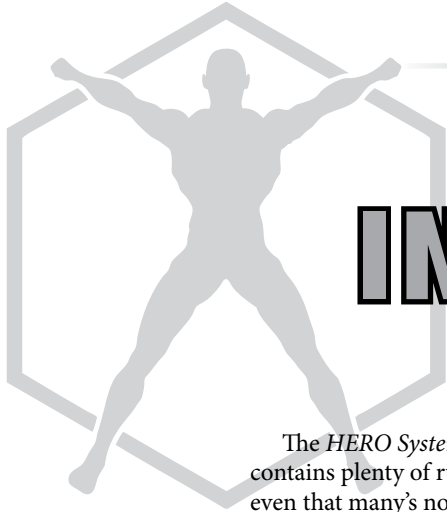


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# INTRODUCTION

The *HERO System 6th Edition* rulebook contains plenty of rules... but for some campaigns, even that many's not enough! The *HERO System Advanced Player's Guide* is for just such games — ones where the GM and players want a more detailed rule for some specific aspect of play, where the gaming group enjoys trying out variant and optional rules, or where the GM wants to take a different approach to some part of the *HERO System* to suit the game he has in mind.

The “APG” is divided into chapters based on different game elements of the *HERO System*.

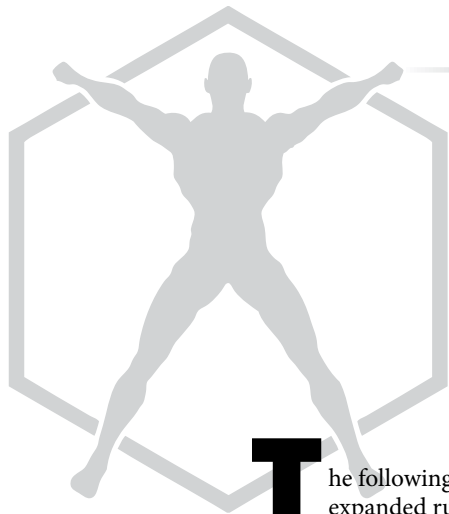
- Chapter One, *Characteristics*, has expanded and optional rules for STR, SPD, and many other Characteristics. If you want more details about characters' ability to lift heavy objects or making Power Defense a Characteristic, this is where you'll find them.
- Chapter Two, *Skills, Perks, And Talents*, provides additional rules for those game elements. For example, it features more details on Skill combinations, optional rules for converting Language into an Intellect Skill, and more rules for Universal Translator.
- Chapter Three, *Powers*, is the largest in the book. Besides providing more rules for various Powers and Power categories, it includes some all-new Powers, such as the *Projection* option for Desolidification and the *Possession* Power.
- Chapter Four covers the Power Modifiers: Advantages, Limitations, and Power Frameworks. If you want more types of Area Of Effect, an optional Power Modifier for giving a power a proportional effect, or expanded possibilities for Requires A Roll, try this chapter.

- Chapter Five, *Complications*, covers the little hindrances and flaws that make a character's life so interesting. Among other things it has expanded rules for Accidental Change and Vulnerability.
- Chapter Six, *Combat*, delves into the *HERO System's* combat rules. It includes possible changes to the Time Chart and the use of SPD, some new Combat Maneuvers, more Hit Location rules, and lots more.
- Chapters Seven and Eight cover the Environment and Equipment, respectively. They feature optional rules for falling and vehicle combat, rules for building fires, expansions of the STR Minimum concept, and lots more.

All of the new rules in the APG are *optional*. The GM's not required to use them if he doesn't want to, and should consider them carefully before allowing them in play. They may be just the thing for creating certain types of characters and creatures for your campaign... or they may cause serious game balance problems based on your style of play. Players should check with their GMs before using any APG rules to build characters.

## ABBREVIATIONS

In this book, “6E1” refers to *The HERO System 6th Edition, Volume I: Character Creation*. “6E2” refers to *The HERO System 6th Edition, Volume II: Combat And Adventuring*. “APG” refers to this book itself. Thus, a reference to “6E1 212” means page 212 of *The HERO System 6th Edition, Volume I*, and one to “APG 18” means page 18 of this book.



# SKILLS

The following additional, optional, or expanded rules apply to Skills.

## GENERAL RULES

Sometimes a player or a GM wants to give a character a permanent penalty to one or more Skills. For example, a character might be so awkward and shy that he automatically suffers a -2 penalty on Interaction Skill rolls, or suffer from a “curse of palsy” that imposes a -1 penalty on all Agility Skills. In most cases the best way to do this is with a Complication. Which Complication is most appropriate depends on the special effects of the penalty. Physical Complication, Psychological Complication, and Social Complication are most commonly used, but they’re not necessarily the only possibilities. For example, as noted on APG 149, Distinctive Features may entail some penalties to Interaction Skill rolls.

Skills involving some sort of physical activity (such as Acrobatics, Lockpicking, Mechanics, or Riding) are typically Obvious when used, unless that would contradict the nature or purpose of the Skill. (For example, neither Conversation or Stealth would work properly if they were Obvious when used, though the GM might rule that their use is sometimes Obvious to observers who aren’t the target of the Skill.) Skills that are mental in nature, such as Deduction and Knowledge Skill, are Invisible, though the character’s actions may make them Obvious (for example, if he diagrams his thoughts on a chalkboard as a way of analyzing a problem). Characters cannot apply the *Invisible Power Effects* Advantage to Skills unless the GM permits it. If he does permit it, any Skill Levels used with the Skill that are not also Invisible to the same Sense Groups automatically render the Skill perceivable when used.

Skills do not ordinarily cost END to use. However, “realistically” some of them, such as Climbing, could be considered tiring activities. Therefore GMs running “realistic” campaigns may choose to charge characters END for them. Typically this means END for the STR used (perhaps with some minimum cost, such as 2 END per Phase, and subject to the rules regarding STR and END). Even if the GM charges END for some Skills, characters cannot Push them.

With a few exceptions (such as Inventor, which only works in conjunction with some other Technological Skill), the *HERO System* doesn’t require characters to buy any particular ability before buying a Skill. There’s no rule that says, for example, that “only characters with INT 15 or higher can buy Demolitions” or “to buy Computer Programming, a character must first have Electronics with at least a 13- roll.” However, there’s no reason a GM couldn’t create “Skill Prerequisite” rules for his own campaign if he wants to. For example, in a world with computers similar to those of early twenty-first century Earth, but where literacy is far less common, the GM might rule that characters cannot buy Computer Programming until they buy Literacy in at least one language.

## Skill Combinations

If you’re interested in using the “Skill combinations” suggestion on 6E1 54, the text box on APG 19 has an expanded list of possibilities. The GM sets the cost for each one; on average they each have about 9-12 Character Points’ worth of Skills using the standard rules.

## Degrees Of Complementariness

The standard Complementary Skill rules don’t differentiate between Complementary Skills that are closely related to the task at hand, and those that are less relevant — any Skill that qualifies as Complementary can provide a bonus. This may not suit some GMs, particularly those running campaigns where Skill use is an important aspect of adventures. For those games, the GM can use the *degree of complementariness* rules so that some Complementary Skills are better than others.

As detailed in the accompanying table, the degrees of complementariness rules assign Complementary Skills to one of five categories. From best to worst, these are Extremely, Very, Average, Low, and Poorly Complementary. The greater the degree of complementariness, the greater the maximum bonus the Complementary Skill can provide. Furthermore, some highly Complementary Skills can, at the GM’s option, provide an *automatic* bonus to the base

## MENTAL POWERS

The following additional, optional, or expanded rules apply to Mental Powers.

### Expanded And Variant Rules

Here's some additional information on the existing Mental Powers rules.

#### WILLING TARGETS

For various reasons, sometimes a character will *want* to be affected by a Mental Power. Mental Powers are not automatically more effective on a willing target (the mentalist still has to make his MCV Attack Roll and Effect Roll, and so on), but typically the willing target of a Mental Power can lower his MCV (by any amount, even all the way to 0) and/or his Mental Defense (if any) so the mentalist has an easier time "hitting" him.

A character who voluntarily lowers his MCV (and/or Mental Defense) may choose to do so for one particular power used by one particular person. Other powers used by that person, and any power used by another person, work against the character's full DMCV — unless he chooses to lower it for them, too.

When a character voluntarily lowers his MCV (and/or Mental Defense) to allow another character easy access to his mind, he cannot thereafter "reactivate" his MCV or his Mental Defense as to that character and that power unless his attacker does something to change the nature/use of the Mental Power (*e.g.*, trying to alter the level of effect or feeding the power END to keep the Breakout Roll from improving). Having chosen to expose himself to the attack, the character has to live with the consequences of his actions. The GM may choose to alter this rule in the interest of common sense, dramatic sense, and considerations of game balance.

With the GM's permission, a character can lower his EGO (to 0 or otherwise) to make it easier for a mentalist to achieve a successful Effect Roll against him. This works just like lowering MCV, as described above.

With the GM's permission, a character could in some cases use less than his full EGO to make a Breakout Roll, much in the same way he can use less than his full STR to try to break out of an Entangle if he wants to. This isn't appropriate for all situations (such as when the character's trying to weasel out of an enemy's Mind Control with the help of a friendly mentalist), but works well in others. However, doing so lowers the character's EGO for *all* purposes and power as to all attackers — in short, it leaves him vulnerable to other mental attacks for as long as he keeps it lowered. Unless the GM permits him to, a character cannot choose not to make his Breakout Rolls.

#### LINE OF SIGHT

A mentalist can establish LOS with any Targeting Sense, though it's almost always established by Sight. With the GM's permission, a mentalist can buy a Targeting Sense *Only For Establishing LOS* (-½), but this is not recommended.

A mentalist can establish LOS on any part of the body — he doesn't have to perceive the whole target, or even a majority of the target's physical form. If a target hides behind a corner and only his left foot is visible, the mentalist can make an attack based on LOS, because part of the character is within his LOS (alternately, the GM could use the rules for lack of LOS, discussed above). However, a mentalist should remember that it can be risky to use an attack on someone he can't positively identify — that left foot may belong to someone he'd rather not attack.

Situations may occur in which the mentalist can see parts of two bodies, but believes they both belong to the same body. In this case, the GM should roll dice to randomly determine which body part forms the primary basis of the mentalist's LOS, and apply the mental attack to that person; the other person is unaffected.

There may also be cases in which a mentalist has LOS on what he thinks is part of a person, but which is not (for example, a shoe with no foot in it). In this case, the mentalist can make a mental attack as normal, but it's a complete waste of time, and the mentalist realizes after making the attack that no mind exists for him to attack.

Generally, a target cannot "fool" LOS with a disguise or an illusion which makes him look like someone else. The target still has a mind, and a mentalist can affect that mind even if the target's outward appearance changes. But of course, the disguise/illusion may convince the mentalist that that person isn't someone he wants to attack.

A character must establish LOS with his "naked eye" — with his Targeting Senses unaided by any outside enhancements. Thus, he could use his innate Telescopic Sight to establish LOS, but not binoculars. Characters cannot establish LOS through Clairsentience, television, or similar methods. However, there's no restriction on the Range of a Mental Power targeted by a character's innate Targeting Senses. For example, if Lancer has purchased enough Telescopic Vision to view people on the surface of the Moon, she can use her Mind Control 8d6 on those targets; she isn't limited to a maximum range of 400m (40 Base Points x 10m). (Alternately, the GM could use the rules for lack of LOS on 6E1 149 when characters try to establish LOS with artificial aids — in other words, using artificial aids might make establishing LOS more difficult, but not impossible.)



## MEGASCALE

The rules for MegaMovement state that: “A character with a MegaMovement Power such as Running or Flight is presumed to be able to perceive where he’s going, avoid routine obstacles encountered during travel, and the like. If desired, the GM can have him make INT Rolls to perceive an obstacle far enough in advance to avoid hitting it, and/or a DEX Roll to turn enough that he doesn’t collide with it.” However, that may be “unrealistic” for games that stress a “realistic” approach to superpowers and similar abilities. In that case, you can use the following rules instead:

A character using MegaMovement may move so fast he can’t perceive where he’s going. Unless a character has an appropriate MegaSense, it’s difficult (at best) for him to perceive where he’s traveling to with MegaMovement (which may result in collisions, blind Teleportation, and the like). To prevent these problems, a character needs a MegaScaled Targeting Sense (this is an exception to the rule that characters shouldn’t apply Advantages to Senses). The character usually buys the MegaScale as a naked Advantage for his Sense at the same level he buys it for his movement. (use the costs for normal Senses on 6E1 209, or the cost of a purchased Sense if appropriate). To the Active Point cost the character may apply a Limitation, *Only With MegaMovement* (-½). (Of course, a character who has a MegaSense already can just use it instead, or can decline to apply the Limitation if desired.)

If the character lacks a MegaSense, or has a MegaSense at a lesser level of MegaScaling than his movement, for every step down the MegaScale Table by which MegaMovement exceeds the MegaScaling on his Sense, he suffers a -1 penalty to make PER Rolls to see obstacles in time to avoid them. The GM may increase or decrease this penalty if appropriate. For example, it’s probably not hard to perceive and avoid obstacles while running across a flat, relatively featureless desert, so the penalty would be less... but it’s a lot tougher in a forest or on a city street, so the penalty might be higher. The character must make a PER Roll once per Phase when using MegaMovement; this is an Action that takes no time. If the character’s PER Roll succeeds, he perceives obstacles in his path and avoids them. If it fails, the GM may require him to make a DEX Roll at the same penalty to avoid the obstacles he encounters. The GM may alter the penalty on the DEX Roll as he sees fit, or require multiple DEX Rolls if appropriate.

**Example:** *Kinetik has Overdrive Running, defined as five levels of MegaScale (1m = 10,000 km; +2) for his Running. That means he needs a similarly-MegaScaled Sense. He applies the Advantage (+2) to his Normal Sight (which has an “Active Point cost” of 35 points) for an Active Point cost of 70, to which he applies the -½ Only With MegaMovement Limitation. That yields a Real Cost of 47 points for the ability. Kinetik now need not fear colliding with obstacles as he jogs around the planet.*

*Suppose, however, that he only bought a MegaSense at the +1¼ level (1m = 10 km). Since his MegaMovement is three levels below that on the table, he’d suffer a -3 to his PER Rolls to avoid obstacles.*

## MULTIPLE SPECIAL EFFECTS

**Value:** +¼ for an additional Uncommon special effect; +½ for an additional Common special effect; +¾ for an additional Very Common special effect

This optional new Advantage represents a power that manifests with two special effects simultaneously. It’s not required for powers that have different “origin” and “manifestation” special effects, such as a Fire Blast that’s a Magic spell (it originates as Magic, but manifests as Fire). This Advantage is for a power that has two manifestation special effects at once — for example, a “Solar Flare Blast” that manifests as both Fire and Radiation simultaneously.

Refer to the Vulnerability Frequency table (APG 152) to determine the frequency with which the power’s two special effects appear in the campaign (and check with the GM to make sure he hasn’t altered the table for his campaign setting). The most common of the two (if they differ) is the base special effect, and the character pays for the other based on its frequency: +¼ for an Uncommon special effect; +½ for a Common special effect; and +¾ for a Very Common special effect. The GM may rule that some special effects are incompatible and cannot be “combined” into one attack with this Advantage (for example, Fire/Heat and Ice/Cold, Holy and Unholy, Darkness and Light).

If a power with Multiple Special Effects has one special effect that works against Energy Defense, and one that works against Physical Defense, the attack applies against the *lower* (or worse) of the target’s two categories of defense. However, at the GM’s option a character can take Multiple Special Effects at the +¼ level for a single special effect to represent the fact that it can work against *either* Physical or Energy defenses (for example, an Ice/Cold attack that could be a dart made of ice (Physical) or a beam of pure Cold [Energy]). In that case the character chooses, from Phase to Phase, which defense applies against his attack.

If a target has a Limited form of defense that only applies to one of the special effects in a