

HERO SYSTEM SKILLS



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INTRODUCTION



ABBREVIATIONS

This book uses the following abbreviations to refer to other *HERO System* books:

6E1: *The HERO System 6th Edition, Volume I: Character Creation*

6E2: *The HERO System 6th Edition, Volume II: Combat And Adventuring*

APG: *The HERO System Advanced Player's Guide*

HSB: *HERO System Bestiary*

HSMA: *HERO System Martial Arts*

Since the earliest days of the *HERO System*, the Skills have been one of the most important parts of the rulebook. Skills factor into every single genre — particularly the Heroic genres, where they may form the bulk of the characters' abilities. After all, one of the ways gamers and fans of adventure fiction tend to define "hero" is "a person of great skill and competence." Think about how many characters are described as being superb shots with a gun, the world's best cat burglar, tops in the field of demolitions/security/computers/whatever, and so on. All of those abilities are represented, in *HERO System* terms, with Skills.

Despite this, Skills have received relatively little attention in published products. The Hero genre books and a few other supplements have touched on the application of given Skills in specific situations or settings, but no book has talked about the subject of Skills in general.

HERO System Skills was written to make up for this lack. It examines the subject of Skills from numerous perspectives. It addresses Skills not only in general terms — as a major game element within the *HERO System* as a whole — but specifically, on a Skill-by-Skill basis, with new information and rules about every Skill (and several new optional Skills). As always, all the new and expanded rules in this book are strictly optional. Check with your GM before using them to create characters.

Chapter One, Skill Rules, provides general rules for Skills in the *HERO System*. It reviews all aspects of Skills — buying them, making Skill Rolls, Comple-

mentary and Extraordinary rolls, Skill Modifiers, and more — in detail, providing not only more information about them but expanded or variant rules for the GM's consideration.

Chapter Two, The Skills, contains the bulk of the book. It discusses the *HERO System* Skills one by one, providing detailed information about what characters can do with them, specific modifiers that apply to them, and how they work in various genres. After reviewing the existing Skills, Chapter Two provides several optional new Skills that players and GMs may want to use in their games.

Chapter Three, Skills And Equipment, covers the topic of how Skills apply to and are bought for/by equipment such as Vehicles, Bases, and Automations. It includes a section on laboratories and some examples of equipment that improve a character's chances to use various Skills. (You can also find equipment pertaining to some Skills in those Skills' sections of Chapter Two.) **Chapter Four, Adventuring With Skills**, concludes the book with some information on how characters use Skills in combat and similar situations.

The text of *HERO System Skills* includes all the text from 6E1 53-96 and APG 18-46. Usually the text has been expanded or rewritten to the point where it's effectively new, but in places where no further elaboration was necessary or desirable, the text is reprinted as-is so that all the information about Skills in the *HERO System* is in one easily-referenced volume.

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