

House Rules for the Allston Campaigns

Version 1.2, November 1995

The following document is a collection of house rules used in my Hero System campaigns as of November, 1995. I customarily distribute it only to my own players. However, as there have been requests on the Red October bulletin board for a more general distribution of the thing, I'm making it generally available.

Some notes:

- (1) This file is being distributed in Adobe Acrobat (.PDF) format. You'll need an Adobe Acrobat Reader program to view and print it. (If you're reading these words, you either have access to the reader, are reading someone else's copy or printout, or are reading the READ-ME.1ST file, which is just an ASCII version of the document's cover page.)
Reader programs are available for free on the World Wide Web at <http://www.adobe.com/>.
- (2) I am not recommending that these rules be imposed on any campaigns but my own. If you see a rule you disagree with, don't tell me about it. Just don't implement it.
- (3) The home of this document is my World Wide Web page, currently located at <http://www.io.com/~allston/>; a copy will also be uploaded onto the Red October bulletin board, and copies may propogate from there, but my web page will always be the source of the most current version.
- (4) This is a copyrighted work; its contents may not be incorporated into other works and redistributed. (In other words, if you choose to implement any of these rules in your own campaign, that's fine, but you may not include text from this document in similar documents you distribute among your own players or through other distribution channels.)
However, you may freely distribute either the archive form of this file (AAHAUS95.ZIP) or its components (AAHAUS95.PDF and READ-ME.1ST), so long as you do not modify any file in any way and do not charge a fee for the distribution.

I hope you enjoy this file and find it useful.

Aaron Allston (allston@io.com)
November 8, 1995

HOUSE RULES FOR THE ALLSTON CAMPAIGNS

by Aaron Allston

Version 1.2, November 1995

This document is intended as a play aid for all my players. It's a place where I can establish and standardize all the house rules, package deals, and miscellaneous requirements imposed on characters in the campaigns I run.

Whenever you run across any errors or inconsistencies, please relay questions and corrections to me for clarifications in future releases.

Note: Enough of this document is new that no effort has been made to flag material added since the last release of the document. It's a good idea to scan the entire document to refamiliarize yourself with it.

Another feature new to this release of the document is the appearance of "Common Power Uses," description of variant ways certain powers are frequently used in my campaigns.

Contents

All Campaigns	2
The Age of Heroes Campaign	25
The Empire Club and Zorandar Campaigns	45
The Ninja Hero Campaign	49
The Shadows Campaign	52
The Strike Force Campaigns	55

**This Article is Copyright © 1995 by Aaron Allston.
Unauthorized Duplication or Distribution Prohibited.**

ALL CAMPAIGNS

CHARACTER CREATION**Character Conception****Types of Characters**

Following is the standard chart used to calculate character points for beginning characters in my campaigns.

When a DNPC is built as "Slightly Less Powerful" than the PC, he/she will be built one or two lines up the chart from the PC. Thus a 0-EXP Superhero's "Slightly Less Powerful" DNPC will either be built at the level of an AoH Demigod or of a Hero.

Character Types	Starting Points	Maximum Points From:	
		Disads	1 Disad Type
Incompetent Normal	-20	20	20
Normal	0	25	25
Skilled Normal	25	25	25
Competent Normal, AoH Lesser Hero	50	50	25
Hero, AoH Hero, AoH Greater Hero	75	75	25
AoH Demigod	100	100	25
Superhero	100	150	50

("AoH" Indicates the Age of Heroes Campaign)

Note that these limits on maximum points from disads and from one disad type are *recommendations*, not firm guidelines. Many PCs and NPCs do exceed these limits, but they are usually considered basket cases.

Characteristics**Round-Offs**

Incomplete purchase of a characteristic does not round up. For example, 15 points put into BODY buys a BODY score of 17, not 18, though it would then require only one more Character Point to be an 18. Likewise, 2 points put into CHA yields a CHA score of 14 (or 13, if you wish), but not 15.

Skills

Everyman Skills

Unless otherwise mentioned, Everyman Skills consist of:

Climbing
Concealment
Conversation
Deduction
Paramedic
Shadowing
Stealth

Native Proficiency and Literacy with One Language

AK: Home Territory, 8-

PS: Choice, 8-

Languages

I do not ever use the Language Chart (page 29 of **Champions**) to affect the cost of buying languages; use only the Fluency Cost chart on page 28.

Literacy

Reading music, not included in KS: Music or PS: Musician, is a 1-pt literacy skill.

Martial Arts: Optional Design Rules (from *Ninja Hero*)

These are not ordinarily available. Players should only use these rules when creating an entire martial arts style for their characters, and such styles will be subjected to considerable scrutiny.

Paramedic

Paramedic is not a one-phase skill; it typically takes a few phases to bind anything more than a scratch, several turns for the professional bandaging of a deep injury, much longer for more serious wounds. It's possible to use the skill in a single phase — for instance, to stop a life-threatening flow of blood — but this usually calls for a -3 penalty (in addition to any other penalties). When Paramedic skill is being used out of combat, I assume that the character is pacing his skill use according to the type of injury (that is, he's taking whatever time necessary to avoid the -3 penalty); when Paramedic skill is being used in combat, or the injured character's condition is so grave that it appears speed may be necessary, I'll ask the Paramedic character how he's using his skill.

Note that proper treatment of an injury (successful use of Paramedic skill) will result in the injured character immediately regaining some BODY. Each application of Paramedic skill will recover 1 BODY from 1 wound. In other words, if Chromion the Pelasgian takes 10 BODY in one wound a 6 BODY in another, he's sustained 16 BODY; if the Paramedic character successfully makes two skill rolls on him, he'll immediately recover 1 BODY from each wound and be down 14 BODY instead. Within the first 24 hours after the application of Paramedic skill, this BODY recover can be

negated if someone later messes with the injuries — for instance, if someone removes the bandages. After that 24 hours, that BODY has been regained "permanently."

Professional Skills

Certain Pro Skills encompass fields which contain many individual styles or forms. For instance, PS: Dance would encompass many different forms of dance, while Computer Programming (which we will consider a PS for these purposes) would encompass many different programming languages, and PS: Musician would encompass many different musical instruments.

If it matters to you to know which specific forms of a skill your character knows, use this rule of thumb:

For each 1 point a character puts into his PS, he gets one style or form at the level of his skill roll.

Example: Lightrune has PS: Musician at a 12-. This means he has put 3 points into the skill, and so knows three instruments at the 12- level. He chooses Piano, Synthesizer, and Organ for his instruments.

If the character's skill roll is an 11- or better, the character can, if he wishes, define an equal number of styles or forms that the character knows at an 8- level.

Example: Lightrune would also know three instruments at an 8- skill level; he chooses guitar, banjo, and saxophone.

If a character wishes to buy additional styles or forms without increasing his skill roll, he can spend 1 point per 2 additional styles; these would have a roll equal to his base skill roll.

Example: If Lightrune later wanted to add Trumpet and Harmonica to his range of musical skills, he could spend 1 point to learn them at his base 12-.

A character can also increase his skill roll in individual sub-styles without increasing his base skill roll. This costs 1 point per +2; the bonus is to be divided among his sub-styles, not granted to each one.

Example: If Lightrune wanted to improve his Piano ability without improving his overall skill roll, he would spend 1 point for the additional +2 instruments. His total purchases, including all examples above, like this:

- 3 PS: Musician 12- (Piano, Synthesizer, Organ) (Guitar, Banjo, and Saxophone at 8-)
- 1 PS: Musician Additions (Trumpet, Harmonica at 12-)
- 1 PS: Musician Additions (+2 to Piano, 14-)

If a character has the skill enhancer Jack of All Trades, he gets a number of styles or forms equal to the number of points he has actually sunk into the skill, plus 1.

Skill Levels

Some time ago, I decided that I didn't like 10-point "overall" skill levels; I felt that they were too cost-efficient. I established a rule that characters could not buy 10-pt overall skill levels, though characters who had already bought them could retain the ones they'd bought.

I've revised my opinion. Characters can now again buy 10-point skill levels, but with one important proviso: These are *skill* levels, not *combat skill* levels, and so do not apply to combat.

WF: Off-Hand

This skill (**Ninja Hero**, page 33) is available in all campaigns.

Skill Enhancers**No Purchase After First Being Played**

A character who begins play without having a specific Skill Enhancer cannot later buy that Skill Enhancer. Skill Enhancers should be part of the character's initial definition, not added on only when a player believes the character should buy several types of the same skill.

An exception may be made in situations where a player is allowed to redesign his character from the ground up.

Perquisites**Contacts and Favors**

It is possible to buy Contacts and Favors without defining them. In the course of an adventure, when the players are trying to figure out, "Do we have a friend in such-and-such a department?" (or profession, or country), a the player whose character has an undefined Contact or Favor could then ask the GM, "Is it reasonable that my undefined Contact/Favor be someone who fits the bill?" If the GM is amenable, that Contact or Favor can be defined right then. (It cannot later be redefined easily; Contacts can be redefined as normal Contacts can, when the Contact is killed or otherwise leaves the campaign.)

Talents**Danger Sense**

As a GM, I'm increasingly unhappy with the effects of Danger Sense on the campaign. Consequently, and regretfully, I have to insist that no player-characters take Danger Sense as a Talent.

Those characters that currently have the ability may keep it. They may not ever improve it. Should a PC that currently has Danger Sense remove it and use those points for something else, I'll offer a point incentive — an experience bonus of .5 points for every point in Danger Sense, up to a bonus maximum of 10 experience points.

Find Weakness

I am not too fond of Find Weakness and it may only be taken with special GM permission.

Powers**Aid**

Aid performs just as described in the **Champions** rules, with the following amendments:

Heal Aids follow the alternate arrangement where 1d6 of Aid is rolled as a damage die, with the STUN rolled being the amount of STUN healed and the BODY rolled is the amount of BODY healed.

When creating an **Aid** power, a character can decide to define it as being worth 3 character points added per 5 points spent instead of 1d6 per 5 points spent. Thus a character buying 6d6 of STR Aid could instead define it as +18 pts of STR Aid.

Armor

One common limitation on Armor is “Does Not Prevent Penetration (-1/4).”

This represents a power by which attacks do appear to damage the target but actually do little or no real damage. One example is a vampire’s resistance to bullets (the bullets tear through him, smacking into the wall behind, and do him *some* harm, but far less than they should).

The limitation value arises from the fact that some attacks are predicated on the ability to get through resistant defenses. Such attacks would work against armor of this type but not against armor that resists penetration.

Example: A dart-gun is defined as a Ranged Killing Attack, 1 pip, plus a 12d6 Energy Blast, No Normal Defense, Only Affects Target if RKA Penetrates Target Defenses. One point of ordinary armor will protect against this sort of attack, but no amount of Armor that Does Not Prevent Penetration will protect against it.

Damage Reduction

This power also can receive the “Does Not Prevent Penetration (-1/4)” limitation from Armor, above.

Enhanced Senses: N-Ray Vision

Anyone taking N-Ray Vision must accept some sort of limit, equivalent to a -1/2 Limitation (but actually saving the character *no points*), which defines and restricts the N-Ray. This is above and beyond the substance or situation that prevents the N-Ray from working at all.

Example: Phosphene and other members of the Blood perceive things through N-Ray Vision as though they were seeing black-and-white wire-frames. They cannot adjust their depth of field very easily and

sometimes, in particularly complicated settings, they have a hard time making out details.

Example: Ichi-ban, when he had a native N-Ray power, suffered from tunnel vision.

When the defining limitation is severe enough to warrant a -1 or worse limitation, the character does receive the limitation value.

Power Defense

Any purchase of Power Defense must be bought with one of the following limitations:

Protects Against One Specific Adjustment Power With One Specific Special Effect (-2)

Protects One Specific Power or Characteristic vs. Any Power That Might Affect It (-2)

Examples: Protects Against Psychic Drains; Protects Intelligence; Protects Against Magical Transfers; Protects Energy Blast.

In addition, all purchases of Power Defense are subject to much closer scrutiny than ordinary experience expenditures.

Stretching

Characters who use Stretching in hand-to-hand combat do suffer Range Modifiers at extreme ranges. Thus, a Stretching character attacking a foe 8" or more away suffers a -2 penalty to hit, attacking one 16" or more away suffers a -4 penalty to hit, etc.

Power Frameworks

Elemental Controls

In the campaigns in which Elemental Controls are legal (**Strike Force**, sometimes **Shadows**), the EC has a special limitation.

When a Dispel, Drain, or Suppress hits one EC slot, its successful effects will affect *all* slots in the EC. Each slot will recover at the normal rate specified by the attacking power's description.

Example: Wind-Guy has an EC including Flight, Telekinesis, and EB; each slot has 60 active points, for 30" flight, STR 40 TK, and a 12d6 EB. Mr. Mage decides to reduce his mobility with a 6d6 Drain targeting his Flight. He hits, and rolls 24 on his Drain dice. Wind-Guy loses 24 active points from his Flight (reducing him to 18" Flight), but also loses a like amount from his other two slots (leaving him with STR 24 TK and a 7d6 EB).

This doesn't give the EC an extra Limitation value; it's a limitation I impose because I object to the way the EC gives characters points for free. (The argument that the EC already requires characters to have a solid character conception and grounding for their powers doesn't wash with me: They should anyway, and in a campaign where they should anyway, the EC does nothing but provide free points.)

Disadvantages

Berserk

This Disadvantage is not commonly allowed in Heroic-level campaigns. And while Enraged is allowed, its presence marks a character as “emotionally disturbed” and not just “emotional” or “passionate.”

Dependence

This Disadvantage is not commonly allowed in Heroic-level campaigns. Dependence on drugs — whether a benign one, like dependence on insulin, or malevolent, like heroin addiction — is usually a Physical Limitation, not a Dependence.

Normal Characteristic Maxima

In Heroic-Level campaigns, the Normal Characteristic Maxima disadvantage is mandatory and brings 0 points.

Physical Limitations

Some characters have Physical Limitations that, at first glance, appear to be Psychological Limitations — disadvantages such as “Illiterate” or “Doesn’t Understand Modern Technology.”

They are built this way because it’s acceptable to interpret such a disadvantage as a Physical Limitation *when EGO rolls and Mind Control cannot make the character overcome the Disadvantage*. For instance, no amount of Mind Control can make a character temporarily overcome his illiteracy.

It’s also acceptable for people to buy these as Psychological Limitations. In some cases, it means the character is mentally blocked rather than completely incapable, but it’s usually not necessary to subject limitations to that amount of interpretation.

Psychological Limitation: Code vs. Killing

This limitation is bought as Very Common, Strong in my campaigns (though a character could take it to a lesser degree if he has fewer qualms than the average).

The limitation usually appears as Common in many Hero Games publications, but ethical quandaries concerning life-and-death issues are frequent enough in my campaigns that a Very Common structure is warranted here.

Psychological Limitation: Loves So-and-So

“Loves (Name)” appears in my campaigns under the following structures:

Very Common, Strong if the subject of the limitation appears constantly in the campaign, particularly in danger/action situations — this is really only appropriate if the subject is an adventuring partner of the character with the limitation;

Common, Strong if the subject of the limitation appears frequently in danger/action situations;

Uncommon, Strong if the subject of the limitation appears sometimes in danger/action situations.

This limitation is more appropriate in relation to NPCs who are at the character's level of power or skill and are not generally a hindrance in danger/action situations — thus DNPC is not appropriate.

However, this disadvantage should be game-mastered to provide other difficulties to the character; the lover may continually try to keep the character out of trouble, to distract the character from work or necessary activities, etc.

A character with this disadvantage should abandon team and mission goals when his/her lover is in danger.

A character with this disadvantage must eventually forgive his/her lover for any action, crime, insult or affront made against the character. If the affront is so great the player cannot conceive of his character forgiving his/her lover, the character will have to buy off the disadvantage. (He may not change it to another disadvantage, such as "Loves Somebody Else" — that would be too easy.)

Psychological Limitations: Quirks

Any character who wants to can define a set of Quirks, which are 1-pt, very minor Psych Lims derived from the **GURPS** system. In the Hero System, five Quirks constitute one 5-pt Psychological Limitation. Thus if a player can't come up with five reasonable Quirks for his character, he can't take this Disadvantage.

Psychological Limitations: Temporary Efforts to Overcome

When a character wants to struggle against one of his psychological limitations, he must make an EGO roll to temporarily overcome the compulsion that the psych lim represents.

If the psych lim is **Moderate**, the character must make a normal EGO roll.

If the psych lim is **Strong**, the character must make an EGO roll at a -3 penalty.

If the psych lim is **Total**, the character must make an EGO roll at a -5 penalty.

If a character struggles against his psychological limitation every single time appropriate situations come up, I'll require the player to buy off that psych lim as soon as the character has enough experience to do so.

The Style Disadvantage

The martial arts Style Disadvantage (**Ninja Hero**, pages 10, 50) is available in all campaigns. However, it still only applies to martial arts that *have* the Style Disadvantage, and should normally be taken when a character is first created.

Susceptibility

This Disadvantage is not commonly available to Heroic-level characters.

Susceptibilities and Vulnerabilities

The following chart shows how common various special effects, conditions, and powers are for purposes of determining the value of Susceptibilities and Vulnerabilities.

Special Effects and Attack Mechanisms

<i>Acid Attacks</i>	Uncommon
<i>Alcohol, Ingested*</i>	Uncommon
<i>Attacks (All), Physical/Normal</i>	Very Common
<i>Blasters (same as Particle Beam Attacks)</i>	Very Common
<i>Bullets</i>	Very Common
<i>Chemical Attacks (same as Gas/Poison)</i>	Common
<i>Chemical Attacks, Air-Based</i>	Uncommon
<i>Cold Attacks</i>	Uncommon
<i>Cold Attacks + Water Attacks</i>	Common
<i>Darkness Affecting Normal/IR/UV Sight (for Susceptibility)</i>	Uncommon
<i>Darkness Attacks</i>	Uncommon
<i>Earth + Fire + Water Attacks</i>	Very Common
<i>Electrical Attacks</i>	Very Common
<i>Electrical + Magnetic Attacks</i>	Very Common
<i>EMP Attacks</i>	Uncommon
<i>EMR Attacks</i>	Very Common
<i>Energy Attacks (All)</i>	Very Common
<i>Explosive Attacks</i>	Very Common
<i>Fiery Explosions</i>	Uncommon
<i>Fire (for Susceptibility)</i>	Common
<i>Fire Attacks</i>	Common
<i>Fire Attacks + Heat Attacks</i>	Common
<i>Gas Attacks</i>	Common
<i>Gas + Poison Attacks (same as Chemical)</i>	Common
<i>Heat, High (natural, for Susceptibility)</i>	Uncommon
<i>Heat + Sunlight (natural, for Susceptibility)</i>	Common
<i>Heat Attacks</i>	Common
<i>Heat Attacks + Fire Attacks</i>	Common
<i>High-Tech Attacks</i>	Very Common
<i>Iron Attacks + Steel Attacks</i>	Very Common
<i>Light-Based Attacks</i>	Uncommon
<i>Magic</i>	Very Common
<i>Magic, Anti-Undead</i>	Uncommon
<i>Magic, Hebrew</i>	Uncommon
<i>Magic, Law-Based</i>	Uncommon
<i>Magic, Undead</i>	Uncommon
<i>Magnetic Attacks</i>	Uncommon
<i>Magnetic Fields</i>	Uncommon
<i>Melee Attacks, Physical/Normal</i>	Very Common
<i>Mental</i>	Very Common
<i>Particle Beam Attacks (same as Blasters)</i>	Very Common

<i>Physical Contact w/Ferrous Metal*</i>	Uncommon
<i>Physical Attacks (All)</i>	Very Common
<i>Physical Contact w/Silver*</i>	Uncommon
<i>Plasma Beams</i>	Uncommon
<i>Pleasurable Attacks</i>	Uncommon
<i>Poisons</i>	Uncommon
<i>Psychic/Psionic Attacks:</i>	Very Common
<i>Radiation Attacks</i>	Uncommon
<i>Sonics</i>	Uncommon
<i>Spirit Attacks</i>	Uncommon
<i>Sugar, Processed, Ingested*</i>	Very Common
<i>Sunlight Attacks</i>	Uncommon
<i>Undead Attacks</i>	Common
<i>Variable Attack/Special Effect**</i>	Uncommon
<i>Water Attacks</i>	Uncommon
<i>Water Attacks + Cold Attacks</i>	Common
<i>Wood-Based Attacks</i>	Uncommon
<i>Wood-Based + Silver-Based Attacks</i>	Uncommon
Special Situations	
<i>Ambushes + Treacherous Attacks</i>	Very Common
<i>Attacks When Obviously Outclassed***</i>	Common
<i>Electrically Grounded —</i>	
<i>If a Flyer</i>	Very Common
<i>If a Non-Flyer</i>	Common
<i>Falling/Knockback Damage —</i>	
<i>If a Normal Character</i>	Very Common
<i>If a Predominantly High-Altitude Character</i>	Common
<i>Struck (HtH)</i>	Very Common
Specific Powers & Game Mechanics	
<i>Armor-Piercing Attacks</i>	Common
<i>Attacks With “Affect Desolid” Advantage</i>	Uncommon
<i>Dispel Magic</i>	Uncommon
<i>Drains</i>	Common
<i>EGO Attack</i>	Uncommon
<i>Entangles, EGO-Based (Mental Paralysis)</i>	Uncommon
<i>Find Weakness-Aided Attacks</i>	Uncommon
<i>Flash Attacks (Visual)</i>	Common
<i>Flash Attacks (All)</i>	Very Common
<i>Images, Visual</i>	Uncommon
<i>Images, All</i>	Uncommon
<i>Killing Attacks, Energy</i>	Very Common
<i>Killing Attacks, Physical</i>	Very Common
<i>Mental Illusions</i>	Uncommon
<i>Mind Control</i>	Common

<i>Mind Scan</i>	Uncommon
<i>PRE Attacks From Desirable Opponents</i>	Very Common
<i>Transform</i>	Uncommon

- * This presumes the character is constantly alert for the presence of this material and avoids contacting it in this fashion — hence Uncommon regardless of how common the material is. In the case of sugar, detection and avoidance are much more difficult, thus Very Common.
- ** This refers to a character who has a vulnerability or susceptibility to a different sort of attack or special effect in every extended storyline; it is Uncommon, regardless of the commonality of the material chosen, because it's more difficult for other characters to determine its nature and bring it to bear against the character.
- *** This can vary according to the power level of character. At most power ranges, it's Common, but can be Very Common for unusually weak superheroes and Uncommon for extremely high-powered characters.

Vulnerability

This Disadvantage is not commonly available to Heroic-level characters.

COMBAT AND ADVENTURING

Entering Combat

Combat Sequence

In my campaigns, I arrange characters on the Combat Order Sheet in DEX order. Ties are broken by SPD. Further ties — of which there are many — are broken by my own arbitrary criteria (a combat-oriented character will go before a non-combat-oriented one; an experienced character will go before a less-experienced one; specific conceptions, such as super-speed, can give a character an advantage in the listing). However, characters at this level of similarity are treated as being simultaneous, or nearly so, when they're trying to work against one another.

When performing movement and combat, the player should:

- (1) State his character's movement;
- (2) State his character's combat maneuver, both in what-we-see and what-the-specific-**Champions**-maneuver-is terms;
- (3) Calculate and state his OCV;
- (4) Roll to hit;
- (5) If the attack hit, roll Hit Location; and
- (6) If the attack hit, roll damage and calculate STUN.

Movement: Pushed Movement

To find out what your half-move is when you've Pushed a movement power, first calculate what your full move would be with the push, *then* divide by 2 to get the half-move.

Fighting

Combat Value and Attack Rolls: Figuring OCV and DCV

Several of my campaigns routinely have OCV maxima imposed upon them. This means that regardless of how many skill levels, situation bonuses, weapon and maneuver bonuses the character adds to his base OCV, his adjusted OCV (before situational penalties) cannot exceed the campaign OCV maximum.

Example: The Age of Heroes campaign OCV maximum is 13. Strophios has a DEX of 28 (base OCV 9). He has +3 levels with all combat and +3 with bows. If he uses a bow and pours everything on OCV, he has an OCV of 15. But the campaign maximum is a 13, so his shot will be at OCV 13.

Skill levels can be applied to Range Modifiers without counting against OCV limits. However, they cannot be applied to penalties for aiming at specific hit locations without counting against OCV limits. Were Strophios to put his six levels into offsetting the OCV penalty of a head shot, thus having an OCV of 9 and only a -2 penalty for a head shot, he's really getting an OCV of 15, after all.

Surprise bonuses are not affected by this rule. For instance, if a character is limited to a 13 OCV and has one, and uses a clever trick to get a temporary +2 OCV, he'll have a temporary 15 OCV. However, PCs shouldn't try to get surprise bonuses with every attack — or even in every combat. It would just annoy me.

There are no specific maxima imposed on DCVs in a campaign... though if I see a character's DCV getting out of hand, I'll either tell him to pare it back or will give every bad guy in the campaign lots of Area Effect and Explosive attacks.

Combat Modifiers: Autofire

Characters with autofiring attacks can now fire at multiple targets with a burst and have a chance to hit each target multiple times.

When attempting this, the attacker nominates his targets and indicates how many bullets/attacks from the burst are intended for each target — e.g., “Two against him and three against her.” When firing, the attacker rolls to hit once per target, at a minus equal to the number of targets (e.g., two targets equals a -2); then, for every 2 by which the attack roll was made, an additional bullet/attack also hits.

Note that this is a playtest-level rule; if, after adequate playtesting, we decide that it doesn't work, we'll institute a new rule.

Combat Modifiers: Coordinated Attacks

In **Champions**, any two characters who have fought and trained together can coordinate attacks (see page 149 of the rulesbook). That's just a little too easy to suit me.

In my campaigns, any two characters who have fought and trained together can coordinate attacks if both successfully make an 8- roll. To have a better roll, the characters should buy a 3-pt DEX skill, “Coordinated Attacks.” The skill allows coordination with any one person. For +2 points, essentially jumping the skill from a 3-pointer to a 5-pointer, the skill allows coordination with a small group of people (such as a regular super-team).

The skill can be improved as usual with 2 Character Points improving the roll by 1. Points spent improving the roll do not also allow coordination with a new small group of people, or vice versa.

In certain circumstances, coordinated attacks can be used to gain a Surprise Bonus instead of combining STUN values.

Combat Maneuvers: Block

When an attack against a Block is a critical hit, the Block must also be a critical hit or it will have no effect.

In situations where the block was successful (but not critical) and the attack was

critical, the GM can optionally choose for the attack to hit the Blocking surface — shield, weapon, arm, whatever — rather than having to roll location.

Combat Maneuvers: Grab-By

This maneuver is a combination of Move-By and Grab. The attacking character moves past the position of his target and executes a Grab instead of a physical attack. He ends his movement beyond the target, at the limits of his combat move.

The Grab component takes a -3 OCV penalty (combined values of the Grab and Move-By), plus any additional penalties for the size of the object being Grabbed.

If the attacker is Grabbing at an object being held by another character and fails in his STR vs. STR roll, he takes an involuntary Martial Throw into an adjacent hex.

This maneuver is also often used to rescue an innocent from the path of danger.

Combat Maneuvers: Rolling With a Punch

This maneuver may only be used in my superhero campaigns (**Strike Force** and **Shadows**). Even there, it may not be Aborted to; it can only be performed during a delayed action or when both parties act on the same DEX/SPD point on the chart.

Skill Use in Combat: Acrobatics

Characters who suffer Knockback effects can use Acrobatics skill to end their Knockback movement back up on their feet (or in any pose the GM accepts as appropriate).

When a character with Acrobatics takes Knockback, he can make an Acrobatics roll with a penalty equal to the amount by which he was hit. (E.g., if it required a 10 to hit him and the roll to hit was an 8, he was hit by 2, and thus suffers a -2 penalty to his Acro roll.) On a successful roll, he is able to end his Knockback movement on his feet.

Determining Damage

Taking Damage

In campaigns which use hit locations, damage is applied in the following order. Once the Damage and Location Are Rolled:

- (1) Apply Defenses to BODY Damage
- (2) Apply Location Multipliers to BODY Damage
- (3) Apply Location Multipliers to STUN Damage
- (4) Apply Defenses to STUN Damage

Example: A Killing Attack for 7 BODY hits a Head Location which is protected by 4 Def Armor; the character hit also has 6 PD.

- (1) Apply Defenses to BODY Damage: $7 \text{ BODY} - 4 \text{ Def} = 3 \text{ BODY}$.
- (2) Apply Location Multipliers to BODY Damage: Head Location is x2, thus $3 \text{ BODY} \times 2 = 6 \text{ BODY}$. The character has taken 6 BODY.
- (3) Apply Location Multipliers to STUN Damage: Head Location is x5 STUN, thus $7 \text{ BODY} \times 5 \text{ STUN} = 35 \text{ STUN}$.
- (4) Apply Defenses to STUN Damage: $35 \text{ STUN} - 4 \text{ Def} - 6 \text{ PD} = 25 \text{ Stun}$.

The character ends up taking 6 BODY and 25 STUN after defenses.

Effects of Damage: Stunning

In **Champions**, when a character is Stunned, he loses his next active phase — he is said to be recovering from being Stunned. In the official rules, he does nothing but lie/stand there at 0 DCV and regain the ability to move on his next active phase.

In my campaigns, this phase used to recover from being Stunned is also a normal Recovery; the character gets back his REC score in lost END and STUN.

Effects of Damage: BODY Loss and STUN Loss

A character who has sustained BODY loss also loses STUN. For every 1 BODY lost, the character also loses 2 STUN. This STUN remains lost until the character recovers the BODY.

Optional Effects of Damage

I use some but not all of the Optional Effects of Damage rules.

Wounding

No. Actually, that's an oversimplification. I sometimes impose them on characters, PCs and NPCs alike, *out of combat*, for dramatic effect, to underscore the severity of an injury.

Hit Locations

Yes, in all heroic-level campaigns — but not in superheroic campaigns like **Strike Force** and **the Shadow Warriors**. However, I sometimes call on players in superheroic campaigns to roll hit locations anyway, just for visualization purposes; these attacks do not get extra or reduced damage for hitting specific hit locations.

Placed Shots

Yes, in all heroic-level campaigns.

Sectional Defense

Yes, in all heroic-level campaigns.

Impairing/Disabling

Yes, in all heroic-level campaigns, but I won't always check for them — only when I remember to, or wish to establish impairing or disabling wounds for dramatic effect.

Knockdown

No.

Bleeding

Not regularly. In heroic campaigns, I sometimes impose the Bleeding rules on characters, PCs and NPCs alike, out of combat, for dramatic effect, to underscore the severity of an injury, or to decide an NPC's fate.

Knockback

Yes.

In superhero campaigns, these rules are used straight.

In heroic-level campaigns, very modified rules are used: Roll the dice against the BODY done by the attack, as usual; if any Knockback is indicated, the victim is knocked down in his current hex. It is possible for him to be thrown back when struck with blunt weapons such as fists, clubs, etc. (not spears, axes, swords, or the like): Divide the indicated Knockback distance by 5 (round all fractions down) to determine actual distance traveled.

Example: Orgetorix hits a warrior of Chitlacan with his bronze-bound club. He does 12 BODY (Killing). He rolls 3d6 to determine Knockback and rolls a 4, indicating 8" of Knockback. Dividing 8" by 5, we get 1.6, which rounds down to 1" of actual distance traveled.

Worsening Wounds

When a wounded person (one who has any wound worth 2 BODY damage or more, or who has lost more than 2 BODY in minor 1-BODY injuries) exerts himself, there is a chance he will worsen a wound. Exerting himself includes any attempt to Push, any all-out attack, or any action the GM feels has a chance of worsening wounds the character has taken.

Roll 3d6; if the magic number (below) comes up, the character takes an additional +1 BODY damage to his worst wound. The GM can arbitrarily decide that a different wound is worsened if circumstances are appropriate.

The rolls:

8- if the character has lost from 2 BODY up to 1/3 his BODY

11- if he has lost more than 1/3 BODY up to 2/3 his BODY

14- if he has lost more than 2/3 his BODY

Recovery**Holding Breath and Drowning**

In **Champions**, drowning/suffocating characters spend 1 END per phase they hold their breath, plus any END they use for other tasks while holding their breath. This has the unfair function of making faster characters drown more swiftly than slow-moving louts, though it's somewhat corrected by the rule about voluntarily lowering one's speed to 2.

In my campaign, characters who are holding their breath in Phase 12 lose 5 END in the post-12 recovery instead of receiving a recovery.

Endurance

Endurance in Superheroic and Heroic Campaigns

In all my campaigns, END is expended at a base rate of 1 per 10 points of STR or superpower (or 5", in the case of a movement power). **Empire Club** characters expend END for Strength at the same rate as **Strike Force** characters.

Pushing

In my campaigns, any time a character Pushes, he spends +10 Endurance. This is true even when a character does not roll his EGO well enough to Push for the full +10 points, or when he completely fails his EGO roll and cannot Push at all — the END expenditure is the same.

Vehicle Combat

For the time being, the 4th edition Vehicle Combat rules will be used, with one exception: The “Damage to Vehicles” location chart (page 192) is excommunicated and stripped of name and titles. Instead, we’ll use the chart below, which is based on the old **Champions II** combat location chart:

Vehicle Hit Locations Chart		
Roll	Location Hit (Effects Take Place If BODY Gets Past Armor)	To Hit Modifier
3-4	<i>Front Wheels/Controls</i> If ground vehicle, roll 1d6 — 1-3 means Front Wheel Hit 4-6 means Controls Hit All other vehicles: Controls are Hit Front Wheel: 1 BODY blows wheel (armored wheels might not be destroyed), resulting in -3 to driving rolls, -5" to combat speed Controls: Roll 1d6 1 means Controls Lost, Vehicle Locked on Current Maneuver 2-6 means -3 to piloting rolls	-7
5-6	<i>Engine</i> -5" to Combat Movement	-6
7-10	<i>Chassis</i> Damage Goes to Vehicle’s BODY Total	-7
11-12	<i>Passengers</i> All passengers roll 1d6 Low roller is hit by the damage Low rollers who tie re-roll	-6
13	<i>Vehicle Equipment</i> Roll randomly between all vehicle systems, or choose the one with the largest active point value; vehicle loses that system	-6
14	<i>Cargo</i> Roll 1d6 for every significant piece of cargo; low roller is hit by the damage, re-roll low ties	-7
15-16	<i>Fuel Tank</i> GM’s discretion on damage results, based on severity and special effects of damage, character Luck/Unluck, etc; Possible Results: Loss of max range, fumes in cockpit, fire, explosion	-6
17-18	<i>Rear Wheels/Controls</i> As Front Wheels/Controls, above	-7
Attack From Side: Roll 3d6. Attack From Front: Roll 2d6+1. Attack From Rear: Roll 2d6+6.		

Crashes and Defenses

A problem I have with vehicles involves the miraculous powers of vehicular armor. It acts like Force Wall armor — if the BODY damage doesn't get through, no STUN damage gets through. This leads to situations where only a character with only a little vehicular armor is more durable than heroes with two or three times that amount of personal armor.

The remedy comes in three parts.

(1) **Characters in vehicles take the usual damage from Knockback.** Vehicle armor should protect passengers from the results of impacts, but not from the damage brought on by suddenly traveling in an unexpected direction. Delta vee is nasty stuff. Therefore, damage to characters for Knockback is assessed normally, *with the vehicle armor **not** protecting them.*

(2) **Characters in vehicles take Knockback damage twice.** Anyone who has been in a substantial vehicle accident knows that you take damage at least twice: Once when you take the first impact and suddenly change directions, and once when you come to a stop, particularly if that stop is abrupt.

With these rules, a character in a vehicle would take damage twice when receiving Knockback.

The first damage results from the initial delta vee. It's calculated at 1d6 per 1" knocked back, as if the vehicle were knocked back into an upright surface.

The second damage results from hitting the ground or a surface when coming to rest. This is calculated the normal way: 1d6/1" KB if the vehicle hit an upright surface or another vehicle, 1d6/2" KB if the vehicle hit the ground.

(3) **Growth and density increase add to victim Knockback in move-through attacks.** If a character or vehicle has Growth or Density Increase, it will inflict more Knockback with a Move-Through attack. The amount of additional Knockback is identical to the amount of Knockback the character is resistant to because of his powers. If the character takes 2" less Knockback because of his density, he inflicts 2" more Knockback with a move-through attack.

It's very important to remember that this bonus only results from move-through. No other attack form need apply.

Then, of course, there's the question of seat belts and other restraints. Seat belts and other harnesses are rated in PD. The standard lap belt would be worth about 4 PD, lap-and-shoulder 5 PD, and a more elaborate professional harness 6 PD. Harnesses and restraints can't protect more than 6 PD. Really involved protection for the passenger compartment would not be bought as PD, but as Damage Reduction, so whatever damage got through the hapless passenger's defenses would be reduced but never eliminated.

The intended result of all these rules is to make vehicle combat a bit more dangerous and make vehicle-based characters less sure in the awesome armor properties of their vehicles. Here, particularly massive blows would throw vehicles around, jarring their occupants and resulting, if nothing else, in some STUN damage. Collisions between vehicles, particularly head-on, would be particularly brutal.

Weapons and Armor

Melee Weapons: Damage of Melee Weapon: Heroic Campaigns

The official rule on STR Minima says that a character takes a -1 OCV penalty for every 5 points his STR falls under the weapon's listed STR minimum.

The *house* rule is far more punitive. Here, a character takes a -1 OCV penalty for every 1 *point* his STR falls under the weapon's listed STR minimum.

Additionally, this rule applies to most **Ranged Weapons** as well, representing such things as a bow that is too hard to draw or a gun that kicks so hard that it dramatically affects the firer's aim.

Supplemental Rules: Ninja Hero

Combat Maneuvers (Permitted)

The following clarifications from the "Combat Maneuvers" chapter of **Ninja Hero** (starting page 73) are in effect in all campaigns:

Blocking For Someone Else (be in range of attacker *or* target, Block at -2 to OCV)

Choke Hold (choked character can't speak if maneuver affects him, choke can be continued to kill unconscious victim)

Disarm (not automatically successful if hits/requires STR vs. STR, wielder of two-handed weapon is as +5 STR to resist Disarm, Disarm doesn't automatically thwart incoming simultaneous attack)

Grab (grab & block to move victim into path of attack, grab & control to turn him so he cannot attack <beat him in STR vs. STR by 2 or more BODY>, grab & redirect to attack other target with his weapon <win STR vs. STR to do this, do only base weapon damage>, grab & shove <STR vs. STR success means he goes back 1", with you still holding on>, grab & squeeze <head locations do standard extra damage, and location 5 cuts off breath>, grab & throw <standard as per **Champions**>, grabbing & hit locations <in campaigns which use hit locations, standard Grab doesn't automatically immobilize victim's arms as in **Champions**>, grabbing & combat values <grabbed character at 1/2 DCV unless only one limb is grabbed, whereupon he is -1 to DCV>, grappling & weapons <grabbed character uses medium weapon at -2 to OCV, long weapon at -4 to OCV>)

Grab Weapon (grabbing weapon does not affect DCV of either character)

Haymaker (can be used with killing-attack weapon, add +1 DC from each +1d6 normal, still can't more than double base DC value of weapon, can't combine Haymaker with other maneuver)

Martial Escape (works against Entangles)

Move By/Move Through (usable with killing-attacks; move-by adds 1 DC/5", move-through add 1 DC/3", added damage cannot more than double base DC value of weapon, characters take normal damage equivalents from move-through)

Nerve Strike (nerve strikes can impair or disable specific hit locations)

Pulling a Punch (martial attacks can be pulled)

Sweep (can be used in unarmed combat and combined with martial arts maneuvers)

Takeaway (can immediately toss taken weapon to a nearby friend)

Throw (successful throw does not automatically thwart simultaneous incoming attack; acrobatics at -3 can successfully resist Throw element of maneuvers; some super-powers can, too, but user of powers usually has to be consciously resisting)

Weapon Bind (successful maneuver binds weapon against user's body; followed by STR vs. STR; bind continues if binder wins STR vs. STR, otherwise defender breaks free; when bind in effect, if attacker wins another STR vs. STR, can shove opponent back 1"; defender can automatically break bind by retreating 1"; characters in Bind are at full OCV/DCV vs. each other but 1/2 DCV against attacks from other parties)

Combat Maneuvers (Not Permitted)

The following clarifications from the "Combat Maneuvers" chapter of **Ninja Hero** are *not* available in most campaigns:

Blocking and Missile Deflection

Cover (Easily Breaking Out Of)

Critical Hits

Most of my campaigns use the old Critical Hits rule, reprinted on page 82 of **Ninja Hero**. When a character makes a to-hit roll that is less than half what he needs to hit, he does maximum damage for the attack. This only applies to attacks against animate targets; attacks against inanimate objects are only critical on a to-hit roll of 3, 4, or 5.

Critical hit rules are now used in all my Hero System campaigns (previously, they were used in all hero-level but not superhero-level campaigns).

Additional house rules:

If an attack is Area Effect or Explosive and rolls a critical hit, it does not automatically do maximum damage; the attack gets +1 point of damage per die. (In normal damage attacks, a "5" on a die is upgraded to a "6" and the die does do an extra point of BODY.) An exception: If the attack roll was a natural 3, the attack does do maximum possible damage *in the target hex* and gets the standard +1 point of damage per die across the rest of its effect area.

A character can declare, before rolling to hit, that this attack can't do a critical hit. If a critical hit is rolled, normal damage is rolled — unless the attack roll was a natural 3, in which case the attack does maximum possible damage regardless of the attacker's wishes.

Ninja Hero Special Cases Rules

All **Ninja Hero** special cases rules are in effect in all campaigns, unless otherwise specified; note that those which pertain to Hit Locations don't apply to campaigns which don't use those rules.

Ninja Hero Optional Rules

The following **Ninja Hero** optional rules are in effect in all campaigns, except where otherwise specified:

Concealed Weapons and Gadgets (inobvious foci act as though hidden by Concealment skill roll of 13-)

Critical Hits (moved to separate headline above)

Healing (PS: Doctor can heal 1 BODY from each individual injury, once per injury; requires a minute or two per wound, requires bandages; Paramedic roll does not do this, but does stop further bleeding)

Hindering Circumstances (see **Ninja Hero** page 83 for chart)

Ignoring Opponents (if you run full-speed past opponent who is holding an attack against you, you are at only 1/2 DCV; if you stop in hex adjacent to him, you can have full DCV)

Interposing (see **Ninja Hero** page 84; complicated rules, recommended only for very special circumstances)

STR Minima on Weapons (damage for all H-t-H weapons is increased at +1 DC per 5 STR over STR Minimum)

Weapon Lengths (weapon ranges 1" for short/medium weapons, +1"/+2" for long weapons; in heroic-level campaigns only, -1 to -2 OCV for attacking vs. a longer weapon; longer weapons can be disadvantageous in enclosed spaces)

THE AGE OF HEROES CAMPAIGN

AGE OF HEROES GROUND RULES SHEET

Starting Points for PCs:	50/75/100*
Recommended Maximum Disad Pts for PCs:	50/75/100*
Recommended Maximum Points From One Type of Disad:	50
Characters Have Normal Characteristic Maxima Disad Worth 0 pts	Yes
Characters Can Carry Normal Equipment For 0 Pts.	Yes
Campaign Uses Hit Locations Chart:	Yes
Campaign Uses Damage Mods from Hit Loc. Chart:	Yes
Knockback Rules Used:	Yes**
Critical Hits Rules Used:	Yes
Long-Term Endurance Rules Used:	No#
Pushing: (1) Automatic +10 (2) EGO Roll = +5, +1/1:	2
Character May Only Use (INT/5) Powers At a Time:	Yes
Can PCs Buy Bases With Pts.:	No
Can PCs Buy Vehicles With Pts:	No
Campaign Morality:	
(1) Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear-cut; (3) Some cross-over between Good vs. Bad; (4) There is little distinction between good and bad; (5) Morality is always in shades of gray	2
Realism:	
(1) Very Romantic; (2) Romantic; (3) Neutral; (4) Realistic; (5) Extremely Realistic	1
Character Limits:	
Attack Damage Classes:	n/a
Maximum OCV (DEX + Skill Levels):	13/15#
Maximum PD/ED:	n/a
Maximum Skill Rolls:	n/a
* 50 pts is Lesser Hero. 75 pts is Hero or Greater Hero, 100 pts is Demigod, all requiring appropriate Package Deals; Demigod requires special permission from the GM.	
** As described above, under "All Campaigns"	
# LTE Rules not used, but Magic requires LTE-like limitation	
## Characters with less than 100 points of experience use the number left of the slash; characters with 100 or more points of experience use the number right of the slash.	

CHARACTER CREATION

Skills

Literacy

Literacy is not free; it costs 1 pt per writing type. (Greek and Minoan count as one writing type.)

Martial Arts

Five martial arts are commonly available to Achaean heroes: Ancient Boxing, Pankration, and Wrestling (from **Ninja Hero**), and Minoan Fencing and Weapons Combat (below). Egyptian priestly characters can make an argument for Staff-Wrestling (below). Those who survived the Etruscan gladiatorial world might be able to take the Weapon Master Package Deal (*Adventurers Club #17*, page 25, by Mark Bennett). But players need to consult with me before taking maneuvers from any of these latter two arts.

Fencing, Minoan

This is the art of the sword, as developed by the Minoans for use with their unusual rapiers. It works with other sorts of swords as well.

Minoan Fencing is automatically designed for use with the Blades weapons group, which is its default form. Its maneuvers may not be bought for other classes of weapons or for use in unarmed combat.

Fencing, Minoan

Used with Blades Weapons Group; Blades Weapon Element is Free

Maneuver	Pts	OCV	DCV	Damage/Effect
Bind	4	+1	+0	STR +10; Bind
Disarm	4	-1	+1	Disarm; +10 STR to Disarm Roll
Lunge	4	+0	+2	STR +2d6 Strike (+1 DC/K)
Parry	4	+2	+2	Block, Abort
Slash	5	-2	+1	STR +4d6 Strike (+2 DC/K)
Thrust	5	+1	+3	STR Strike

Skills

KS: Fencing

WF: Blades *

WF: Off-Hand

Style Disadvantage -10

Optional Rules: The Fleche, Lunge, Slash and Thrust take location rolls of 3d6 when used with a medium or long blade, or 2d6+1 when used with a short blade (like a dagger or short sword); the other maneuvers do not take location rolls.

Staff-Wrestling

This is a martial art taught by, and only to, Egyptian priests. It was principally a form of exercise for staying healthy, only secondarily a combat style. It consists of numerous stretching and meditative techniques. Its combat form made use of escape maneuvers, kicks (including groin kicks), wristlocks, takedowns, throws and pins, and a variety of staff attack forms.

Staff-Wrestling

Maneuver	Pts	OCV	DCV	Damage/Effect
Escape	4	+0	+0	+15 STR vs. Grabs
Groin Kick	4	-1	+1	2d6 NND(1)
Kick or Punch	3	+1	+0	STR +2d6 Strike
Takedown	3	+1	+1	STR Strike; Target Falls
Wristlock	3	-1	-1	Grab, +10 to STR for holding on

Skills

KS: Healer (Doctor)

KS: Staff-Wrestling

KS: Priest of Egyptian Deity (Player Choice) *

WF: Quarterstaff

Elements

Weapon	+1	Use Art with Staff (Punch, Takedown Maneuvers Only)
--------	----	---

Style Disadvantage	-10
---------------------------	-----

The practitioner can decide each round whether the “Kick or Punch” maneuver will be a Kick or a Punch. The Punch can be used with a staff.

Optional Rules: The Groin Kick automatically takes a Vitals location, but gets no extra damage for that location.

The Kick takes a 2d6+7 location roll, and the Punch takes a 2d6+1 location roll. (Alternatively, at the GM’s discretion, the maneuver can take a 3d6 location roll, with high locations probably coming from punches and low locations probably resulting from kicks.)

The Wristlock is automatically a location of 7 (Wrist), though this has no effect on combat.

The other maneuvers do not require location rolls.

Weapons Combat

Weapons Combat represents Mediterranean weapons fighting styles. Not all characters should have this martial art. This is the art of very well-trained and experienced warriors, not occasional or inexperienced fighters.

When buying Weapons Combat, the character chooses one weapon type (from the list of Weapons elements) with which he can use the maneuvers. That choice is free. Further Weapon Elements, as usual, cost 1 pt each.

Weapons Combat

Maneuver	Pts	OCV	DCV	Damage/Effect
All-Out	5	+1	-2	Strike +4 DC (+2 DC/K)
Attack	4	+0	+2	Strike +2 DC (+1 DC/K)
Charge	4	+0	-2	Strike +2 DC (+1 DC/K) +v/5, FMove
Defend	4	+2	+2	Block, Abort
Probe	5	+1	+3	Strike
Resist	4	+0	+0	+15 STR Resist Shove; Block, Abort
Shove	4	+0	+0	+15 STR Shove

Skills

WF: Common Melee Weapons (it is mandatory that the character know how to use any weapons for which he's taken the Weapon Element, below)

WF: Staves

Elements

Weapon	+1	Use Art With Axes, Maces, Picks
Weapon	+1	Use Art With Blades (Swords & Daggers)
Weapon	+1	Use Art With Clubs
Weapon	+1	Use Art With Pole Arms
Weapon	+1	Use Art With Shields
Weapon	+1	Use Art With Staves

Style Disadvantage	-10
---------------------------	-----

Optional Rules: When the character is using Short weapons, attacks take a 2d6+1 location. When the character is using Medium or Long weapons, attacks take a 3d6 location.

Swimming

Characters don't start off knowing how to swim; it costs 1 pt for the first 2". (This 1 pt constitutes "Familiarity with Swimming.")

Weapon Familiarities

Common Melee Weapons include unarmed combat, clubs, axes (one-handed and two-handed), pole arms (javelins, spears, and tridents), staves, and swords.

Common Missile Weapons include bows, javelins, slings, spears, thrown axes, and thrown knives.

Perquisites

Contact, Favor

These are not purchased, or quantified with points; they are a function of the campaign storyline.

Right to Marry

To buy this, a character would first have to buy KS: Priest.

Wealth

This is not purchased, or quantified with points; it is a function of the campaign storyline and character background.

Powers

“Powers” in the **Age of Heroes** campaign means either Special Powers, Characteristic Maxima Powers, or Magic Spells.

Special Powers

Powers are bought as standard **Champions** powers. GM’s approval is required for all of them; they should be neat and highly individual (no two characters should have similar Special Powers). I will frown on most Special Powers that are highly combat-oriented (like natural Armor).

Each character should have only one Special Power. Some characters may buy two or more if the results and special effects are very tightly woven and they can convince the GM to allow it. Many characters may be granted additional Special Powers (after play begins) by the gods-that-be, or will have some because of Package Deals.

Special Powers should be built with a minimum of 10 real character points.

See **Mythic Greece**, page 26, for examples of appropriate Special Powers.

These are all built under 1st Edition **Fantasy Hero** rules and would have to be updated if taken today.

Specific Powers

*The following powers are not appropriate for **Mythic Greece**-style Special Powers, and may not be bought: Damage Resistance, Desolidification, Dispel, Duplication, EGO Attack, Energy Blast, Entangle, Extra-Dimensional Movement, Extra Limbs, Faster-Than-Light Travel, Flash Defense, Force Wall, Growth, Hand-to-Hand Attack, Images, Invisibility, Killing Attack — Ranged, Mental Defense, Mental Illusions, Mind Scan, Regeneration, Stretching, Superleap, Suppress, Teleportation, Tunnelling.*

The following powers suffer these restrictions when bought as Special Powers: Armor (two Hit Locations must be unprotected by the Armor, -1/4); Flight (choose one limitation: Foulable Wings -1/2, or Limited to Horizontal Surfaces -1); Heal/Aid (it activates very slowly: Only 1d6 Applied Every 10 Minutes, -1 1/2); Killing Attack — HKA (no more than 1/2d6K, which has no limitation value, and must have Reduced

Penetration, -1/4); Mind Control (it may only be used to create or enhance specific emotions, not to control someone's actions: -1/2 to create/enhance emotions only, or -1 to affect only one defined emotion); Summon (limited to animals which exist in the area, -1; Telekinesis (STR cannot exceed character's current STR, -1/2, Reduced Penetration, -1/4, No Squeeze, -1/4, other limitations as GM decrees)

Characteristic Maxima Powers

A character could take a Characteristic Maxima power for his Special Power. This is the same as a set of Increased Characteristic Maxima for a Package Deal.

However, since **Champions** 4th Edition drastically increased the cost of raising Characteristic Maxima in a Package Deal, these powers are no longer legal in straight 4th Edition campaigns. They will, on the other hand, remain legal in the **Age of Heroes** campaign.

Great Beauty: PRE Maximum 40, COM Maximum 40. Cost: 10 points.

Great Cunning: EGO Maximum 30, INT Maximum 30. Cost: 10 points.

Great Dexterity: DEX Maximum 27, SPD Maximum 5. Cost: 10 points.

Great Prowess: STR Maximum 30, DEX Maximum 24, SPD Maximum 5. Cost: 10 points.

Great Strength: STR Maximum 40, PD Maximum 17. Cost: 10 points.

Great Vitality: STR Maximum 30, CON Maximum 25, BODY Maximum 25. Cost: 10 points.

If you're curious, under 4th Edition **Champions**, bought as Characteristic Maxima increases for Package Deals, these would cost: **Great Beauty:** 30 pts. **Great Cunning:** 30 pts. **Great Dexterity:** 31 pts. **Great Prowess:** 32 pts. **Great Strength:** 29 pts. **Great Vitality:** 30 pts. Or, bought as Aid power bonuses to the pertinent stats (Persistent, 0 END, Always On), they'd cost about 67 points each. (That's not as costly as it sounds, since it also includes about 30 points' worth of enhanced characteristics.) However, you needn't follow these price structures. In my campaign, each package costs 10 pts.

Magic Spells

A character may buy more than one spell. However, to be a spellcaster in the first place, he has to have the Sorcerer/Sorceress Package Deal (described later).

Spells are very restricted within the **Age of Heroes** setting.

Frameworks

Characters *cannot* buy magic spells within frameworks (Multipowers, Elemental Controls or Variable Power Pools).

Powers

*The following powers are not appropriate for **Mythic Greece**-style spells, and may not be bought:* Damage Resistance, Density Increase, Desolidification, Dispel, Duplication, EGO Attack, Energy Blast, Entangle, Extra-Dimensional Movement, Extra Limbs, Faster-Than-Light Travel, Flash Defense, Flight, Force Wall, Growth, Hand-to-Hand Attack, Images, Invisibility, Killing Attack — Hand-to-Hand, Mental Defense, Mental Illusions, Mind Scan, Regeneration, Stretching, Superleap, Suppress,

Telekinesis, Teleportation, Tunnelling.

The following powers suffer these restrictions when bought as spells: Heal (Aid) (it activates very slowly: Only 1d6 Applied Every 10 Minutes, -1 1/2); Killing Blast (requires the Concentrate 0 DCV <-1/2> and Extra Time, One Turn <-1> limitations); Mind Control (it may only be used to create or enhance specific emotions, not to control someone's actions: -1/2 to create/enhance emotions only, or -1 to affect only one defined emotion); Summon (limited to animals which exist in the area <-1>).

Advantages and Limitations

All spells must be bought with the following requirements on advantages and limitations:

Advantage: Reduced END cannot be taken at the 0 END level, only at the 1/2 END level.

Limitations: END Spent on Spells Recovers at REC/5 Hours (-1). Spells based on powers which cost no END must be bought with the Costs END limitation (-1/2).

Spells can alternately be built with END Batteries if those END Batteries have no REC scores — in other words, to buy more END for the battery, the character must lose more character points permanently. This approach is most appropriate for certain spells of unusual effect: Spells to raise the dead, to grant youth, to make the barren fertile, etc.

Exceptions

Gods do not have all the same limitations on spells which mortals do. They still have some: Gods cannot, for instance, use Dispel or Suppress powers.

Shapeshifters can sometimes violate the restrictions on Special Powers; if a shapeshifter's form naturally has a power which is forbidden by the rules above, the shapeshifter will probably still be able to buy the power in his shifted form.

Certain package deals may allow characters to buy Special Powers which violate the restrictions on Special Powers.

Power Level Package Deals

Demigod **100 pts — *Only By Special Arrangement With GM***

Required Skills/Powers	Pts
Luck	15
Special Power(s) of choice	10*
Required Disadvantages	Pts
Unluck, 3d6	-15
Hunted by Minions of Enemy God (11-, More Powerful, or As Powerful with NCI)	-20
Watched by Friendly God (11-, More Powerful, NCI, x1/2) **	-10
Distinctive Features (Choice; Not Concealable)	-15

Notes

* This marks the minimum number of points the character must spend on the ability; he may spend more

** This Disad was miscalculated in earlier editions, and should be 11- instead of 8-

Greater Hero **75 pts**

Required Skills/Powers	Pts
Luck	10*
Special Power of choice	10*
Required Disadvantages	Pts
Unluck, 2d6	-10
Hunted by Minions of Enemy God (8-, More Powerful, or As Powerful with NCI)	-15
Watched by Friendly God (11-, More Powerful, NCI, x1/2) **	-10
Distinctive Features (Choice; Concealable)	-10

Notes

* This marks the minimum number of points the character must spend on the ability; he may spend more

** This Disad was miscalculated in earlier editions, and should be 11- instead of 8-

Hero **75 pts**

Required Skills/Powers	Pts
Special Power *	10
Required Disadvantages	Pts
Distinctive Features (Choice; Concealable)	-10

Notes

* May have only one power; may only choose a Characteristic Maxima Power

Lesser Hero

50 pts

This character power level does not have any required abilities or limitations, and is ideal for the player who does not want the gods to mess with his character all the time.

Other Package Deals

All of these package deals can be taken with any of the above Power Level package deals.

When two package deals call for similar Watched or Hunted disadvantages with identical point structures, the player can combine them into one Disadvantage. A Demigoddess whose patron is Apollo could also be a Sorceress whose patron is Apollo, for example: Only one Watched by Apollo would be necessary.

Amazon

Female Characters Only

Required Skills/Powers	Pts
KS: Home Territory 11-	2
Riding (Horse)	3
WF: Common Melee & Missile Weapons	4
Required Disadvantages	Pts
Paranoid About Men (Common)	-10
Distinctive Looks: Barbarian (Concealable)	-10

Probable Origin

Libya (Lake Tritonis), Amazonia, Saurmatia

Blood-Beast

Required Skills/Powers	Pts
Mind Control 8d6, 0 END (+1/2), Not in Daytime (-1), Concentrate 0 DCV (-1/2), Only to Make Oblivious or to Suspend Thought Processes (-1/2)	20
Clinging	10
Transform, Human (or Equivalent) to Blood-Beast (Major Transform), Cumulative (+1/2), Once/Day/Victim (-1/2), Not in Daytime (-1)	9
HKA 1d6, 0 END (fingernails)	22
Damage Reduction 50% Physical, Not in Daytime (-1)	15
Enhanced Senses: IR Vision	5
Required Disadvantages	Pts
Distinctive Features: Blood-Beast (Pallid, Menacing; Concealable, Major Reaction)	-15
Cannot Pass Through Portals Marked With Words Saying "Go Away" (Uncommon, Total)	-15
Cannot Voluntarily Cross Running Water or Open Sea (Infrequent, Fully)	-15
Must Drink Blood to Survive (1 pint/day, frequent)	-10
Susceptible, Direct Sunlight Falling on Skin (Common, Segment, 1d6)	-25

Probable Origin

Kalliste

Centaur**Male Characters Only**

Required Skills/Powers	Pts
KS: Home Territory 11-	2
Kick (Offensive Strike, -2 OCV +1 DCV +4d6)	5
Growth, 3 levels, Persistent 0 END, Always On (+15 STR, +3 BODY, +3 STUN, x8 Mass, -3" Knockback, -2 DCV, +2 bonus to others' PER rolls, x2 Reach)	20
Running +4" (10" Total)	8
STR Max is 30, Running Max is 15"	20
Required Disadvantages	Pts
Quick-Drunk (Infrequent, Fully)	-15
Reputation: Dangerous, Brutish (14-, Bad)	-20
Distinctive Features: Centaur (Not Concealable, Major Reaction: Fear or Belligerence)	-20
Optional Disadvantages	Pts
Uncultured (Common, Moderate)	-10

Probable Origin

Anywhere in the Mediterranean and Nearby Lands

Empusa	Female Characters Only
Required Skills/Powers	Pts
Life-Drain: Drain BODY, 1d6, Return @ 5 pts/week (+1 1/2), Fully Invisible (+1); Concentrate 0 END (-1/2), Extra Time 1 Turn (-1)	14
Shape-Shift (Limited Group of Shapes: Cow, Dog, Human Woman), Persistent 0 END, Extra Time To Activate 1 Turn (-1)	20
PS: Priestess of Hecate, 11-	2
Required Disadvantages	Pts
Distinctive Features: Empusa Form (Easily Concealable with Shape-Shift, Major Prejudice)	-10
Watched, Hecate (8-, More Powerful, NCI, x1/2)	-10
Must Flee When Insulted (Uncommon, Total)	-15
Must Kill One Human (or Equivalent) Per Month (Using Life-Drain) or Perish (Inf., Fully)	-15
Probable Origin	
Greece (especially Athens, Aegina), Caria/Lycia (Asia Minor)	

Myrmidon	Male Characters Only
Required Skills/Powers	Pts
Familiar: Common Melee and Missile Weapons	4
KS: Phthia or Aegina 11-	2
Tactics	3
Required Disadvantages	Pts
Distinctive Features: Myrmidon (Easily Concealable)	-5
Probable Origin	
Phthia, Aegina	

Nymph, Water	Female Characters Only
Required Skills/Powers	Pts
Familiarity with Swimming	1
KS: Home Waters, 11-	2
Life Support: Water-Breathing, Safe in Pressure	8
Swimming +3" (5" Total)	6
Talk to Sea-Life (one creature type, player choice):	
Telepathy 4d6, invisible (+1/2), 0 END (+1/2),	
One Animal Type Only (-2), Surface Thoughts	
Only (-1)	10
Characteristic Maximum: COM 30	5
Required Disadvantages	Pts
Distinctive Looks: Nymph (Lithe Build, Pointed Ears,	
Odd Hair Color; Concealable, Causes Lust)	-15
Optional Disadvantages	Pts
Watched, Patron God (8-, More Powerful, NCI, x1/2)	-10
Paranoia About Humans (Common)	-10
Probable Origin	
Any Seas, World-Wide	

Nymph, Wood	Female Characters Only
Required Skills/Powers	Pts
KS: Home Woods 11-	2
Stealth	3
Invisible to Sight Group, 0 END Persistent, Only When	
Adjacent to or within Trees (-2)	20
Running +4" (10" Total)	8
Characteristic Maximum: COM 30	5
Required Disadvantages	Pts
Distinctive Looks: Nymph (Lithe Build, Pointed Ears,	
Odd Hair Color; Concealable, Causes Lust)	-15
Optional Disadvantages	Pts
Hamadryad: Susceptible, Being Away From Personal Tree	
(Very Common, 3d6, Day)	-5
Watched, Patron God (8-, More Powerful, NCI, x1/2)	-10
Paranoia About Humans (Common)	-10
Probable Origin	
Any Forested Region in Mediterranean and Nearby Lands; Atlantis	

Priest/Priestess

Priest/Priestess requires no Package Deal, only the purchase of at least 2 points of PS: Priest(ess) (of specific deity). With many priesthoods (check with the GM), Literacy is also required.

Satyr/Silenus*Male Characters Only***Required Skills/Powers****Pts**

KS: Home Territory 11-

2

Stealth

3

Aid +10d6 PRE; Self Only (-1), For PRE Attacks Only

(-1/2)

20

Running +2" (8" Total)

4

Required Disadvantages

Distinctive Features: Satyr (Concealable, Prejudice)

-15

Reputation: Randy and Wild (14-, Bad)

-20

Probable Origin

Hellas, Asia Minor

Sprite, Land

Required Skills/Powers**Pts**

Detect Plants (Sense, Range, Discriminatory, 360°)

25

Luck 4d6

20

Required Disadvantages**Pts**Distinctive Features: Land Sprite (Small, Fair, and
Blond, Easily Concealable)

5

Reputation: Good Luck (8-, Often Leads to Slavery)

5

Probable Origin

Any Mediterranean Land, Atlantis

Sprite, Sea *Female Characters Only***Required Skills/Powers** **Pts**

Familiarity with Swimming (Base 2")	1
Enhanced Senses: IR Vision	5
HKA 1/2d6 (Bite), 0 END	15
Life Support: Breathes Water, Safe in Pressure	8
Swimming +5" (7" Total)	5

Required Disadvantages **Pts**

Distinctive Features: Sea Sprite (Webbed Fingers and Toes, Sharp Teeth, Pointed Ears, Easily Concealable, Major Reaction)	10
Reputation: Eat Humans (11-, Bad)	15

Probable Origin

Mediterranean Waters, European Atlantic Waters

Sorcerer/Sorceress**Required Skills/Powers** **Pts**

Magic Skill	3
Literacy	1
PS: Priest(ess) (of specific deity) 11-	2

Required Disadvantages **Pts**

Watched, Patron God (More Powerful, NCI, 8-, x1/2)	-10
--	-----

Triton *Male Characters Only***Required Skills/Powers** **Pts**

Familiar with Swimming (Base 2")	1
Armor, 2 PD/2 ED	6
Growth 2 Levels, Persistent 0 END Always On (x4 Mass, +10 STR,, -2" Knockback, +2 BODY, +2 STUN)	13
HKA 1/2d6 (Bite), 0 END	15
Life Support: Breathe Water, Safe in Pressure	8
Swimming +3" (5")	3
Characteristic Maximum: STR 35	15

Required Disadvantages **Pts**

Distinctive Features (Huge; Scaly Snake-Tail Legs; Sharp Teeth; Cold Eyes: Not Concealable, Major)	-20
--	-----

Probable Origin

Any Seas, World-Wide; Most Populous in Mediterranean (Especially Near Libya)

Other Package Deals

Other Forest Folk for which Package Deals have not yet been generated include:

Cyclopes, Giants, Griffins, Harpies, Djinni (Jann), Kariataurs, Lamias, Roanes, Selkies, and Sphinxes.

COMBAT

List of Weapons

Weapons commonly available in the campaign include:

List of Weapons

Weapon Name	OCV	Damage	STUN x	STR Min	Notes
Stick	+0	(2d6)	-	3	
Baton	+0	(3d6)	-	4	
Club	+0	(4d6)	-	9	1.5H
Large Club	+0	(5d6)	-	12	1.5H
Great Club	+0	(6d6)	-	14	1.5H
Bronze-Head Club	-1	2d6K	+0	12	1.5H
Javelin	+0	1d6K	+0	6	1.5H; Throw
Short Spear	-1	1 1/2d6K	+0	11	1.5H; Throw
Long Spear	-1	2d6K	+0	15	1.5H; Throw; +1" Reach
Great Spear	-1	2d6+1K	+0	15	2H; +2" Reach
Ship's Pike	-1	2 1/2d6K	+0	17	2H; +3" Reach
Short Trident	-1	1 1/2d6K	+0	14	1.5H; Throw; +2 OCV to Bind, Block, Disarm, Takeaway
Long Trident	-1	2d6K	+0	18	1.5H; Throw; +1" Reach; +2 OCV to Bind, Block, Disarm, Takeaway
Knife	+0	1/2d6K	+0	2	Throw
Dagger	+1	1d6-1K	+0	5	Throw
Shortsword	+1	1d6K	+0	10	
Sickle	+0	1d6K	+0	7	
Longsword, Cretan	+1	1d6+1K	+0	12	Burnout Roll Each Attack: On 16+, Sword Breaks
Axe, Amazon	+0	1d6+1K	+0	10	Throw
Axe, Utopian					
Blade	+0	1 1/2d6K	+0	13	
Backspike	+0	1d6K/AP	+0	13	Burnout Roll Each Attack: On 16+, Backspike Breaks
Axe, Cretan	-1	2d6K	+0	12	2H
Atl-Atl	n/a	+1 DC	—	—	Double Range on Javelin Throwing Distance
Box. Glove/Spiked	+0	+1 Pip K	+0	2	+3 Armor, Hands; Damage On Top Of Punching Damage
Rock, Huge	-2	2d6K	+0	22	2H; Throw
Bow, Light	+0	1d6K	+0	7	2H; Range 75"
Bow, Medium	+0	1d6+1K	+0	10	2H; Range 100"
Bow, Heavy	+0	1 1/2d6K	+0	12	2H; Range 125"
Bow, Very Heavy	+0	2d6K	+0	15	2H; Range 150"
Sling	+0	1d6K	+1	10	2H; Range 75"; -1 to Range Mod
Shield, Small	+1*	(2d6)**	-	8	+1 to DCV; 2 kg
Shield, Medium	+2*	(3d6)**	-	13	+2 to DCV; 4 kg
Shield, Large	+3*	(4d6)**	-	18	+3 to DCV; 7 kg

- * This OCV bonus is only for shield punch and shield rush maneuvers, explained later in this file.
- ** In the case of shield rush maneuvers only, it might be best to suspend the rule about not more than doubling the basic weapon damage; treat this damage precisely as if it were from the Hand-to-Hand Attack Power. In other words, a STR 20 shield-man running at 9" with a Large Shield for a shield-rush would do 11d6 normal damage: 4d6 for STR, 3d6 for velocity, and 4d6 for the shield. But this would *only* be the case with the shield rush maneuvers; other attacks using the shield could never more than double the shield's damage.
- # New weapon; added to list since last publication.

Throwing Distances

To determine how far a character can throw a spear or other throwing weapon, just calculate normally the amount of STR it takes to pick up a weapon and the distance the character's STR can throw that object.

However, instead of figuring out some weight value for the weapons in question, use this chart:

Weapon Thrown	Strength Reqd To Pick Up	Can Throw (Running/Standing/Prone):	
		If STR 10	If STR 13
Javelin	-30	32/16/8	34/17/8.5
Short Spear	-20	24/12/6	26/13/6.5
Long Spear	-10	16/8/4	18/9/4.5
Great Spear	0	8/4/2	10/5/2.5
Ship's Pike	10	0/0/0	2/1/.5
Short Trident	-10	16/8/4	18/9/4.5
Long Trident	0	8/4/2	10/5/2.5
Knife/Dagger	-30	32/16/8	34/17/8.5
Amazon Axe	-20	24/12/6	26/13/6.5

Distances on the last two columns are given in game inches.

If you use the third and fourth columns of this chart instead of calculating the excess STR from page 174 of **Champions**, do this: For every 5 STR your character exceeds the STR 10 or STR 13 value, add 4" distance for Running throws, 2" for Standing throws, and 1" for Prone throws.

The "Strength Required" value doesn't necessarily correspond to the weapon's actual weight; it's more a reflection of the ease with which the weapon is handled and thrown.

List of Armor

Achaean Armor

Armor Type	Locations	Defense	Weight
Helm	4-5	4	.5 kg
Skullcap	5	2	.1 kg
Byrnie	9-15	7	19.6 kg
Coat of Mail	9-14	3	4.6 kg
Breastplate	9-11	4	3.2 kg
Mitre	12	3	1.2 kg
Codpiece	13	3	.5 kg
Bronze Greaves	16-17	4	.8 kg
Linen Greaves	16-17	2	.4 kg
Boxing Glove	6	3	.5 kg
Bracers	7	2	.1 kg

Amazon Armor

Armor Type	Locations	Defense	Weight
Helmet	4-5	3	.4 kg
Body Armor	7-14	3	4.9 kg
Girdle	12-13	3	1.8 kg

Foreign Armor

Armor	Locations	Defense	Weight
Helm	4-5	4	.5 kg
Body Armor	9-13	4	5.8 kg

Shield Punch/Shield Rush

The **Fantasy Hero** (2nd Edition) rules for attacking with shields (page 100) are woefully inadequate. They say, "If a character attacks with his shield (a shield rush), he does his normal STR damage and he adds the shield's DCV Bonus to his OCV for his attack."

In the **Age of Heroes** campaign, the attack described is correct, but only one of several attacks possible with the shield. The attack they're describing merely involves standing where you are and smacking the opponent with the broad front of the shield; there are other ways to do it.

Shield Punch/Face: As described above. Strike maneuver, OCV bonus equal to shield's DCV bonus, attack does STR damage of attacker.

Shield Punch/Edge: Strike maneuver, OCV *minus* equal to shield's DCV bonus, attack based on size of shield and STR of attacker (shield is treated like any Normal Damage weapon):

Size of Shield	DCV (*)	Def/ BODY	STR Min	Damage (Edge)	Weight (kg)
Small	+1	5/3	5	(3d6)	2 kg
Medium	+2	5/5	13	(4d6)	4 kg
Large	+3	5/8	18	(5d6)	7 kg

* And OCV, with Shield Punch/Face, Shield Rush

Shield Rush (Head-On): Move-Through maneuver, OCV minus for movement rate (-V/5, as normal for Move-Through), OCV bonus equal to shield's DCV bonus, attack does STR damage of attacker plus 1d6/3" of attacker's movement rate (also normal for Move-Through). The Def value of the attacker's shield does count toward damage the attacker sustains from the shield rush.

Shield Rush (Clip): Move-By maneuver, OCV minus for Move-By maneuver (-2), OCV bonus equal to shield's DCV bonus, attack does 1/2 STR damage of attacker plus 1d6/5" of attacker's movement rate (normal for Move-Bys).

Shield DCV Bonuses and Shield-Rushes

Any time a shield is used in an offensive manner, the wielder of the shield loses its DCV bonus — but only for the duration of his combat maneuver. If an attacker makes an attack at his same DEX and SPD (because the attacker's characteristics are identical, or because the attacker used a Delay), the attacker does not have to contend with the shield's DCV modifier. However, once it's time for a new DEX/SPD combination, the defender's DCV returns to normal.

THE EMPIRE CLUB AND ZORANDAR CAMPAIGNS

GROUND RULES SHEET

Starting Points for PCs:	100/75*
Recommended Maximum Disad Pts for PCs:	100/75*
Recommended Maximum Points From One Type of Disad:	50
Characters Have Normal Characteristic Maxima Disad Worth 0 pts	Yes
Characters Can Carry Normal Equipment For 0 Pts.	Yes
Campaign Uses Hit Locations Chart:	Yes
Campaign Uses Damage Mods from Hit Loc. Chart:	Yes
Knockback Rules Used:	Yes**
Critical Hits Rules Used:	Yes
Long-Term Endurance Rules Used:	No
Pushing: (1) Automatic +10 (2) EGO Roll = +5, +1/1:	2
Character May Only Use (INT/5) Powers At a Time:	No
Can PCs Buy Bases With Pts.:	Yes
Can PCs Buy Vehicles With Pts:	Yes
Campaign Morality:	
(1) Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear-cut; (3) Some cross-over between Good vs. Bad; (4) There is little distinction between good and bad; (5) Morality is always in shades of gray	1
Realism:	
(1) Very Romantic; (2) Romantic; (3) Neutral; (4) Realistic; (5) Extremely Realistic	1
Character Limits:	#
Attack Damage Classes:	8/10##
Maximum OCV (DEX + Skill Levels):	13
Maximum PD/ED:	8/8
Maximum Skill Rolls:	15-

* In **Empire Club**, one character for each player at 100 pts, all others at 75 pts; in **Zorandar**, character points dictated by story role, most being 75 pts

** As described above, under "All Campaigns"

A character can exceed the listed limits in *one* ability in *one* category by two levels (i.e., to 10 DC in one attack, 15 OCV in one attack, PD or ED 10, or One Skill at 17-)

Characters with less than 100 points of experience use the number left of the slash; characters with 100 or more points of experience use the number right of the slash.

CHARACTER CREATION

Though the **Empire Club** campaign was originally built on **Justice, Inc.** rules, all characters should be revised to, and all new characters should be built on, **Champions** 4th Edition rules.

Skills

Not Available

Computer Programming.

Martial Arts

Boxing, Fencing, Football, and Wrestling are the most commonly-available martial arts.

Savate is mostly known in France but is still available.

Dirty Infighting is commonly-available but is not an upright, heroic style — remember that you're playing pulp-era *heroes* here.

Pro Wrestling is in its infancy as a style.

Classic Comic-Book/Generic Martial Arts is not a style, though nothing prevents a character from learning all its maneuvers.

Commando Training has not yet been synthesized.

Most others are available to sufficiently-convoluted or exotic backgrounds. Note that Jiu-Jitsu especially was taught all around the world even before WWII.

Perquisites

Most Perquisites are available (License to Kill is not).

Talents

Danger Sense, Find Weakness, and Universal Translator are unavailable; all other Talents are available to characters.

Powers

Super-powers are not generally available to **Empire Club** characters except as gadgets; a very few are available as **Ninja Hero**-style powers.

Gadgets

Characters who build gadgets should have the Inventor skill.

Character gadgets should fall into one of two categories:

(1) **Regular Equipment.** See any volume of the Doc Savage series for inspiration along these lines.

(2) **Plot-Driven Gadgets.** Sometimes — not often — the PCs will find themselves needing to resort to Super-Science development in order to thwart the Super-Science device built by an enemy. Such devices are often bulky, crude, strange, limited-use, and sometimes induplicable, but they get the job done.

Both types of gadgets will be carefully screened by the GM before being permitted in the campaign; such things need to be scrupulously monitored to make sure they don't unbalance the campaign or give it a non-pulpish flavor.

Ninja Hero Powers

If you have a character who is principally a martial artist, he can build powers according to the **Ninja Hero** rules for Heroic Campaigns, and sometimes for Heroic Martial Arts Campaigns (with special GM permission).

Power Frameworks

Gadget powers may not generally be built within Elemental Controls or Variable Power Pools. Multipowers are *sometimes* appropriate, but not often.

COMBAT

Ninja Hero Optional Rules

The following **Ninja Hero** optional rules are in effect in this campaign:

Casual Strength vs. Barriers (if half the attack damage penetrates barrier, the object on other side of the barrier takes full damage from the attack; the barrier does not reduce the attacks' damage at all)

THE NINJA HERO CAMPAIGN

GROUND RULES SHEET

Starting Points for PCs:	100
Recommended Maximum Disad Pts for PCs:	100
Recommended Maximum Points From One Type of Disad:	50
Characters Have Normal Characteristic Maxima Disad Worth 0 pts	Yes
Characters Can Carry Normal Equipment For 0 Pts.	Yes
Campaign Uses Hit Locations Chart:	Yes
Campaign Uses Damage Mods from Hit Loc. Chart:	Yes
Knockback Rules Used:	Yes*
Critical Hits Rules Used:	Yes
Long-Term Endurance Rules Used:	No
Pushing: (1) Automatic +10 (2) EGO Roll = +5, +1/1:	2
Character May Only Use (INT/5) Powers At a Time:	No
Can PCs Buy Bases With Pts.:	No
Can PCs Buy Vehicles With Pts:	No
Campaign Morality:	
(1) Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear-cut; (3) Some cross-over between Good vs. Bad; (4) There is little distinction between good and bad; (5) Morality is always in shades of gray	2
Realism:	
(1) Very Romantic; (2) Romantic; (3) Neutral; (4) Realistic; (5) Extremely Realistic	2
Character Limits:	**
Attack Damage Classes:	10
Maximum OCV (DEX + Skill Levels):	13
Maximum PD/ED:	8/8
Maximum Skill Rolls:	15-

* As described above, under "All Campaigns"

** A character can exceed the listed limits in *one* ability in *one* category by two levels (i.e., to 12 DC in one attack, 15 OCV in one attack, PD *or* ED 10, or One Skill at 17-)

CHARACTER CREATION

Skills

All skills described in the Skills chapter of **Ninja Hero** are available to PCs. (Some, like Ninja Clan Codes and Symbols, are only available to *some* PCs.)

Any character can build and buy *one* special maneuver from the Optional Martial Arts Design Rules.

Perquisites, Talents

Use **Ninja Hero** guidelines from the pertinent chapters of that rulebook.

Powers

Characters who want martial arts powers should build them according to the “Heroic Martial Arts Guidelines” from **Ninja Hero** (page 37).

Disadvantages

All PCs in the campaign should have the following Disad:

Hunted, Campaign Enemies, As Powerful, NCI, 14-: 25 pts.

COMBAT

Ninja Hero Combat Maneuvers Rules

The following clarifications from the “Combat Maneuvers” chapter of **Ninja Hero** are available in the **Ninja Hero** campaign:

Blocking and Missile Deflection (use Martial Block instead of ordinary Missile Deflection roll when missile deflecting)

Cover (covering maneuver not effective in **Ninja Hero** campaigns; covered character can make attack before coverer strikes if he can make a Fast-Draw better than coverer’s Visual Perception, or he can make Sleight of Hand better than coverer’s Visual Perception, or he can make DEX roll better than coverer’s DEX roll)

Ninja Hero Optional Rules

The following **Ninja Hero** optional rules are in effect in this campaign:

Casual Strength vs. Barriers (if half the attack damage penetrates barrier, object on other side of barrier takes full damage from the attack; the barrier does not reduce the attacks’ damage at all)

THE SHADOWS CAMPAIGN

GROUND RULES SHEET

Starting Points for PCs:	100
Recommended Maximum Disad Pts for PCs:	150
Recommended Maximum Points From One Type of Disad:	50
Characters Have Normal Characteristic Maxima Disad Worth 0 pts	Yes
Characters Can Carry Normal Equipment For 0 Pts.	Yes
Campaign Uses Hit Locations Chart:	Yes
Campaign Uses Damage Mods from Hit Loc. Chart:	Yes
Knockback Rules Used:	Yes*
Critical Hits Rules Used:	Yes
Long-Term Endurance Rules Used:	No
Pushing: (1) Automatic +10 (2) EGO Roll = +5, +1/1:	2
Character May Only Use (INT/5) Powers At a Time:	No
Can PCs Buy Bases With Pts.:	Yes
Can PCs Buy Vehicles With Pts:	Yes
Campaign Morality:	
(1) Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear-cut; (3) Some cross-over between Good vs. Bad; (4) There is little distinction between good and bad; (5) Morality is always in shades of gray	3
Realism:	
(1) Very Romantic; (2) Romantic; (3) Neutral; (4) Realistic; (5) Extremely Realistic	2
Character Limits:	**
Attack Damage Classes:	8 / 10 #
Maximum OCV (DEX + Skill Levels):	15 / 13 #
Maximum PD ED:	20 20 / 16 16 #
Maximum Skill Rolls:	17- / 15- #

* As described above, under "All Campaigns"

** A character can exceed the listed limits in *one* ability in *one* category by two levels (i.e., to 10 DC in one attack, 15 OCV in one attack, PD or ED 18, or One Skill at 17-)

Characters with less than 100 points of experience use the number left of the slash; characters with 100 or more points of experience use the number right of the slash.

CHARACTER CREATION

Skills

All **Champions** skills are available.

Add to the Everyman skills list: Spenglish (Fluent Conversation, 2 pts.' equivalent). This is the street language of most of both American continents; it is a pidgin combination of English and Spanish.

Perquisites

All **Champions** Perquisites are highly recommended for this campaign. I want the slightly gritty flavor that Contacts and Favors add to the campaign. I don't want to see a lot of Followers, not even one per every PC, but several in the campaign are okay. Fringe Benefits are apropos; however, I don't want government-allied or even corporate-employed PCs and Fringe Benefits resulting from that. Money is a very good idea.

Vehicles are allowed and recommended. Bases are allowed; I wouldn't mind seeing a few in the campaign, but again one per PC is pushing it.

Talents

I'm going to be very leery of Danger Sense. I don't want to see it above 11-. You'd have to be pretty convincing to take it at any category above the base "prevents the character from being surprised in combat" level. Find Weakness is verboten. Immunity and Simulate Death need to be very well-rationalized. Universal Translator is forbidden.

Powers

In this campaign, "powers" come principally from gadgets. I recommend that every character spend at least 20 points in neat, unique gadgets.

There are no strong psychic abilities, though I might be persuaded to allow very tenuous abilities based on modern parapsychological observations of the phenomena.

I don't want to see things like Armor rationalized as martial-arts chi.

There are no mutant superpowers. There is no magic.

Cybernetic implants are allowed; if the PCs have the, you can be sure that bad guys will end up with them.

In general, I insist that things like power-suits be initially built as if they were originally designed for some other purpose, such as the armed forces or dangerous-environment exploration; I don't want to see power-suits designed as "superhero suits."

Disallowed Powers

The following powers may not be used at all: Absorption, Damage Reduction, Desolidification, Duplication, Extra-Dimensional Movement, Faster-Than-Light Travel, Invisibility, Lack of Weakness, Life Support Immunity to Aging, Multiform, Shrinking, Summon, and Teleportation.

Restricted and Regulated Powers

Aid and super-level Characteristics must be well-rationalized. Characteristics are still subject to the Normal Characteristic Maxima limitation. If you have a natural STR of 15 and take a power-suit that gives you +25 STR, you end up with an effective STR of 30. (A way around this is to buy the Characteristic as a Persistent 0 END Aid, but this does cost more.)

Armor needs to be entirely technological.

Growth may only be taken as part of a vehicle.

It's recommended that most attack-oriented Mental Powers which are not true psychic abilities take the limitation "Mental Powers Based on CON."

Shape Shift is limited to what could be achieved with holograms, prosthetics, etc.

Even powers which are allowed must be very well-grounded in real-world physics... or at least very, very palatable pseudo-science.

Ninja Hero Powers

If you're utilizing the **Ninja Hero** rules, martial-arts-related powers are limited to those available for Heroic Campaigns (*not* Heroic Martial Arts Campaigns).

Power Frameworks

Where true "powers" of some sort are taken (such as psychic abilities), no power frameworks may be used with them (no multipowers, ECs or pools). Frameworks may be used with technology-based powers (a wide range of ammo-loads, a sensory array in a device, etc.).

THE STRIKE FORCE CAMPAIGNS

GROUND RULES SHEET

Starting Points for PCs:	100
Recommended Maximum Disad Pts for PCs:	200
Recommended Maximum Points From One Type of Disad:	50
Characters Have Normal Characteristic Maxima Disad Worth 0 pts	No
Characters Can Carry Normal Equipment For 0 Pts.	No
Campaign Uses Hit Locations Chart:	No
Campaign Uses Damage Mods from Hit Loc. Chart:	No
Knockback Rules Used:	Yes
Critical Hits Rules Used:	Yes
Long-Term Endurance Rules Used:	No
Pushing: (1) Automatic +10 (2) EGO Roll = +5, +1/1:	1
Character May Only Use (INT/5) Powers At a Time:	No
Can PCs Buy Bases With Pts.:	Yes
Can PCs Buy Vehicles With Pts:	Yes
Campaign Morality:	
(1) Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear-cut; (3) Some cross-over between Good vs. Bad; (4) There is little distinction between good and bad; (5) Morality is always in shades of gray	2
Realism:	
(1) Very Romantic; (2) Romantic; (3) Neutral; (4) Realistic; (5) Extremely Realistic	2
Character Limits:	*
Attack Damage Classes:	12/15#
Maximum OCV (DEX + Skill Levels):	15
Maximum PD/ED:	30/30
Maximum Skill Rolls:	15-
* These limits are for the powers/abilities as bought; they don't count extra damage dice from Pushing or Move-Through, for instance, OCV bonuses for surprise maneuvers, that sort of thing. A character can exceed the posted limits for these abilities in <i>one</i> ability with special GM permission, usually by no more than three places (15 DC in one attack, OCV 18 in one attack, PD or ED 33, Skill Roll 18- in one skill).	
# Characters with less than 200 points of experience use the number left of the slash; characters with 100 or more points of experience use the number right of the slash.	

CHARACTER CREATION

Skills, Perquisites, Talents

Most **Champions** skills, perquisites, and talents are available to player-characters.

Powers

Most **Champions** powers are available to player-characters. Inevitably, there are some restrictions:

Clairsentience

I'm not willing for people to be able to peer into the future unless such powers are severely limited; I recommend you don't take such powers at all.

Damage Reduction

This power should not be bought at 75% (unless it is vs. one special effect), and should not be coupled with other high defenses.

Power Frameworks

Variable Power Pool (Gadget Points)

Characters can buy a focus-based Variable Power Pool under the **Champions II** "Gadget Points" rule under specifically limited situations.

In the **Champions II** rules, you pay points for the power pool, and the control cost is 1 point for every 5 in the pool (thus a 20-point pool would cost 24 points). Individual gadgets can exceed the value of the pool — you count the real points of the gadget without regard to the value of the pool.

Example: A player can use a 4th Edition 40-point focus-based Variable Power Pool to create any number of gadgets, so long as the real cost of the combined gadgets does not exceed 40 points and the Active Cost of no individual gadget exceeds 40 points. But with **Champions II** Gadget Points, the player might create one OAF gadget that costs 40 real points and has an Active Cost of 80 points.

Characters can take Gadget Points under the following conditions only:

- (1) Every gadget involved is an OAF; and
- (2) The gadget is commonly-available technology (i.e., sold in civilian stores and markets).

Example: A PC has a 10-pt Gadget Pool (cost 12 points). He can carry a weapon such as a 1d6+1K Pistol with 16 shots (HKA 20 pts active). However, he cannot carry a grenade (not sold in civilian stores or markets) or a telepathy device (advanced technology).

Variable Power Pool

Normal VPPs can be taken only by special permission of the GM, and will have to be substantially restricted in the way they function.

Essentially, what this means is that every VPP must take the equivalent of a -1/2 Limitation *that does not provide any point savings to the power*. It's purely for purposes of definition.

An example of this is Ichi-ban's magical VPP. Its limitation/definition is that all powers under the VPP must include elements of balance and complementarity. Thus, if Ichi-ban uses the power to grow wings, he must also arrange to temporarily *take* wings from another living creature. If he creates a hurtling physical missile, he might also have to shoot a similar missile in the opposite direction — principles of equal and opposite reaction. And so on.

If a VPP's limitation/definition is severe enough to impose a -1 or worse limitation, the VPP does get the value of the limitation. However, I look with much greater affection on VPPs that have a more comprehensive and interesting limitation than, say, Obvious Accessible Focus.

Package Deals

Strike Force Main Mission Team Agent

Required Skills/Powers	Pts
Combat Piloting (Grav Vehicles)	3
KS: Strike Force 11-	2
Martial Arts (Choice)	10+
WF: Small Arms, Exo-Skeleton	3
Perk: Republic of New York Police Powers	2
Required Disadvantages	Pts
Package Bonus	-3
Watched by Strike Force (More, NCI, 11-, Mild, x1/2)	-10
Hunted by Reapers Agents (As Powerful, NCI, 8-)	-15
Additional Skills: Required of Covert Operatives	Pts
Electronics	3
Security Systems	3
Stealth	3
Additional Skills: Required of Exo-Skeleton Agents	Pts
Breakfall	3
Additional Skills: Required of Heavy Weapon Agents	Pts
WF: Melee Weapons	2

This Article is Copyright © 1995 by Aaron Allston.
Unauthorized Duplication or Distribution Prohibited.