

HERO™

A Multi-Adventure Supplement for

CHAMPIONS™
THE ROLE-PLAYING GAME

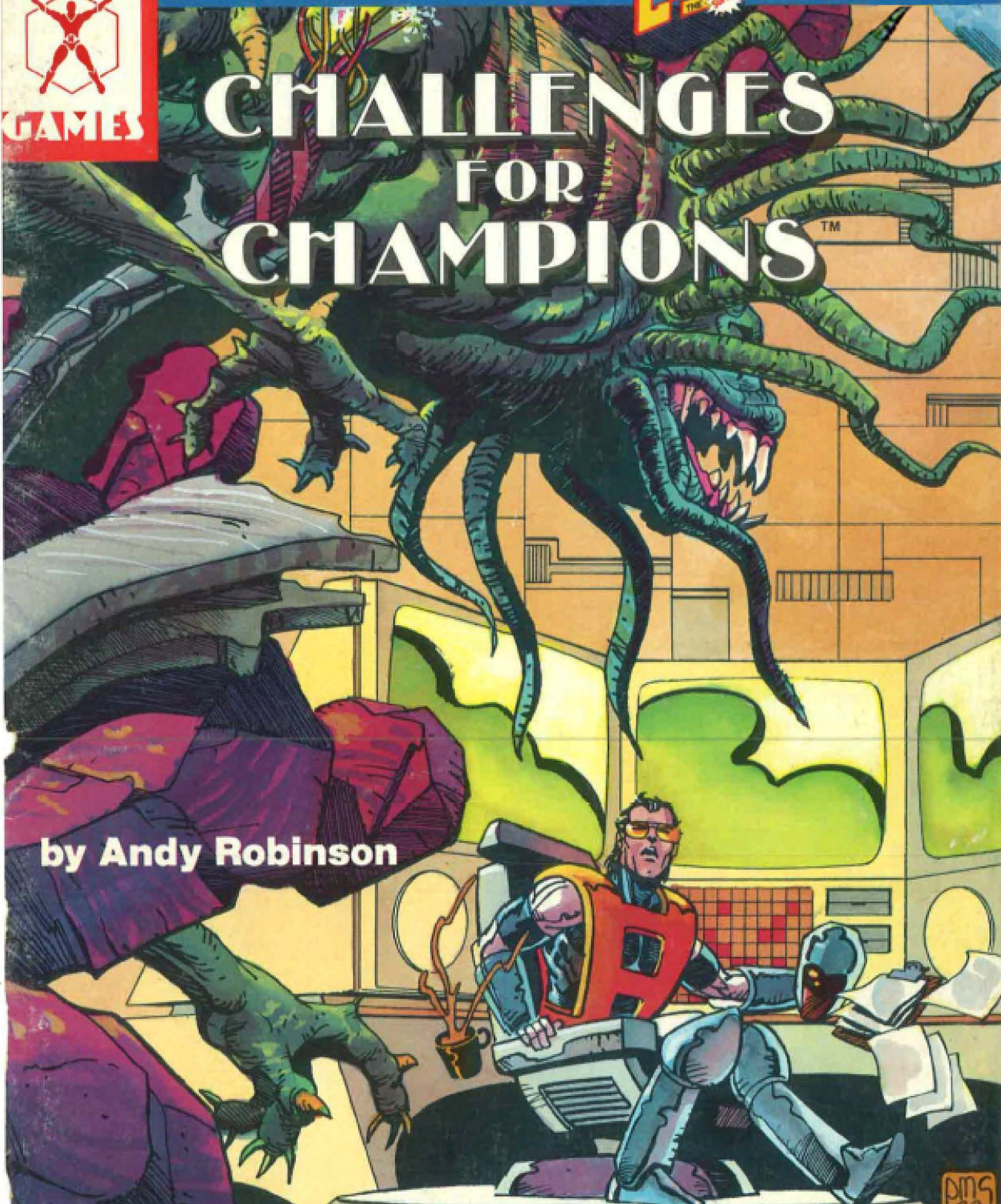
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HERO
GAMES

CHALLENGES FOR CHAMPIONS™

by Andy Robinson



DMS

CHALLENGES FOR CHAMPIONS™

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Scenario 8, MEXICAN STANDOFF, was by Jim Gettman
Scenario 9, FIRE AND ICE, and *Scenario 10, DEATHTRAP*,
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Dear Gamer,

After talking to Champions fans at numerous conventions, it seemed that there were a few things they all wanted to see. First, they wanted more supervillains. Well, HERO Games has done well so far, with numerous Enemies books, assorted Organization books, and still more Adventures.

Secondly, the players wanted scenarios - lots of them. While an Adventure, Organization or Enemies book might have a half-dozen to several dozen villains in it, only a few adventure ideas were outlined in any single book. So what to do? The answer was Challenges for Champions, a book which gives basic plot outlines for 10 scenarios. Each one includes extensive tips on how to vary the details enough to make several scenarios out of each.

At some conventions, I also gave seminars on basic scenario design. I was quite surprised at the heavy attendance; it seemed that scenario design help was something quite in demand. So the other part of this book, I define the basic elements of a scenario, and scenario design.

The adventures in this book were carefully chosen as to type and contents. Most referees probably don't have any real problem finding examples of the basic Champions scenario: Superheroes beat supervillains, supervillains go to Stronghold, Superheroes go to City Hall. This theme forms the basis of many Champions adventure supplements, and indeed most supplements for other gaming systems. But what about scenarios with different themes?

The adventures included here come in two main types: the self-contained, ready-to-run version such as "Red Herring", and the scenarios mostly intended as campaign material, such as "A Serpent in our Midst".

This book should help the Champions GM produce a nearly unlimited number of different scenarios. For those in a hurry, use the ones already provided. However, don't take what is presented here to be the absolute truth in playing Champions. Half the fun is to finagle things your way. So don't be timid! Have fun!



Andy Robinson



Challenge yourself.

Looking for adventure in all the wrong places? Do your heroes snooze away your scenarios? Do they dream of battling unearthly creatures and murderous terrorists, saving hostages—even preventing nuclear disaster? Do they yearn to survive the deadliest treachery and ambush? Give them . . .

CHALLENGES FOR CHAMPIONS™

Put some punch in your old scenario, or begin a new adventure! **Challenges for Champions** is an invaluable play supplement for **Champions**®. It gives you 10 action-packed scenarios plus tips for adapting these adventures to guarantee *your* heroes maximum excitement! Scenarios include background and players' information, plot outline, maps, descriptions of 17 NPCs and more—everything you need for super heroics! **Challenges for Champions** also provides extensive guidelines to help you design your own scenarios. Dare to be creative—accept the Challenge!



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