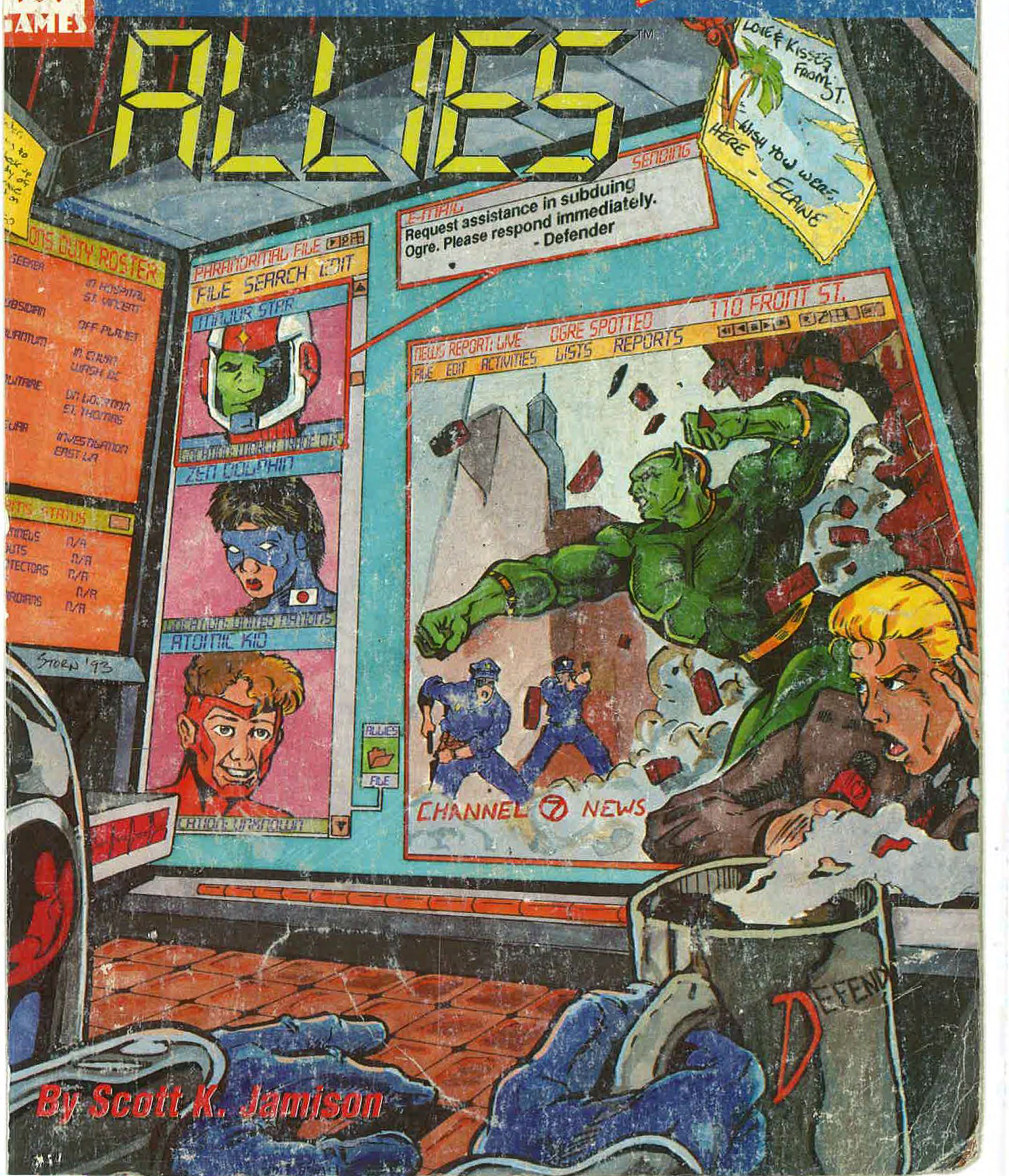


ALLIES



EMERGENCY
 Request assistance in subduing
 Ogre. Please respond immediately.
 - Defender

LOVE & KISSES FROM ST.
 WISH YOU WERE
 HERE - ELANE

NEWS REPORT: LIVE **OGRE SPOTTED** **110 FRONT ST.**
 FILE EDIT ACTIVITIES LISTS REPORTS

CHANNEL 7 NEWS

PARANORMAL FILE **FILE SEARCH CONT**

ZED MORPHIN

ATOMIC KID

DUTY ROSTER

SENER
 ST. WILSON

SUBSONIC
 OFF PLANET

QUANTUM
 IN CHAIN
 WASH DC

WITNESS
 ON LOCATION
 ST. THOMAS

GUARD
 INVESTIGATION
 EAST LA

STATUS

ATTORNEYS N/A

PLUMBERS N/A

TECTORS N/A

PROPHETS N/A

PROPHETS N/A

By Scott K. Jamison

Allies™

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Designer's Dedication

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My parents, without whom I would not have been possible.

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INTRODUCTION

Yes, this is another *Enemies* volume—but one with a twist. Most of the characters in *Allies* are on the side of the angels... or at least, so they'd like you to believe. With so many villains published for *Champions*, it was almost inevitable that Hero Games would come out with a book of heroes as well.

I hope that the buyer finds this offering helpful. Which brings us to the next section...

THROUGH A GLASS, DARKLY: ADAPTING PUBLISHED CHARACTERS TO YOUR CAMPAIGN

It is time for the writer to admit a dark secret: No matter how carefully I and my colleagues have crafted each character, no matter how laboriously the editors check over each number and nuance, the truth is that many of you who purchase this product will not be able to use everything straight out of this book as written.

This is not a bad thing, however. It simply means that the GM has made a campaign sufficiently original and self-consistent that not every character concept or adventure can be fitted in without changing either the concept or the campaign. Nevertheless, most GMs will, at one point or another, wish to adapt a character from elsewhere into their campaigns. This essay is designed to help them do just that.

WHAT ARE THE ASSUMPTIONS?

When adapting a character from some outside source, the first thing to consider is, *what are the assumptions?* Sometimes the assumptions behind a character are obvious; a wizard implies some form of working magic, a Hunted disadvantage implies the existence of that hunter, and so forth. Other assumptions are less obvious, and may require a bit of reading between the lines. For example, the origin of Thunder and Lightning (see *Classic Enemies*) implies a judicial system that's had considerable experience with metahuman offenders, and judges with considerable leeway in sentencing them.

WHERE ARE THE CONFLICTS?

Second, *where are the conflicts?* Compare the character's built-in assumptions to those of the campaign to see where they clash, and how badly. Any character with working magic won't fit well into a no-magic world, and may have the wrong *kind* of magic even if your campaign does have sorcerers. Perhaps the "Evil Group" who Hunts a character doesn't exist in your campaign, and would be out of place there.

HOW DO YOU FIX IT?

Third, the part I like best, *how do you fix it?* Determine what changes must be made in the character to fit it into your campaign, and think about the implications of those changes.

AN EXAMPLE—THE DUKE

For example, let's stick the Duke (from the Redeemed, in this book) into a 'gritty realism' campaign with no working magic. Instead of a super-sorcerer, he might be a non-powered criminal mastermind who's obsessed with the occult. In this version, his alcoholism would arise from his frustration at being unable to make his spells work despite achingly long years of research and experimentation. This man's crimes would be darker in tone than the would-be world-conqueror presented elsewhere in this volume, with a stronger emphasis on horrific and occult-related effects. This Duke might carry weapons that simulate supernatural powers, or perhaps he might rely heavily on sleight-of-hand to gull his followers and victims.

SPECIFIC ISSUES

The GM might decide to change a character's Hunted to one that already exists in his campaign. If so, be careful to determine how different the two Hunters are, and how the character would be affected by this difference. Similarly, other background details may have far-reaching consequences.

ALLIES

CHAMPIONS STATUS:

ALL UNAVAILABLE

ALLIES: BEGIN SEARCH FOR
LOCATIONS AND STATUS

SEARCHING...



llies is the *Enemies* sourcebook that you have been waiting for! This book is chock-full of potential allies for the heroes. Or will they become enemies?

Allies presents over forty new characters—some independent, some a member of one of the seven hero teams included in this book. The teams are given full history, including sections on tactics and bases. All of the character descriptions have ideas on how to integrate them into your campaign.

Your players can meet potential rivals in the Flashmen. Will their reputations survive? Or meet Felix 9. The Agency won't admit he exists. Or tangle with the members of Executive Sanction. They're from the government; they're here to help you. Then there is the Duke and the Redeemed. Can supervillains really change their spots?

Also included are a half-dozen scenario ideas, and one fleshed out adventure, *Balance of Power*. Can your players stop the forces of Magic or Technology from getting the upper hand? You'll only find out if you have Allies!

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