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## DIGITAL HERO

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# Home Away from Home

by Charles Braden

## Bases in the HERO System

The Commander sat in the control room and oversaw the operations of the entire facility with ease. On Level 3 there were agents training for the next big attack against the United States. Level 6 held the hangar with its strike craft, including the two recently damaged in the fight over Columbia. Level 7 was dedicated to the Genetics and Mutant Biology labs. Very soon, their latest experiment would yield a new form of super-agent, a killing machine under their complete control.

“Today is a good day to be in command,” he said softly to himself.

On the other side of the world, The Warriors were just clearing up the mess from their latest battle. Gladiator was sweeping out the Viewing room while Myrmidon and Trident cleared debris from the bowling alley. Warlord was just returning with groceries when he realized that the kitchen was without power. He set down the sacks with a huff and was about to check the circuit breakers when the alarm began to wail.

“Today is not going to be my day!”

Bases and headquarters have been a staple product of all genres of fiction for decades. From floating cloud cities to dark mountain strongholds to extensive labs and living quarters in the heart of the city, bases can take any form the creator desires. The following is a brief list of some basic types of bases and methods for using them in your own games.

## The Starting Hero Base

This base serves as a headquarters for a fledgling team of *Dark Champions* crime fighters or a low-powered Superhero group. It provides a place to rest and recuperate after a hard day's battle as well as a strategy room for making future plans.

This base is 64" by 32" and all on one floor. The walls are made of standard concrete and the roof is reinforced sheet metal. There is a normal access door on each side as well as two large overhead doors at one end where the group stores their vehicles. The team has purchased the building and the records have been altered to reveal that the building has been empty for years (the Deep Cover). The comm suite allows them to catch the local police stations, popular local radio programs, and even cable TV.

## The Starting Hero Base

Val	Char	Cost	Notes
5	BODY	3	
6	DEF	12	
12	SIZE	24	64"x32"

### Cost Lab/Equipment

2	<i>Abandoned Warehouse:</i>	Deep Cover
5	<i>Comm Suite:</i>	Radio Perception and Transmission (Radio Group), Concealed (-5 to PER Roll), OAF (Immobile, -2)
7	<i>Electronics Lab:</i>	Electronics (Cellular, Digital, Radio, Telephone, Jamming Equipment) 11-
7	<i>First Aid:</i>	Paramedics 11-
9	<i>Garage:</i>	Mechanics 12-
5	<i>Gym:</i>	PS: Physical Fitness 11-
0	Location:	City
9	<i>Planning Room:</i>	Tactics 12-
13	<i>Vacant Warehouse:</i>	Disguise 14-
8	<i>Weapons Locker:</i>	Weaponsmith (Firearms, Muscle-Powered HTH, Muscle-Powered Ranged) 11-

### Pts Disadvantages

15	Hunted:	Local Underworld Figures 8- (As Pow, NCI, Harshly Punish)
18	Final Cost =	89/5

The gym is fairly standard, with space for fighting and tumbling practice. The weight set will accommodate about a thousand pounds, good enough for STR 20 or so to get a workout. The electronics lab is for working on the base comm suite as well as the personal equipment for the group. The garage is fairly well stocked but can only accommodate one vehicle at a time. There is ample space for parking another vehicle next to the garage bay. The first aid station is very simple and should only be used for flesh wounds and simple sprains. Anything else will require actual medical facilities and likely X-Rays. The planning room is where the group discusses group tactics and plans future operations. The weapons locker contains tools for working on standard firearms, missile weapons like bows and crossbows, and hand-to-hand weapons like clubs, staves, and knives.

While this base may seem quite meager, it's fine for starting out. It provides a place to meet, rest, get news, and make plans. For a cost of 18 points, each team member could chip in 3-4 points to spread the cost around. Such a base is also very easy to expand as the team gathers experience.

## Summoned Monkey Warrior by Michael Surbrook

On page 135 of *Ninja Hero* we see that John Wa the Monkey King has the ability to Summon eight 200-point Monkey Warriors one a week. However, no character sheet was made available for the Summoned character. Although you can create any write-up you desire, I offer this character sheet for those who don't have the time or inclination.

**Description:** The monkey warriors John Wa summon closely resemble John himself. They are all about his height and build, with each having slightly different facial features, hair styles, and fur color. The warriors all wear the same harness as John does and are equipped with broad-bladed *darn do* and non-magical *kuen*.

