1/2)

**Activation Roll:** Write the name of the Limitation, followed by the roll, followed by the value. Do not refer to it as just "Activation." If Burnout or Jammed apply, put a comma after the roll and then put the word there, before the value.

*Anti-Laser Armor:* Armor (6 PD/12 ED) (27 Active Points); OIF (-1/2), Activation Roll 14- (-1/2). Total cost: 13 points.

*Experimental Blaster:* EB 10d6, Armor Piercing (+1/2) (75 Active Points); OAF (-1), Activation Roll 13-, Burnout (-1/2), 8 Charges (-1/2). Total cost: 25 points.

**Always On:** Write the name of the Limitation, followed by the value.

*Spirit Form:* Desolidification, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (80 Active Points); Always On (-1/2). Total cost: 53 points.

**Charges:** Write the number of Charges, followed by "Charges" (or "Charge," if there's just 1 Charge), followed by the value.

For clips, write "# clips of # Charges each".

For Boostable Charges, write "# Boostable Charges".

For Continuing Charges, write "# Continuing Charges lasting # Duration each"; note that the duration is capitalized.

For Fuel Charges, write # Continuing Fuel Charges. In the parentheses with the value, write the type of fuel and how easily obtained it is, followed by a semi-colon, followed by the duration, with the duration capitalized: "type of fuel, difficulty obtaining; # Duration."

For Recoverable Charges, write # Recoverable Charges.

For Increased Recovery Time, write "# Charges which Recover per # Duration"; note that "Recover" and the duration are capitalized.

For Charges which never recover, write "# Charges which Never Recover"; note that the last two words are capitalized.

*Ion Blaster:* EB 12d6 (60 Active Points); OAF (-1), 12 Boostable Charges (-0). Total cost: 30 points.

*Emergency Shelter:* LS: Self-Contained Breathing, Diminished Eating (No Need To Eat), all Safe Environments and Immunities, 1 Continuing Fuel Charge (1 Month; +1). Total cost: 84 points.

*Bow & Arrows:* RKA 1d6 (15 Active Points); OAF (-1), 8 Recoverable Charges (-0). Total cost: 7 points.

*Smoke Grenades:* Darkness to Sight Group 3" radius, 12 Charges lasting 5 Minutes each (cleared away by high winds, rain, or the like; +3/4) (52 Active Points); OAF (-1), Ranged Based On STR (-1/4). Total cost: 23 points.

*Word Of Power:* RKA 8d6 (120 Active Points); 1 Charge which Recovers per 1 Month (-3), Incantations (-1/4), Costs END (-1/2), x3 END (-1), Side Effect (character always loses 2 points of CON permanently when he uses the spell; -2). Total cost: 15 points.

*Jetpack:* Flight 20", 1 Continuing Fuel Charge (enriched jet fuel, easy to obtain; 1 Hour; +0) (20 Active Points); OIF (-1/2). Total cost: 13 points.

**Concentration:** Write the name of the Limitation, followed by the value, and include in the parentheses with the value the effect on the character's DCV and other pertinent information. Do not refer to this Limitation as "Concentrate."

*Focused Mental Control:* Mind Control 8d6, Reduced Endurance (0 END; +1/2) (60 Active Points); Concentration (0 DCV, totally unaware of nearby events, must Concentrate throughout; -1 1/2). Total cost: 24 points.

*Minor Undead Creation Spell:* Summon up to 4 200-point undead, Loyal (+1/2), Delayed Effect (+1/4) (87 Active Points); OAF (Necromancer's Staff; -1), Concentration (0 DCV; -1/2), Extra Time (one Hour or more; -3), Gestures (throughout; -1/2), Incantations (throughout; -1/2), Increased Endurance Cost (x4 END; -1 1/2), Requires One Body Per Undead Created (-1), Requires A Necromancy Roll (-1/2). Total Cost: 9 points.

*Wall Of Force:* Force Wall (10 PD/10 ED), +5" length/height, Reduced Endurance (1/2 END; +1/4) (75 Active Points); OAF (Wizard's Staff; -1), Concentration (0 DCV, must Concentrate throughout; -1). Total cost: 25 points.

#### **Duration Limitations:**

**Instant:** Write the name of the Limitation, followed by the value.

**Nonpersistent:** Write the name of the Limitation, followed by the value.

*Iron Will:* Mental Defense (10 points) (10 Active Points); Nonpersistent (-1/4). Total cost: 8 points.

#### **Endurance Limitations:**

**Costs Endurance:** Write the name of the Limitation, followed by the value.

*Pseudopods:* Extra Limbs (as many as the character feels like extruding) (5 Active Points); Costs Endurance (-1/2), Limited Manipulation (-1/4). Total cost: 3 points.

**Increased Endurance Cost:** Write the name of the Limitation, followed by the value. In the paren-

theses with the value, indicate the multiplier of the END, using this format: "x# END"

*Enhanced Push:* +20 STR (20 Active Points); Increased Endurance Cost (x10 END; -4), Only Works When Character Pushes His STR (-1/2). Total cost: 4 points.

**Extra Time:** Write the name of the Limitation, followed by the value. In the parentheses with the value, include the duration, with the unit of time capitalized.

*Emplaced Laser Cannon:* RKA 6d6 (90 Active Points); OAF Immobile (-2), Extra Time (Extra Phase; -3/4), 12 Charges (-1/4). Total cost: 22 points.

*Curse Of Ugliness:* Drain Comeliness 3d6, Delayed Return Rate (gain back 5 Character Points' worth of Comeliness per year; +2 1/2) (105 Active Points); OAF (Wizard's Staff; -1), Extra Time (1 Hour; -3), Gestures (throughout; -1/2), Incantations (throughout; -1/2), Requires A Witchcraft Roll (-1/2), Side Effect (caster suffers Drain Comeliness 2 1/2d6; -1/4). Total cost: 15 points. (Note: This example uses the optional rule applying the double value of Gestures and Incantations to Powers requiring Extra Time to activate and/or use.)

*Slow-Acting Poison:* RKA 4d6, NND (defense is appropriate LS: Immunity; +1), Does BODY (+1) (180 Active Points); OAF Fragile (easily spilled or diluted poison; -1 1/4), No Range (-1/2), Extra Time (onset time of 20 Minutes; -2 1/2), Gradual Effect (1 Hour, take 1d6 damage every 15 minutes; -1 1/4), No KB (-1/4), 1 Charge (-2). Total cost: 21 points.

**Focus:** Write the name of the Limitation, followed by the value. You may use the abbreviations "OAF," "OIF," "IAF," and "IIF" if you wish. If the type or nature of the Focus isn't apparent from the name of the power, write it in the parentheses with the value; do not capitalize it.

If a Focus is Bulky, Immobile, Durable, or Fragile, indicate that after the name (outside the parentheses), and capitalize it.

If a Focus is Expendable, write that after the name (outside the parentheses), and capitalize it. Then, in the parentheses, after the description of the Focus, if applicable write whether it is Difficult, Very Difficult, or Extremely Difficult to replenish, capitalizing those words (and separating them from the description with a comma).

*Circle Of Protection:* Force Wall (16 PD/16 ED), Backlash (+1/2), Hardened (+1/4), Reduced Endurance (0 END; +1/2) (180 Active Points); OAF Immobile Fragile (circle can easily be broken or disturbed by anyone outside it; -2 1/4), Gestures (-1/4), Incantations (-1/4), Independent (-2), Restricted Shape (circle only; -1/4). Total cost: 30 points.

*Man-Portable Pulson Cannon:* EB 20d6 (100 Active Points); OAF Bulky (-1 1/2), 8 Charges (-1/2). Total cost: 33 points.

*Crystal Ball, Farseeing:* Clairsentience (Sight Group), MegaScale (1" = 1,000 km, sufficient to see any point in the Valdorian Empire; +1) (40 Active

Points); OAF Fragile (-1 1/4), Concentrate (0 DCV, completely unaware of surroundings; -3/4), Extra Time (1 Minute to activate; -3/4), Independent (-2), Requires A Magic Roll (-1/2). Total cost: 6 points.

*Spell Of The Hungry Flames:* Succor Fire 6d6, any fire Power one at a time (+1/4), Ranged (+1/2) (52 Active Points); OAF Expendable (piece of flint; -1 1/4), Gestures (-1/4), Incantations (-1/4), Requires A Fire Magic Roll (-1/2). Total cost: 16 points.

**Gestures:** Write the name of the Limitation, followed by the value. If applicable throughout the use of a Continual power, write "throughout" in the parentheses with the value. The same applies to any text describing the gestures.

*Harp Of The Seven Slumbers:* EB 10d6, NND (defense is LS: Diminished Sleep or being deaf; +1), Area Of Effect Selective (22" Radius; +1 1/2), Personal Immunity (+1/4) (187 Active Points); OAF (-1), Gestures (user must "play" the harp with both hands; -1/2), Independent (-2), No Range (-1/2), 3 Charges (-1 1/4). Total cost: 30 points.

**Gradual Effect:** Write the name of the Limitation, followed by the value. In the parentheses with the value, include the time increment (with the unit of time capitalized) and any other pertinent information, such as the division of damage by time unit (written in this format: "#d6/minute" or "#d6 per minute" or the like; note the lack of capitalization of the time increment).

*Sleep Poison Darts:* EB 6d6, NND (defense is appropriate LS: Immunity; +1) (60 Active Points); OAF Fragile (poisoned dart, poison is easily wiped off or spoiled; -1 1/4), Gradual Effect (6 Minutes, 1d6/minute; -3/4), 4 Charges (-1). Total cost: 15 points.

**Incantations:** Write the name of the Limitation, followed by the value. If applicable throughout the use of a Continual power, write "throughout" in the parentheses with the value. The same applies to any text describing the incantations.

*Song Of Destruction:* RKA 3d6, One Hex Accurate (+1/2) (67 Active Points); Incantations (-1/4). Total cost: 54 points.

**Independent:** Write the name of the Limitation, followed by the value.

*Belgar's Mantle Of Concealment:* Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +1/2) (60 Active Points); OIF (-1/2), Independent (-2). Total cost: 17 points.

**Limited Power:** Write the name of the Limitation, followed by the value.

Only Works On Women (-1)

Does Not Work In Darkness (-1/2)

**Linked:** Write the name of the Limitation, followed by the value. Any explanation required should go in the parentheses before the value.



*Mace Of Blinding*: HKA 1 1/2d6 (up to 3d6+1 with STR), Reduced END (0 END; +1/2) (37 Active Points); OAF (-1), Independent (-2), STR Minimum 10 (-1/2) (total cost: 8 points) **plus** Sight Group Flash 3d6, Reduced END (0 END; +1/2), Personal Immunity (+1/4) (26 Active Points); OAF (-1), Independent (-2), Linked (-1/2) (total cost: 6 points). Total cost: 14 points.

**No Conscious Control**: Write the name of the Limitation, followed by the value. Any explanation required should go in the parentheses before the value.

*Prophetic Glimpses*: Clairsentience, Precognitive, Reduced Endurance (0 END; +1/2) (60 Active Points); Precognition Only (-1), No Conscious Control (character cannot control when "psychic flashes" occur, nor can he guarantee the accuracy of them; -2). Total cost: 15 points.

*Irresistible Suggestions*: Mind Control 8d6, Reduced Endurance (0 END; +1/2) (60 Active Points); Incantations (subjects do whatever character innocently suggests or describes; -1/4), No Conscious Control (-2). Total cost: 18 points.

**Only In Heroic Identity**: Write the name of the Limitation, followed by the value. Any explanation required should go in the parentheses before the value. You may use the abbreviation "OIHID" if you wish.

*Imperial Powered Armor, Mark I*: Armor (20 PD/20 ED) (60 Active Points); OIHID (-1/4) (total cost: 48 points) **plus** +50 STR (50 Active Points); OIHID (-1/4) (total cost: 40 points). Total cost: 88 points.

#### Range Limitations:

**No Range**: Write the name of the Limitation, followed by the value.

*Voltaic Touch*: RKA 3d6 (45 Active Points); OIF (Power Glove; -1/2), No Range (-1/2), 4 Charges (-1). Total cost: 15 points.

**Limited Range**: Write the name of the Limitation, followed by the value. Include in the parentheses with the value the extent of the range, usually expressed as a number of inches.

**Range Based On STR**: Write the name of the Limitation, followed by the value.

*Power Darts*: EB 6d6 (30 Active Points); OAF (-1), Range Based On STR (-1/4), 6 Charges (-3/4). Total cost: 10 points.

**Reduced By Range**: Write the name of the Limitation, followed by the value.

*Sonic Lance*: EB 8d6, NND (defense is Hearing Group Flash Defense, solid ear coverings, or being deaf; +1) (80 Active Points); Reduced By Range (-1/4). Total cost: 64 points.

**Subject To Range Modifier**: Write the name of the Limitation, followed by the value.

**Reduced Penetration**: Write the name of the Limitation, followed by the value.

*Defender-Of-Forest's Claws*: HKA 3d6 (up to 6d6 with STR) (45 Active Points); OAF (anointed bear's claw; -1), Gestures (-1/4), Incantations (-1/4), Reduced Penetration (-1/4), Requires A Shamanism Roll (-1/2). Total cost: 14 points.

**Requires A Skill Roll**: Write the name of the Limitation, followed by the value. However, instead of the word "Skill" in the name, substitute the name of the actual Skill involved: Requires A Stealth Roll, Requires A KS: Demons Roll, or the like. Any explanation required (such as a variation in the Active Point penalty to the roll) should go in the parentheses before the value.

*Ch'i Focusing*: Aid DEX 3d6 (30 Active Points); Self Only (-1/2), Requires A Meditation (Power) Roll (-1/2). Total cost: 15 points.

*Inspired Terror*: +2 DCV (10 Active Points); Only Works Against Attackers In HTH Combat Range (-1/2), Requires A Reputation Roll (opponent must make character's Reputation roll to realize who he is and thus become too terrified to fight effectively; -1/2). Total cost: 5 points.

*Dr. Spencer's Clockwork Gatling Cannon*: RKA 3d6, Autofire (5 shots; +1/2), 64 Charges (+1/2) (90 Active Points); OAF Bulky (requires a tripod or mount; -1 1/2), Requires A PS: Gatling Operator Roll (no Active Point modifier; -0), Real Weapon (-1/4), Beam (-1/4). Total cost: 30 points.

*Lucky Shot*: +5 OCV with Ranged Attacks (25 Active Points); Requires A Luck Roll (two levels; -1 1/2). Total cost: 10 points.

**Restrainable**: Write the name of the Limitation, followed by the value. Any explanation required should go in the parentheses before the value.

*Wings*: Flight 10" (20 Active Points); Restrainable (-1/2). Total cost: 13 points.

**Side Effects**: Write the name of the Limitation, followed by the value. Include in the parentheses with the value a description of the Side Effects suffered, including type of damage and number of dice where applicable.

*Berserk Strength*: Aid STR 4d6 (40 Active Points); Only Works In Combat (-1/2), Self Only (-1/2), Side Effects (character always acquires Disadvantage *Berserk while in combat (go 14-; recover 8-)* while his STR is boosted by Aid, and the Berserk automatically takes effect when he first uses the Aid; -1). Total cost: 13 points.

*Heat Aura*: FF (4 PD/12 ED), Reduced Endurance (0 END; +1/2) (48 Active Points); Side Effect (all non-living flammable objects within 3" of character take 1d6 Killing Damage from the heat, and may burst into flame; -1/4). Total cost: 38 points.

*Empathic Healing Spell*: Healing 4d6 (Simplified Healing option) (40 Active Points); OAF (Wizard's Staff; -1), Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2), Side Effects (spell-

caster always suffers damage equal to what he Heals; -1). Total cost: 10 points.

**STR Minimum:** Write the name of the Limitation, followed in parentheses by: the STR Minimum itself, separated from the value by a semi-colon. If the STR Minimum does not add damage, put "STR Minimum Doesn't Add Damage" (note the capitalization) in the parentheses between the STR Minimum and the value, and separated from both by semi-colons.

*Colt M1911A Semiautomatic Handgun:* RKA 2d6-1, +1 Increased STUN Multiplier (+1/4) (34 Active Points); OAF (-1), STR Minimum (9; STR Minimum Doesn't Add Damage; -1), Beam (-1/4), 2 clips of 7 Charges each (-1/4), Real Weapon (-1/4). Total cost: 9 points.

**Variable Limitations:** Write the name of the Limitation, followed by its value. In the parentheses with the value, indicate the value of the Limitations the power must have, in this format: "requires -# worth of Limitations."

*The Spell Of The Invisible Path:* Teleportation 30" (60 Active Points); Variable Limitations (requires -1 worth of Limitations; -1/2), Requires A Magic Roll (-1/2). Total cost: 30 points.

**Visible:** Write the name of the Limitation, followed by the value. Include in the parentheses with the value a description of the power's appearance.

*Mindspear:* Ego Attack 4d6 (40 Active Points); Visible (a silvery-green beam of energy lances out from the character's forehead and hits the target's head; -1/4). Total cost: 32 points.

## Power Frameworks

Here's how you should format Power Frameworks.

### ELEMENTAL CONTROLS

On the first line, write the name of the EC in italics, followed by a colon. Then write "EC," followed by a comma, followed by the number of points in each power in the EC expressed in this format: "#-point powers."

On the second line, write "1," and put a right parentheses right after it. Then space in twice and begin writing the power using the standard format for powers.

On the third and subsequent lines, list other powers in the same way, numbering them sequentially.

35 → *Mastery Of Fire:* EC, 70-point powers  
 35 → 1)·*Fire Shield:* FF (20 PD/20 ED), Hardened (+1/4), Reduced Endurance (0 END; +1/2) → 0  
 55 → 2)·*Fiery Flight:* Flight 30", Reduced Endurance (0 END; +1/2) → 0  
 100 → 3)·*Immolation:* RKA 3d6, Continuous (+1), Damage Shield (+1/2), Reduced Endurance (0 END; +1/2) → 0

50 → 4)·*Wall Of Fire:* Force Wall (0 PD/10 ED), Transparent (physical, +1/2), Reduced Endurance (1/2 END; +1/4) plus RKA 2d6, Continuous (+1), Damage Shield (+1/2), Reduced Endurance (1/2 END; +1/4) → 4

### MULTIPOWERS

On the first line, write the name of the Multipower in italics, followed by a colon. Then write "Multipower," followed by a comma, followed by the number of points in each power in the Multipower expressed in this format: "#-point reserve." If the Multipower has common Limitations on all slots, put a comma after the word "reserve" and write, "all slots [Limitations]." (You may then write simply "Common Limitations" in each slot's description, rather than repeatedly writing each Limitation, if you wish.)

On the second line, write "1," and put a right parentheses right after it. Then space in twice and begin writing the power using the standard format for powers.

On the third and subsequent lines, list other powers in the same way, numbering them sequentially. If you get to double digits in the number of powers, stop spacing in one time.

Immediately to the right of the cost of the power in the left-hand column write "u" (for "fixed" or "ultra" slots) or "m" (for "flexible" or "multi" slots). Do not separate the letter from the numbers with a space.

105 → *Fiery Attacks:* Multipower, 105-point reserve  
 10u → 1)·*Flame Bolt I:* EB 20d6 → 10  
 10u → 2)·*Flame Bolt II:* EB 16d6, Reduced Endurance (1/2 END; +1/4) → 4  
 10u → 3)·*Flame Bolt III:* EB 14d6, Reduced Endurance (0 END; +1/2) → 0  
 10u → 4)·*Flame Bolt IV:* RKA 4d6, Armor Piercing (+1/2), Reduced Endurance (1/2 END; +1/4) → 4  
 10u → 5)·*Cutting Fire:* EB 12d6, Armor Piercing (+1/2), Reduced Endurance (1/2 END; +1/4) → 4  
 10u → 6)·*Dimension-Fire:* EB 12d6, Affects Desolidified (+1/2), Reduced Endurance (1/2 END; +1/4) → 4  
 10u → 7)·*Fireball:* EB 12d6, Explosion (+1/2), Reduced Endurance (1/2 END; +1/4) → 4  
 10u → 8)·*Withering Heat:* EB 10d6, NND (defense is LS: Safe Environment [Intense Heat]; +1) → 10

### VARIABLE POWER POOLS

Be careful about using VPPs for published characters; they create a lot of work for the GM. If you use one, include with the character a list of six to ten sample powers created with it.

Write the name of the VPP in italics, followed by a colon. Then write "Variable Power Pool," followed in parentheses by the type of Pool (Gadget Pool, Magic Pool, Mimicry Pool, or the like), if the type is not absolutely apparent from the name. Put a comma after the parenthetical if you use one. Then list the cost, using this format: "# base + # control cost." Then write out any Advantages or Limitations

using the standard guidelines.

80 → *Armory*: Variable Power Pool (Gadget Pool), 60 base + 30 control cost; Can Only Be Changed In Utility's Armory (-1/2) var

## Disadvantages

The basic format for Disadvantages is as follows:

First, write the name of the Disadvantage in normal text (*i.e.*, not italicized or bold). Follow it with a colon. After the colon, describe the Disadvantage, indicating the frequency or strength in parentheses if necessary. Capitalize words describing frequency or strength.

Do not use the slang term "Disad" anywhere. Do not abbreviate the names of Limitations, such as "Phys Lim" or "Psych Lim".

**Accidental Change:** Write the name of the Disadvantage, followed by a colon, followed by the condition or event that can trigger the change. Do not capitalize the words describing the condition or event. Next comes the roll (with no comma between it and the preceding text). Lastly, in parentheses put the frequency.

Accidental Change: when character gets angry 11- (Common)

**Age:** Write the name of the Disadvantage, followed by a colon, followed by the character's age category for purposes of game effect (10-, 40+, 60+). You may follow this with the character's real age in parentheses if you want, but it's not required.

For Normal Characteristic Maxima, simply write the name of the Disadvantage.

Age: 10-

Age: 60+ (real age 92)

Normal Characteristic Maxima

**Dependence:** Write the name of the Disadvantage, followed by a colon, followed by text describing what the character must consume or do, and how often, and what happens if he doesn't. If the effects are Incompetence or Weakness, capitalize those terms. At the end, list the availability of the Dependent substance in parentheses; also indicate after the frequency if the Dependence is an Addiction.

Dependence: must drink liquor at least once per hour or suffer Incompetence (Very Common, Addiction)

Dependence: character must replace the rare high-tech parts in his armor with new ones every day, or it begins to suffer malfunctions resulting in an 11-Activation Roll for Powers derived from the armor (Uncommon)

**Dependent Nonplayer Character:** Write the name of the Disadvantage (which you may abbreviate as "DNPC" if you like), followed by a colon, followed by the name of the DNPC. After the name, put in parentheses a word or phrase explaining who the DNPC is (for example, "nosy old aunt," "girlfriend,"

or "bunch of kids who hang out with the character"). After this parentheses, write the frequency roll (with no comma after the parentheses). After the roll, write in parentheses the type of DNPC, and capitalize the word(s) (Incompetent, Normal, Slightly Less Powerful, As Powerful). If the DNPC has a Useful Noncombat Position (or Skills), put a semi-colon after the descriptor and write that (also capitalized). If the DNPC is Unaware of something about the character, put a semi-colon after the descriptors (or a comma after Useful Noncombat Position), and write Unaware (capitalized) followed by what the DNPC is unaware of (not capitalized).

DNPC: Nosy Old Mrs. McCreedy (character's landlady) 11- (Incompetent; Unaware of character's Social Limitation: Secret Identity)

DNPC: Lady Riselda (the Baron's lovely young daughter with a knack for getting into trouble) 14- (Normal; Useful Noncombat Position)

**Distinctive Features:** Write the name of the Disadvantage, followed by a colon, followed by a description of the features (capitalized if it's just one or two words, left lowercase otherwise). After the description, list in parentheses, and separated by semi-colons, the descriptors for Concealability, Reaction, and Sensing; the key words in these descriptors are capitalized.

Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)

Distinctive Features: Uniform (Easily Concealed; Noticed and Recognizable)

Distinctive Features: Dwarf (Not Concealable (Noticed and Recognizable; Not Distinctive In Dwarfhold)

**Enraged/Berserk:** Write the name of the Disadvantage, followed by a colon, followed by non-capitalized words describing the conditions that cause the character to become Enraged. Next put a parentheses containing the commonality descriptor), followed by a comma, followed by the rolls in this format: "go #-, recover #-."

For Berserk, put the word "Berserk" at the beginning of the description of the condition.

Enraged: in combat (Very Common), go 11-, recover 11-

Enraged: Berserk at the sight/smell of blood (Common), go 11-, recover 8-

**Hunted:** Write the name of the Disadvantage, followed by a colon, followed by the name of the hunter, followed by the roll (do not put a comma between the name and the roll). After the roll, put a parentheses. In the parentheses, first write the basic descriptor for the Hunter's capabilities (Less Powerful, As Powerful, More Powerful); these words should be capitalized, "Powerful" abbreviated to "Pow," and "More" abbreviated to "Mo." Follow the descriptor with a comma, followed by "NCI" (for extensive non-combat influence) or "Limited Geographical Area" if appropriate. Follow that text with a comma as well,

and write the descriptors for what the Hunter wants to do to the character (Watching, Capture, or Kill, typically). Note that *Watching* is a descriptor in the parentheses; it should *not* be used as the name of the Disadvantage or placed anywhere else.

Hunted: VIPER 8- (Mo Pow, Kill)

Hunted: Hudson City Police Department 8- (Mo Pow, NCI, Limited Geographical Area, Capture)

Hunted: Goblins 11- (As Pow, Kill)

Hunted: private detective 11- (Less Pow, Watching)

**Physical Limitation:** Write the name of the Disadvantage, followed by a colon, followed by a description of the disabling condition (usually capitalized). After that, in parentheses list the frequency and the extent of the impairment, again capitalized. If you need to provide additional description for the effects of the impairment, put a comma after the initial description and place the extra text after it (not capitalized).

Physical Limitation: No Hands (All The Time, Fully Impairing)

Physical Limitation: Heavy Sleeper, character suffers additional -3 penalty to perceive intruders and wake up (Infrequently, Slightly Impairing)

**Psychological Limitation:** Write the name of the Disadvantage, followed by a colon, followed by a description of the disabling condition (capitalized). After the description, write in parentheses the descriptors for frequency and intensity (also capitalized)

Psychological Limitation: In Love With Professor Barnes (Common, Strong)

Psychological Limitation: Code Versus Killing (Common, Total)

**Reputation:** Write the name of the Disadvantage, followed by a colon, followed by a description of the reputation (usually not capitalized), followed by a comma, followed by the roll. If the reputation is Extreme, write that (capitalized) in parentheses after the roll. If a Limited Group applies, write it, capitalized, in a parentheses after the roll (or after "Extreme" in the same parentheses, if applicable).

Reputation: racist, 11-

Reputation: cold-blooded murderer, 14- (Extreme)

**Rivalry:** Write the name of the Disadvantage, followed by a colon, followed by the descriptors for the Rivalry (Professional, Romantic, Professional and Romantic) (note the capitalization). Following that, write in parentheses a brief description of the nature of the Rivalry; end that with a semi-colon, and then list the descriptors for power and authority, fierceness, and knowledge (the key words for these are capitalized).

Rivalry: Romantic (with starship captain, for affections of captain's wife; Rival is Significantly More Powerful, Rival Aware of Rivalry)

Rivalry: Professional and Romantic (with fellow courtier, for the attentions of the King and affections of the Princess; Rival is a Player Character; Seek to Harm/Kill Rival)

**Social Limitation:** Write the name of the Disadvantage, followed by a colon, followed by a description of the disabling condition (usually capitalized). If appropriate, following that list the roll (if not appropriate, see next). Following that, in parentheses list the frequency descriptor (if more appropriate here than as a roll), then a semi-colon, and then the descriptor of the effects of the Disadvantage. Following the effects descriptor, write in brackets a quick description of the effects, if appropriate. Finally, if any descriptive text (such as the name of a character's Secret Identity) is necessary, put it in a separate parentheses after the frequency descriptors.

Social Limitation: Secret Identity (Frequently, Major [if discovered, character will be inconvenienced and exposed to great danger])

Social Limitation: Subject To Orders (Very Frequently, Major [character suffers punishment for disobedience])

**Susceptibility:** Write the name of the Disadvantage, followed by a colon, followed by the word "to" and a description of what the character is Susceptible to (not capitalized). In some cases you can express the Susceptibility as an "if" statement instead, but avoid this if possible. After that, put a comma, then list the damage (or other effect) and the time interval. After that, in parentheses write the commonality.

Susceptibility: to holy ground, Drain STR 2d6 + Drain CON 1d6 every Turn character is on holy or sacred ground (Uncommon)

Susceptibility: to green argonite, 3d6 damage per Phase (Uncommon)

**Unluck:** Write the name of the Disadvantage, followed by a colon, followed by the number of dice.

**Vulnerability:** Write the name of the Disadvantage, followed by a colon, followed by a description of the effect in the following format: "# x CHAR from Effect." For CHAR, write "STUN" and/or "BODY," as appropriate; note the all-caps, and that the effect is capitalized. After the description, in parentheses write the commonality descriptor. If a character has both STUN and BODY Vulnerabilities to a single effect, you may list them on one line, separated by "and."

Vulnerability: 2 x STUN from Magic (Common)

Vulnerability: 2 x STUN and 1 1/2 x BODY from Fire/Heat (Very Common)

# CHARACTER SHEETS



**H**ero Games books in general, and *Champions* products in particular, tend to contain a lot of character write-ups. We use two formats for character write-ups: the Full Character Sheet and the Character Brief.

As with any gaming product, the purpose of a character write-up is to present all the information a gamer needs about a character in the simplest, most easy to understand format possible. A character write-up should be easy to read, easy to use, and contain all the relevant information needed for play. Please keep this in mind as you create and write up characters.

## FULL CHARACTER SHEETS

The most extensive and detailed of our character write-up formats is the Full Character Sheet (“FCS”). This is the standard or default format, which you should use unless otherwise indicated. Take a look at the example FCS for Scorpia, below, to get an idea of what an FCS looks like and how to format it.

Given our average of 750 words per page, the ideal FCS, both character sheet and descriptive text, does not exceed 1,300 words. In other words, the character fits on one two-page spread, with an allowance for a quarter-page illustration. Don’t hesitate to go beyond 1,225 words if necessary, but try to stick to that limit otherwise.

The rules for FCSs apply to vehicle sheets, base sheets, and the like. Those just have different Characteristics in their Characteristics Block, and so forth.

### CHARACTER NAME

Write the character’s name at the top of the FCS, in all-caps boldfaced text.

### THE CHARACTERISTICS BLOCK

The first part of an FCS is the *Characteristics Block*. Located at the top of the sheet, this is a section of data listing the character’s Characteristics and related information.

The Characteristics Block has five columns, each separated by a tab and with boldfaced headers on top. The columns are:

**Val** → **Char** → **Cost** → **Roll** → **Notes**

“Val” represents the value of the Characteristic — 13 STR, 20 INT, 6 SPD, or what have you.

“Char” lists the name of the Characteristic, abbreviated to three (or four) letters.

“Cost” lists how many points the character spent on this Characteristic. Do not space in once if the cost is only single digits.

“Roll” lists, for Primary Characteristics only, the related Characteristic Roll (9 + [Char/5] or less).

“Notes” lists useful information related to certain Characteristics. Consult the example FCS below for what we want and how to write it.

Also listed under “Notes” at the very bottom is “Total Characteristics Cost.” These words, and the number that follows them, are boldfaced.

Note that a space separates the Primary Characteristics from the Figured Characteristics. This improves readability.

At the bottom of the Characteristics Block is a small section listing the character’s movement abilities (with the word “Movement” in boldface). Consult the example FCS below for what we want and how to write it.

### THE ABILITIES BLOCK

Next comes the *Abilities Block*, where you list the character’s powers, Skills, Perks, Talents, equipment, and so on. The Abilities Block has three columns, each separated by a tab and with boldfaced headers on top. The columns are:

**Cost** → **Powers** → **END**

Additionally, use separate headers for Perks, Talents, and Skills. You do not need to repeat the “Cost” or “END” headers on those lines, though. Leave one blank line between the preceding text and any of these headers.

For the Cost column, do not tab in, simply list the header and costs at the left margin. If the cost is a single-digit number, do not put a space in front of it — leave it flush with the left margin.

For Powers, tab in once, then write the power using the standard format described earlier in this document. Group powers according to special effects and importance. Generally, list offensive abilities first, defensive abilities second, movement abilities third, and sensory and miscellaneous abilities last — but use your judgment. A character whose main ability is Duplication should probably have it listed first, even though it’s a “miscellaneous” power.

If multiple powers share a common set of Limitations, consider only listing them once to save space. However, remember that clarity and ease of use are the most important things about an FCS — don’t try to save space at the expense of usefulness.

For END, tab over once, and then list the END cost of abilities (thus, this column is usually blank in the Perks, Talents, and Skills sections). Normal END costs are listed with a simple number (even if that number is “0”). Charges are listed in brackets. Boostable Charges have the letters “bc” after the number of Charges; Recoverable Charges have the letters “rc”

after the number of Charges; Continuing Charges have "cc" after the number of Charges. Charges which never recover have the letters "nr" after the number of Charges. If the END cost can vary, simply write "var".

For Perks and Talents, list them alphabetically using the standard formats described earlier in this document.

For Skills, begin by listing any Combat Skill Levels or other Skill Levels, with the most important ones first. Then insert a blank line. After that, list all the character's Skills in alphabetical order, with the Skill Roll at the end separated from the name of the Skill by a space. However, if a character has a Skill Enhancer, list that, and the Skills within it, at the end of the Skill list.

At the bottom of the Abilities Block, and separated from it by a blank line, are two lines of boldfaced text: Total Powers & Skills Cost, and Total Cost, followed by the appropriate numbers.

### THE DISADVANTAGES BLOCK

The last block on the character sheet is the *Disadvantages Block*, where you list the character's Disadvantages. It has two columns, separated by a tab: the value column, and the Disadvantages column. The headers are boldfaced.

The header for the values column indicates the Base Points on which the character is built, followed by a + sign. For a typical published Superheroic character, this will be 200+; for a typical Heroic character, this will be 75+.

List Disadvantages in alphabetical order. If a character has multiple Disadvantages of the same type, list them in order of point value, from highest to lowest.

Unless the Base Points and points from Disadvantages equal or exceed the Total Cost of the character, the last line should be "Experience Points," with a number in the value column that balances with the character's Total Cost. Do not refer to this as a "Villain Bonus" or the like.

If the character has more points from Disadvantages than he has spent, at the bottom of the list of Disadvantages indicate how many points are left over, using this format: "(# points unspent)." Do not tab in once when writing this line; leave it flush with the left margin.

At the bottom of the Disadvantages block, and separated from it by a blank line, is a boldfaced text line, "Total Disadvantage Points." The number listed here should be identical to the character's Total Cost.

### OTHER BLOCKS

If you need to list other information about a character — such as equipment he typically carries, or sample powers for a VPP — include another block after the Disadvantages Block.

### SAMPLE FULL CHARACTER SHEET

To provide further guidance, here's a character sheet for Scorpia, a *Champions* villainness.

#### Scorpia

Val → Char → Cost → Roll → Notes

15 → STR → 5 → 12- → Lift 200 kg; 3d6 HTH

damage [1]

24 → DEX → 42 → 14- → OCV: 8/DCV: 8

20 → CON → 20 → 13-

20 → BODY → 20 → 13-

15 → INT → 5 → 12- → PER Roll 12-

15 → EGO → 10 → 12- → ECV: 5

20 → PRE → 10 → 13- → PRE Attack: 4d6

16 → COM → 3 → 12-

6 → PD → 3 → Total: 14 PD (8 rPD)

6 → ED → 2 → Total: 14 ED (8 rED)

5 → SPD → 16 → Phases: 3, 5, 8, 10, 12

12 → REC → 10

50 → END → 5

35 → STUN → 7 → **Total Characteristics Cost: 158**

**Movement:** → Running: → 9"/18"

→ Leaping: → 6"/12"

→ Swinging: → 10"/12"

### Cost → Powers → END

17 → *Throwing Blades*: Multipower, 30-point reserve; OAF (-1), 12 Recoverable Charges on entire reserve (-3/4) → [12rc]

1u → 1) *Single Blade*: RKA 2d6; OAF (-1)

1u → 2) *Multiple Blades*: RKA 1d6, Autofire (up to 5 shots; +1/2); OAF (-1)

60 → *Curare-Tipped Darts*: RKA 4d6, NND (defense is LS: Immunity to curare; +1), Does BODY (+1); OAF Fragile (-1 1/4), No Knockback (-1/4), Must Target Unarmored Hit Locations (-1/2), 12 Charges (-1/4) → [12]

31 → *Scorpia's Sting*: HKA 1d6 (1 1/2d6 with STR), Armor Piercing (+1/2); OAF (Claws; -1) **plus** Drain STUN 5d6; OAF (Poison Reservoir In Claws; -1), Only Works When Claws Do BODY (-1/4), 12 Charges (-1/4) 1 + → [12]

→ *Martial Arts: Karate*

→ **Maneuver** → **OCV** → **DCV** → **Notes**

4 → *Atemi Strike* → -1 → +1 → 3d6 NND(1)

4 → *Block* → +2 → +2 → Block, Abort

4 → *Disarm* → -1 → +1 → Disarm, 35 STR

4 → *Dodge* → +0 → +5 → Dodge all attacks, Abort

3 → *Legsweep* → +2 → -1 → 6d6; Target Falls

4 → *Knifehand Strike* → -2 → +0 → 1d6 HKA (2d6 with STR)

4 → *Punch/Snap Kick* → +0 → +2 → 7d6 Strike

5 → *Side/Spin Kick* → -2 → +1 → 9d6 Strike

8 → +2 Damage Classes (already added in)

12 → *Armored Costume*: Armor (8 PD/8 ED); OIF (-1/2) → 0

3 → *Poison Resistance*: LS (Immunity to Curare) → 0

6 → Running +3" (9" total) → 1

3 → Leaping +3" (6" forward, 3" upward) → 1

5 → *Swingline*: Swinging 10"; OAF (-1) → 1

3 → *Nightsight Lenses*: +3 to Sight PER Rolls; OIF

(-1/2), Only To Counteract Darkness Modifiers

(-1/2), Do Not Work In Total Darkness (-1/4) → 0

→ **Perks**

6 → Contact: the Provisional IRA 11-

→ **Talents**

6 → Lightning Reflexes: +4 DEX to act first with All Attacks  
 3 → Lightsleep

→ **Skills**

9 → +3 with Throwing Blades and Poisoned Darts  
 16 → +2 with All Combat  
 20 → +2 Overall  
 3 → Acrobatics 13-  
 3 → Breakfall 13-  
 3 → Climbing 14-  
 3 → Computer Programming 12-  
 7 → Demolitions 13-  
 3 → Disguise 11-  
 3 → KS: Espionage World 12-  
 3 → KS: Military/Mercenary/Terrorist World 12-  
 2 → Language: Spanish (fluent conversation; English is native)  
 1 → Language: Irish (basic conversation)  
 3 → Lockpicking 13-  
 3 → SS: Chemistry 12-  
 3 → SS: Pharmacology/Toxicology 12-  
 3 → Security Systems 13-  
 3 → Stealth 13-  
 3 → Streetwise 13-  
 3 → Systems Operation 12-  
 3 → Tactics 12-  
 7 → TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Small Motorized Boats, SCUBA, Basic & Advanced Parachuting  
 7 → WF: Small Arms, Blades, Thrown Blades, Grenade Launchers, Heavy Machine Guns, Shoulder-Fired Weapons

**Total Powers & Skill Cost: 311**

**Total Cost: 469**

**200+ → Disadvantages**

25 → Hunted: Champions 11- (Mo Pow, NCI, Capture)  
 20 → Hunted: UNTIL 8- (Mo Pow, NCI, Capture)  
 20 → Psychological Limitation: Bloodthirsty And Sadistic (Very Common, Strong)  
 10 → Psychological Limitation: Vain (Common, Strong)  
 15 → Reputation: cold-blooded killer/terrorist, 11- (Extreme)  
 15 → Social Limitation: Secret Identity (Frequently, Major) (Fiona O'Brady)  
 164 → Experience Points

**Total Disadvantage Points: 469**

**CHARACTER DESCRIPTION**

After an FCS comes a section of text describing the character. The text is divided up into six sections: Background/History; Personality/Motivation, Quote, Powers/Tactics, Campaign Use, and Appearance. To begin each section, write its title flush with the left margin (do not tab in), in boldfaced text, followed by a colon. Then begin writing normally.

**Background/History:** This section describes the character's background, origin, history, and the like. It

tells the GM how he got to be what he is now, where he learned or developed his abilities and Skills, and so forth; it should also justify many of his Disadvantages.

In most cases, the Background/History is a simple third-person narrative describing events in the character's life. However, if you think you have an interesting "hook," you can try a first-person narrative, a description by an outsider, or something else unusual. This often adds "flavor" and makes the character come alive in the GM's eyes. If you do this, though, make sure you still convey all the necessary information. Flavor at the expense of utility is a bad thing.

As you write the Background/History, remember that many GMs look to this section for character hooks, scenario ideas, and the like. Try to provide some.

**Personality/Motivation:** This section describes the character's basic psychology (including all Psychological Limitations not covered elsewhere), his outlook on life, his motivations for his conduct, and so forth. What drives the character? How does he react to stress and danger? What's his philosophy of life? That's the sort of information this section should contain. Feel free to include minor quirks and picaresques that are intriguing, but not worth a full-fledged Psychological Limitation.

A properly-written Personality/Motivation section should add depth and interest to the character, making him seem like a living, breathing person instead of a collection of numbers on a page.

**Quote:** This is a quote (a short one, usually just a sentence or two) epitomizing the character's attitude and/or conduct. Make it cool and exciting, something you can imagine a GM saying during a game when taking the NPC's part. Don't use flat, dull, predictable quotes.

**Powers/Tactics:** In this section, describe the nature of the character's powers and how he uses them. How do his powers work, and what are their special effects? What combat tactics does he prefer? Does he have any special tricks he likes to pull? If he's part of a team, how does he work with his teammates? What *won't* he do? Try to create interesting visual/tactical images to set the character apart from others of the same archetype.

If you have created any unusual power constructs, or powers whose nature and use may not be readily apparent to the casual *HERO System* gamer, be sure to note that here and provide any necessary explanation.

**Campaign Use:** This section describes how the GM can use the character in his campaign. What role would the character most likely fill in a campaign or story arc? What sort of PCs might he particularly like or dislike? Does he have a notable criminal record or Social Limitations? What sort of plots could the GM involve him in, or base on him? (If you can, provide two or three one-sentence "plot hooks" for the character in a sidebar.)

This section should definitely cover two things. First, describe how the character would act as a Hunter (or if he wouldn't Hunt PCs, say so). What tac-

**WRITER'S TEMPLATE**

If you use WordPerfect, the Line Developer can send you copies of blank "templates" for FCSs and CBs, making your work a little easier. Contact him if you're interested.

tics would he use, how would he make a PC's life hell? Second, provide suggestions for scaling the character up and down — making him more or less powerful than he currently is. Usually this involves increasing or decreasing things like STR, DEX, SPD, and DCs of Attack Powers, but it may mean adding or removing powers and things like that.

**Appearance:** This section describes what the character looks like — everything from his clothing (or costume) and equipment to things like his height, weight, skin color, eye color, and hair color. Don't forget things like unusual odors or sounds he emits. If he has Distinctive Features, be sure to include them in the description. Also include information about what his major visible power effects look like.

We use these paragraphs to commission artwork, so don't expect an artist to read through the whole character description to get details — put all those details in this section.

Finally, include three plot seeds for each character in a sidebar.

## CHARACTER BRIEFS

Not every character needs an FCS — some aren't important enough, or sometimes there isn't enough room in the book. In those situations, you should instead use a *Character Brief* ("CB"). A CB is a sort of shorthand character sheet containing all the information needed to run a character (particularly in a combat or action sequence), but none of the costs or secondary data.

First, write the character's name at the top of the CB, in all-caps and boldfaced text.

Second, write the value of each Characteristic, followed by a tab, followed by the abbreviation for the Characteristic. Do this across the page in three lines; the first covers STR to INT; the second covers EGO to ED; the third covers SPD to STUN.

Third, include a paragraph for Abilities. Write "Abilities" in boldface, followed by a colon. Then list the character's major abilities. List powers from most to least important; list Perks, Talents, and Skills alphabetically. As much as reasonably possible, follow the standard formatting rules for all these game elements, but shorten or abbreviate them when you can. Separate each ability from the next with a semi-colon.

Fourth, include a paragraph for Disadvantages.

Write "[Base Points]+ Disadvantages" in boldfaced text, followed by a colon. Then list the character's most important Disadvantages in alphabetical order.

Last, if absolutely necessary, include a fifth paragraph for "Notes," beginning with a boldface title and colon as above. Most CBs shouldn't involve any notes, but if you think it's important to explain something about the character or provide the GM with a little "flavor" for him, do so.

Here's an example CB for Louie Feingold, a Hudson City cabbie:

→ **Louie Feingold**

10 → STR → 13 → DEX → 12 → CON

10 → BODY → 10 → INT → 10 → EGO

10 → PRE → 10 → COM

3 → PD → 2 → ED → 3 → SPD

5 → REC → 24 → END → 23 → STUN

**Abilities:** +2 Sight PER; +10 PRE, Only Protects Against Presence Attacks; Combat Driving 12-; Languages: Spanish, Hebrew (both basic conversation); Mechanics 8-; Seduction 11-; Shadowing 11-; Streetwise 13-; CK: Hudson City 16-; KS: Hudson City Gossip 14-; Fringe Benefit: License To Operate A Taxicab.

**75+ Disadvantages:** Psychological Limitation: Loves To Talk; Rivalry (professional, with competing cab company).

**Notes:** Louie Feingold is one of those cabbies who seems to know every person and place in Hudson City. He can take you to the most obscure addresses as easily as he can to Courthouse Plaza or the Berkely Commercial Complex. However, he's likely to talk your ear off on the way, because he just can't seem to shut up — he can talk for hours on almost any subject, even those he doesn't know anything about.

For the formatting of sidebar character sheets, Vehicles, Computers, Automatons, creatures, and Package Deals, please refer to published products. Contact the Line Developer if you have any questions; he can also supply forms to make formatting any of these character sheets easier.



# HERO GAMES PRODUCT LINE PLAN



**S**o that you'll have a better understanding of how your book might fit into Hero Games's plans, here's a brief rundown on the product lines we plan to produce, and the types of books each line might contain.

Typically, a product with "Hero" in the title involves primarily Heroic-level characters, and one with "Champions" in the title involves Superheroic-level characters. The primary exception is *Dark Champions*, which is a sort of hybrid. A few titles may ignore this convention, but most should follow it.

All titles of books in this section should be considered tentative unless otherwise confirmed.

## The HERO System 5<sup>th</sup> Edition

The foundation for our entire range of products is, of course, the *HERO System 5<sup>th</sup> Edition*. This book contains nothing but the *HERO System* rules. It has no setting, no campaign, no scenarios — just rules. When referring to it, write "*HERO System 5<sup>th</sup> Edition*." If you want to, you may put at the end "rulebook" (not "rulesbook" or "rule book"). Do not shorten this to "Hero 5<sup>th</sup>," "the 5<sup>th</sup> Edition," "the HERO System rulebook," "the rulebook," or the like.

## Product Lines And Genre Books

Hero divides its product offerings into "lines." Each line is based around a genre and requires a *genre book*. A genre book is a roleplaying game supplement that discusses, describes, and examines a particular genre and shows how to roleplay in it, create characters for it, and set up and run campaigns for it using the *HERO System* rules. (However, much of the advice and information in genre books could apply to any game system, and hopefully gamers who don't play *HERO* will pick them up, too.)

Genre books are typically over 200 pages long and provide a thorough examination of all aspects of a given genre. They don't simply look at one part of a genre, or one type of genre element, and ignore the rest. Instead, they should provide options for the genre, describe the implications of (or preconditions required for) each option, and discussion of other things players and GMs should consider when creating characters and campaigns. For example, the *Star Hero* genre book doesn't say "FTL travel works this way" and provide a *HERO System* writeup for

an FTL engine. Instead, it says, "FTL travel can work many ways — here are some ideas and examples." Then it describes some of the options (warp engines, hyperspace jumps, hyperspace gates, folded space, and so on), with suggested *HERO System* writeups or notes for each.

Genre books are a major undertaking for any author. For this reason, most of them will be written by established, professional game writer/designers, or written in-house.

At this time, we contemplate producing the following genre books. Others may be possible, but be sure to distinguish between a genre book and a subgenre book (see below).

*Champions*: Comic book superhero roleplaying. Currently available.

*Star Hero*: Science fiction roleplaying, ranging from the space opera of *Star Trek* and *Star Wars* to grittier, more "realistic" fare like *Aliens*. Currently available.

*Fantasy Hero*: Fantasy roleplaying — wizards, knights, barbarians, dragons, epic quests, swords and sorcery, and on and on. This book is currently slated for mid-2003.

*Dark Champions*: Modern-day action roleplaying, focusing partly on Batman/Punisher-style crime-fighting, but also on espionage, counterterrorism, police dramas, and the like. Tentatively slated for mid-2004.

*Ninja Hero*: Martial Arts role-playing. Currently available.

*Pulp Hero*: Two-fisted, strong-jawed action roleplaying in the daring world of the pulps! Think Indiana Jones, the Shadow, Doc Savage. No release date yet slated.

*Cyber Hero*: Technically really a subgenre book descended from *Star Hero*, this book covers near future, quasi-nihilistic cyberpunk roleplaying, a subgenre sufficiently popular to vault it into more or less genre book status at present. No release date yet slated.

*Western Hero*: Roleplaying in the Wild West: gun-slingers, horses, outlaws, schoolmarms, cowboys, saloons, range wars, you name it. No release date yet slated.

## Types Of Books Within Each Line

Each line, based on a genre book, contains one or more books related to that genre. Each line is unique, so the books in one won't precisely match the books in another. However, there are several different types of books that are likely to become a part of most, if not all, of Hero's game lines.

### CAMPAIGN/SETTING BOOKS

A *campaign book*, sometimes also referred to as a setting book, presents a complete campaign world ready for a GM to use (although it leaves plenty of room for the GM to exercise his own creativity if he wants to). A campaign book covers things like political entities (nations, kingdoms, planets, and so on), major cities, prominent organizations, prominent NPCs, and a review of relevant social and historical details. They often contain a significant number of NPC write-ups, thus supplementing the enemies book for the line.

Most campaign/setting books are about 160 pages long, though a few are much longer.

#### Examples:

Champions: *Champions Universe*

Star Hero: *Terran Empire, Solar Hero*

Fantasy Hero: *The Valdorian Age, Tuala Morn*

Dark Champions: *Hudson City: The Urban Abyss*

Pulp Hero: *Hudson City 1935*

Cyber Hero: *Hudson City 2065*

For most lines, a campaign/setting book is the first publication following the genre book; if not first, it will almost always be second.

### Subsetting Books

A *subsetting book* derives from a campaign/setting book and takes a more thorough look at some part of that setting. In doing so it may emphasize or focus on a particular style of play within the genre. For example, in the *Champions* line, the *Millennium City* book focuses on high-powered, flashy, four-color superheroing (in the mode of the Justice League or the Avengers), while *Vibora Bay* concentrates on lower-powered, mystical superheroing.

Most subsetting books are about 128 pages long.

#### Examples:

Champions: *Millennium City, Vibora Bay*

Worlds Of Empire: *a book describing a specific sector or system*

Fantasy Hero: *a book describing a particular kingdom*

Dark Champions: *Fell's Point*

### Adventure/Scenario Books

An *adventure/scenario book* is just that — a book containing one or more scenarios for GMs to run. They come pre-packaged with maps, events, and everything else needed to run the adventure.

Generally speaking, we are unlikely to do many adventure/scenario books (at least as paper products — they're typically Hero Plus material). Focused as they are on the GM, they only sell to roughly one-sixth of our usual target audience, making it impractical to publish them. But the possibility does exist, especially for larger, multiple-game session epic scenarios like *Champions Battlegrounds*.

Adventure/scenario books should be set in one of the published settings for the product line, or be written so "generically" they could fit into any setting for the genre (though trying to do that often results in a bland scenario). As much as possible, they should make use of previously-published NPCs and opponents.

### ENEMIES BOOKS

*Enemies books* are, as the name implies, collections of opponents for PCs to fight or otherwise interact with. As such they consist almost entirely of Full Character Sheets. Most also include some sort of summary or reference tables in the back to help GMs.

Typically, each genre will get one large enemies book. While the book typically ties the enemies in it to the major setting for that game, the enemies should cover many of the major "archetypes" or "themes" for antagonists in that genre, so gamers can easily use them in other campaigns.

Enemies books may contain teams of 3-6 characters, but they generally should not describe entire organizations. Those are best saved for organization books (see below). Most enemies books are about 176 pages long.

#### Examples:

Champions: *Conquerors, Killers, And Crooks*

Star Hero: *Scourges Of The Galaxy*

Fantasy Hero: *Monsters, Minions, And Marauders*

Dark Champions: *Predators*

Pulp Hero: *Masterminds And Madmen*

Cyber Hero: *Street Lethal*

### Normals Books

A variant on the enemies book is the *normals book*, which presents interesting, but not necessarily hostile or dangerous, NPCs for PCs to interact with. Gamers can use these characters as DNPCs, plot hooks, recurring characters, or the like. While the book typically ties the NPCs to the major setting for that game, the characters depicted should cover many of the major "archetypes" or "themes" for characters in that genre, so gamers can easily use them in other campaigns.

Most normals books are about 128 pages long.

**Examples:**

Champions: *Everyman*

Star Hero: *Spacedogs*

Fantasy Hero: *Subjects Of The Realm*

Dark Champions: *The Man On The Street*

Pulp Hero: *Guys and Dames*

**Organization Books**

An *organization book* is, as the title implies, a book describing and detailing an entire organization the PCs might interact with. The classic example is a book focusing on a villainous agency in *Champions*, such as VIPER, but organization books could also focus on insidious *Cyber Hero* corporations, cabals of evil mages in *Fantasy Hero*, and the like. While most organization books focus on enemy organizations, some depict friendly or allied organizations, sometimes serving as quasi-campaign books as well. In either case, organization books should be tied to a specific setting, but not so closely GMs can't lift the organization (or its pieces) out and use them in his own campaign setting.

An organization book should include information on the structure, organization, activities, methodology, equipment, personnel, and abilities associated with the organization, as well as Full Character Sheets for prominent members (and plenty of Character Briefs for less important folk).

Most organization books are about 160 pages long.

**Examples:**

Champions: *VIPER, UNTIL*

Dark Champions: *The Evil That Men Do, SERAPH*

**EQUIPMENT BOOKS**

*Equipment books* provide pre-built gadgets, devices, and gear for characters in a particular genre to use. With one of these books, a gamer can simply look in the appropriate section and pick a gadget for his character.

While most equipment books are tied, at least thematically, to a specific published setting, the gadgets written up in them should usually be sufficiently "generic" that a player or GM not playing in the setting can still use them. Where possible, we'll link equipment books with our most "mainstream" settings to improve the writer's ability to do this.

Most equipment books are about 128 pages long.

**Examples:**

Champions: *Gadgets And Gear*

Star Hero: *The Spacer's Toolkit*

**POWERS BOOKS**

*Powers books* contain collections of pre-built abilities — superhero powers, fantasy spells, or the like. These books function as "kits" for Hero gamers who don't want to learn the full ins and outs of

constructing abilities with the *HERO System*. With one of these books, a gamer can simply open it to the appropriate section and pick a power or spell for his character. Since campaigns have varying power levels, most powers in a powers book should be written up for several different Active Point totals (typically 40, 60, and 90) if appropriate.

While most powers books are tied, at least thematically, to a specific published setting, the powers written up in them should usually be sufficiently "generic" that a player or GM not playing in the setting can still use them. Where possible, we'll link equipment books with our most "mainstream" settings to improve the writer's ability to do this.

Most powers books are about 176 pages long.

**Examples:**

Champions: *The UNTIL Superpowers Database*

Fantasy Hero: *The Fantasy Hero Grimoire*

Cyber Hero: *The Bodyworx Cyberware Catalog 2060*

**SUBGENRE BOOKS**

While genre books look at an entire genre, *subgenre books* concentrate on a specific aspect of that genre, or a specific type of campaign gamers can create and run within that genre. They are similar to genre books, but shorter and more tightly focused.

In some instances, a subgenre book may also function as a mini-setting book or mini-enemies book (or vice-versa). Unless we plan to publish further books in the "sub-line," our readers may need a setting or NPCs for a subgenre-based campaign. For example, *Dark Champions: The Animated Series* would have an extensive section of villains; the *Fantasy Hero* setting *The Valdorian Age* also functions, in part, as a subgenre book focusing on swords-and-sorcery style fantasy; *Solar Hero* is mostly a *Star Hero* setting but also a subgenre book for low/hard SF.

Most subgenre books are about 144 pages.

**Examples:**

Champions: *Golden Age Champions, Galactic Champions*

Star Hero: *A book describing mecha/anime-style SF gaming campaigns; a book describing time-travel campaigns.*

Dark Champions: *Danger International, Dark Champions: The Animated Series, The Cagliostro Project*

**Rules Supplements**

The *HERO System* is popular primarily because it's the best set of rules available for role-playing games. Since we attract customers largely on the strength of our rules, those customers are

interested in other rules-oriented books, or books showing how to apply the rules to a particular *subject* (rather than setting).

The first, and most important, type of book in this category is the *Ultimate* series. The *Ultimate* series looks at particular character types or subjects in depth, and provides additional, optional rules related to that subject. Right now we have the following *Ultimate* books planned, with authors assigned or manuscripts in various stages of production:

- The Ultimate Armor
- The Ultimate Brick
- The Ultimate Martial Artist (published)
- The Ultimate Mentalist
- The Ultimate Metamorph
- The Ultimate Mystic (formerly *The Ultimate Supermage*)
- The Ultimate Skill
- The Ultimate Speedster
- The Ultimate Vehicle (published)
- The Ultimate Weapon

The following subjects are ones we are planning or considering *Ultimate* books for, but have not yet assigned to an author:

- The Ultimate Automaton

- The Ultimate Base

- The Ultimate Energy Projector

- The Ultimate Gadeteer

We are certainly willing to consider proposals for other *Ultimate* books, but the subject must be sufficiently broad, and of sufficient interest to our readership, to support an entire book. We don't want to see *The Ultimate Insect* or *The Ultimate Teleporter*.

Similar to the *Ultimate* series is the *Arcana* series we're considering for *Fantasy Hero*. Each *Arcana* book would provide detailed coverage and options for a specific type of magic: necromancy, sorcery, voodoo, alchemy, theurgy, and so on.

Additionally, there are rules-oriented supplements which don't fall into a particular series, such as the *HERO System Bestiary* and the *HERO System Vehicle Sourcebook*.

## The Editor's Choice Line

Last, but certainly not least, is our "Editor's Choice" line. Some books simply don't fit into any other category or product line, but are so good, or so intriguing, that we're willing to consider publishing them anyway. Those books fall into the "Editor's Choice" line. Examples might include fiction collections, a book on GMing the *HERO System*, and so forth.

**RELEASE FOR A PROPOSED PRODUCT**

I, \_\_\_\_\_, am submitting a proposal to DOJ, Inc., d/b/a “Hero Games,” for a product entitled \_\_\_\_\_ (hereafter the “Work”). I acknowledge and understand the following:

1. That DOJ, Inc. shall not use the Work in whole without entering into an agreement with me concerning its use.
2. That this release merely permits DOJ, Inc. to examine the Work and maintain ownership of the copy of the proposal submitted to DOJ, Inc., and that I am transferring ownership to DOJ, Inc. of the actual copy of the proposal submitted to DOJ, Inc. in consideration for DOJ, Inc.’s efforts in examining it.
3. That the signing of this Release by DOJ, Inc. does not constitute acceptance of the Work by DOJ, Inc.
4. That I understand DOJ, Inc. may be developing, have developed, or in the future develop a product resembling the Work in whole or in part, and that DOJ, Inc. owes no obligation to me unless DOJ, Inc. actually publishes the Work itself, or actually uses the Work to create said product.
5. That DOJ, Inc. is in no way barred from producing a product similar to the Work which has not incorporated the Work as part of the final product.
6. That my signing of this release and/or submission of the Work to DOJ, Inc. does not obligate DOJ, Inc. to use the Work in any way whatsoever, nor does it entitle me to any consideration or compensation whatsoever.
7. That in the event DOJ, Inc. decides it wishes to publish the Work, it will negotiate compensation and other terms of the legal relationship between us separately, and I will have to sign another contract formalizing that relationship.

So understood and acknowledged.

\_\_\_\_\_  
Author

\_\_\_\_\_  
Steven S. Long  
HERO System Line Developer

\_\_\_\_\_  
Date

\_\_\_\_\_  
Date

**Acknowledgement OF RECEIPT OF PROPOSAL AND RELEASE FORM**

DOJ, Inc. hereby acknowledges receipt of a proposal and release form concerning a work entitled \_\_\_\_\_  
from \_\_\_\_\_ of \_\_\_\_\_  
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This acknowledgement does not constitute acceptance of the work by DOJ, Inc., nor obligate DOJ, Inc. in any way whatsoever.

\_\_\_\_\_  
Steven S. Long  
HERO System Line Developer

\_\_\_\_\_  
Date