HERO GAMES™

Super Role-playing Game and HERO System Rules

#400

CHAMPIONS

THE SUPER ROLE-PLAYING GAME™

THE GAME THAT KNOWS NO BOUNDS!

Champions is simply the best super role-playing game ever created. It gives you complete control over every aspect of your superhero and your world. *Champions* is all that's needed to bring the four-color heroics of comic-books to life.

Champions contains:

- **HERO System Rules.** The award-winning HERO System lets you role-play any time, any place, any technology, and any power level. The unique character design rules allow you to create any character, whether he comes from a movie, a book or your own imagination. The revised HERO System is cleaner, better integrated and more streamlined than ever before.
- **Champions Sourcebook.** The Champions Sourcebook shows you how to use the HERO System to recreate the pulse-pounding action of comic-books. It includes special sections for designing great characters and creating super scenarios. Learn to make the campaign feel like a comic-book, and to keep the players entertained. 10 years of super role-playing wisdom are at your fingertips.
- **Champions Campaign Book.** The Campaign Book has everything necessary for instant heroics. A super team—the Champions—is set for action. A new multi-part adventure and over 20 fully-detailed villains are ready to play. There is even an introductory scenario to use if you've never played Champions before. The Campaign Book can provide hours upon hours of fun.

So what are you waiting for? Go out there and BE A HERO!

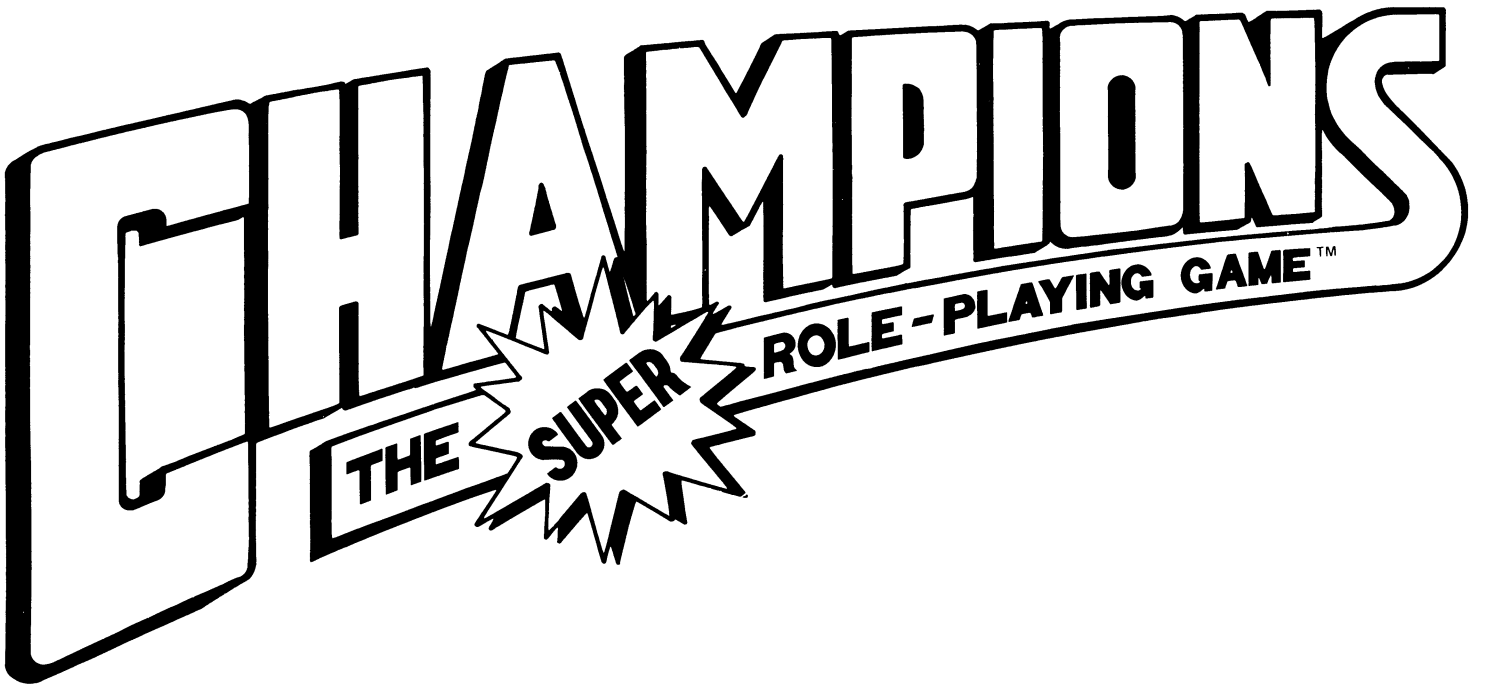
Produced and distributed by
Iron Crown Enterprises, Inc.

Made in U.S.A. #400

06043

0 10599 02800 2

ISBN 1-55806-043-X



_By_ George MacDonald
Steve Peterson
and Rob Bell

Fourth Edition Editing
Rob Bell

4th Edition Game Design: George MacDonald, Steve Peterson, and Rob Bell

Editor: Rob Bell

Original Game Design: George MacDonald and Steve Peterson

Cover Art: George Perez

Interior Art: Rob Davis, Glen Johnson, Denis Loubet, Sean Sharp, Jason Waltrip, Mark Williams, Barry Winston, Mike Witherby, Pat Zircher

Layouts: Steve Sullivan

Project Specific Contributions: *Series Editor:* Rob Bell; *Pagemaking:* Coleman Charlton, Jennifer Kleine, Suzanne Young, Leo LaDell; *Layout:* Cheryl Kief, Eileen Smith, Suzanne Young, Larry Brook, Helen Storey, Paula Peters; *Cover Graphics:* Rick Britton.

ICE MANAGEMENT — *Production Manager:* Terry Amthor; *Sales & Customer Service Manager:* Deane Begiebing; *Art Director:* Richard Britton; *Editing & Development Manager:* Coleman Charlton; *President:* Peter Fenlon; *CEO:* Bruce Neidlinger; *Controller:* Kurt Rasmussen.

ICE STAFF — *Licensing:* Kurt Fischer; *Print Buyer:* Bill Downs; *Production Layout Coordinator:* Eileen Smith; *Production Software Coordinator:* Leo LaDell; *Art & Graphics Staff:* B•art Bishop; *Editing & Development Staff:* Terry Amthor, Kevin Barrett, Rob Bell, Pete Fenlon, Leo LaDell, Jessica Ney, John Ruemmler; *Production Staff:* Larry Brook, Cheryl Kief, Jennifer Kleine, Paula Peters, Helen Storey, Laura Tuley, Suzanne Young. *Operations Staff:* Marc Rainey; *Sales & Customer Service Staff:* John Brunkhart, Heidi Heffner, Becky Pope, *Shipping Staff:* John "Frat" Breckenridge, Robert "Crennie" Crenshaw, David "Big Dave" Johnson, Mike "Old Man" Thornton.

For our convenience, we have employed the male gender throughout this product. This does not imply any chauvanism on our part (quite the contrary), but it is hard to say him/her/it, or he/she (or "s/he") every time the situation crops up. So, please accept our apologies for this shortcut.

Champions ® and *Champions, The Super Roleplaying Game*™ are Hero Games trademarks fo. its superhero roleplaying game using the Hero System.
Hero System™ is Hero Games' trademark for its roleplaying system.
Champions Copyright © 1981, 1984, 1989 by Hero Games. All rights reserved.
Hero System Copyright © 1984, 1989 by Hero Games. All rights reserved.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying (except Character Sheets for personal use only), recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA 22902.

Printed in U.S.A., First Printing August 1989
Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

STOCK #: 400
ISBN 1-55806-043-X

RULESBOOK CONTENTS

Introduction to the Hero System

How To Use This Game 3

IF YOU'VE NEVER PLAYED BEFORE 4

What is Roleplaying? 4

How to Play the Hero System 4
- Characteristics 4
- Skills 4
- Combat 5
- Getting Started 5

IF YOU HAVE PLAYED HERO GAMES BEFORE 6

Why the Revision 6
- Consistency 6
- Quality 6

What's New 7

How to Use This Book 7

Character Creation

Heroic Vs. Superheroic 9

CHARACTER CONCEPTION 10

Types of Characters 10

Checklist For Character Creation 12

CHARACTERISTICS 13
- Primary Characteristics 13
- Figured Characteristics 13
- Characteristic Formulas 13
- Movement 13

Round-offs 13

Explanation of Characteristics 14

Primary Characteristics 14
- Strenght(STR) 14
- Dexterity(DEX) 14
- Constitution(CON) 14
- Body(BODY) 14
- Intelligence(INT) 14
- Ego(EGO) 14
- Presence(PRE) 14
- Comeliness(COM) 14

Figured Characteristics 14
- Physical Defense(PD) 14
- Energy Defense(ED) 15
- Speed(SPD) 15
- Recovery(REC) 15
- Endurance(END) 15
- Stun(STUN) 15

Movement 15

Maximum Characteristics 15

Lowering Characteristics 15

SKILLS 16

Skill Versus Skill 17

Complementary Skills 17

Skill Modifiers 17

Everyman Skills 19

Extraordinary Skills 19

Skills As Powers 19

The Skill List 19

Skill Types 20
- Background Skills 20
- Combat Skills 20
- General Skills 20
- Int-Based Skills 20
- Dex-Based Skills 20
- Pre-Based Skills 20

Skill Descriptions 21
- Acrobatics 21
- Acting 21
- Animal Handler 21
- Breakfall 21
- Bribery 21
- Bugging 21
- Bureaucratics 22
- Climbing 22
- Combat Skill Levels 22
- Combat Driving 23
- Combat Piloting 23
- Computer Programming 23
- Concealment 24
- Contortionist 24
- Conversation 24
- Criminology 25
- Cryptography 25
- Deduction 25
- Demolitions 25
- Disguise 25
- Electronics 25
- Familiarity 26
- Forensic Medicine 26
- Forgery 26
- Gambling 26
- High Society 26
- Interrogation 27
- Inventor 27
- Knowledge 27
- Languages 28
- Lip Reading 29
- Lockpicking 29
- Martial Arts 29
- Mechanics 34
- Mimicry 34
- Navigation 34
- Oratory 34
- Paramedic 35
- Persuasion 35
- Professional Skills 35
- Range Skill Levels 36
- Riding 36
- Science Skills 37
- Security Systems 37
- Seduction 37
- Shadowing 38
- Skill Levels 38
- Sleight of Hand 38
- Stealth 38
- Streetwise 38
- Survival 38
- Systems Operation 39
- Tactics 39
- Tracking 39
- Trading 39
- Transport Familiarity 40
- Ventriloquist 40
- Weapon Familiarity 40
- Weaponsmith 40

Skill Enhancers 41

PERQUISITES (PERKS) 42

The Perk List 42

Perk Descriptions 43
- Contact 43
- Favors 43
- Followers 43
- Fringe Benefits 44
- Money 44
- Vehicles and Bases 45

TALENTS 46
- Unbalanced Talents 46

The Talent List 46

Talent Descriptions 47
- Absolute Time Sense 47
- Ambidexterity 47
- Bump of Direction 47
- Combat Sense 47
- Cramming 47
- Danger Sense 47
- Defense Maneuver 48
- Double Jointed 48
- Eidetic Memory 48
- Fast Draw 48
- Find Weakness 48
- Immunity 49
- Lightning Calculator 49
- Lightsleep 49
- Luck 49
- Perfect Pitch 50
- Resistance 50
- Simulate Death 50
- Speed Reading 50
- Universal Translator 50

POWERS 51

Who Can Buy Powers 51

Buying Powers 51

Balancing Powers 51

General Rules 52

Instant, Constant, and Persistent 52

Special Effects 52

Creative Use of Powers 53

Categories of Powers 53

Adjustment Powers 53

Mental Powers 54

Movement Powers 55

Size Powers 56

Special Powers 56

Standard Powers 56

The Power List 56

Power Descriptions 58
- Absorption 58
- Aid 58
- Armor 59
- Change Environment 59
- Characteristics 60
- Clairsentience 60
- Clinging 61
- Damage Reduction 61
- Damage Resistance 61
- Darkness 62
- Density Increase 62
- Desolidification 62
- Dispel 63
- Drain 64
- Duplication 64
- Ego Attack 65
- End Reserve 65
- Energy Blast 65
- Enhanced Senses 66
- Entangle 67
- Extra-Dimensional Movement 68
- Extra Limbs 69
- Faster-Than-Light (FTL) Travel 69
- Flash 70
- Flash Defense 70
- Flight 70
- Force Field 71
- Force Wall 71
- Gliding 72
- Growth 72
- Hand-To-Hand Attack (HA) 73
- Images 73
- Instant Change 74
- Invisibility 74
- Killing Attack— Hand-To-Hand (HKA) 74
- Killing Attack — Ranged (RKA) 75
- Knockback Resistance 75
- Lack of Weakness 75
- Life Support 75
- Mental Defense 76
- Mental Illusions 76
- Mind Control 78
- Mind Link 79
- Mind Scan 80
- Missile Deflection and Reflection 81
- Multiform 82
- Power Defense 82
- Regeneration 82
- Running 83
- Shape Shift 83
- Shrinking 83
- Skills 84
- Stretching 84
- Summon 84
- Superleap 85
- Suppress 85
- Swimming 85
- Swinging 86
- Telekinesis (TK) 86
- Telepathy 86
- Teleportation 87
- Transfer 87
- Transform 88
- Tunneling 89

POWER MODIFIERS 89

POWER ADVANTAGES 90

Using Power Advantages 90

Power Advantage Descriptions 90
- Affects Desolidified 90
- Area Effect 90
- Armor Piercing 92
- Attack Versus Limited Defense (AVLD) 92
- Autofire 92
- Based on Ego Combat Value 93
- Charges 93
- Continuous 93
- Damage Shield 93
- Delayed Effect 94
- Difficult To Dispel 94
- Double Knockback 94
- Explosion 94
- Hardened 95
- Hole in the Middle 95
- Increased Maximum Range 95
- Increased Stun Multiplier 95
- Indirect 95
- Invisible Power Effects 96
- No Normal Defense (NND) Attack 96
- No Range Penalty 96
- Penetrating 96
- Personal Immunity 96
- Ranged 96
- Reduced Endurance 97
- Sticky 97
- Time Delay 97
- Trigger 97
- Usable Against Others 98
- Usable By Others 98
- Uncontrolled 98
- Variable Advantage 99
- Variable Special Effects 99

POWER LIMITATIONS 100

Partially Limited Power 101

Power Limitation Descriptions 101
- Ablative 101
- Activation 101
- Always On 102
- Charges 102
- Concentrate 104
- Extra Time 104
- Focus 104
- Gestures 107
- Incantation 107
- Increased Endurance Cost 107
- Independent 108
- Limited Power 108
- Linked 109
- Mental Powers Based on Con 109
- No Knockback 109
- No Conscious Control 110
- Only in Hero ID 110
- Reduced By Range 110
- Reduced Penetration 110
- Requires A Skill Roll 110
- Side Effects 111
- Variable Limitations 111
- Visible 111

POWER FRAMEWORKS 112

Elemental Control 112
- Elemental Control Example 113

Multipower 114
- Slot Costs 114
- Reduced Endurance Costs For Slots 114
- Fixed Slots 115
- Extra Powers For a Slot 115
- Distributing Multipower Points 115

Variable Power Pools 116
- Examples of Power Pools 116

CHARACTER DISADVANTAGES 117

Changing or Buying Off Disadvantages 118
- Accidental Change 118
- Age 118
- Berserk 119
- Dependence 120
- Dependent NPC (DNPC) 120
- Distinctive Features 121
- Hunted and Watched 122
- Normal Characteristic Maxima 122
- Physical Limitation 123
- Psychological Limitation 123
- Public Identity 124
- Reputation 125
- Rivalry 125
- Secret Identity 125
- Susceptibility 126
- Unluck 127
- Vulnerability 127

PACKAGE DEALS 128
What Is a Package Deal? 128
Creating Package Deals 128
Racial Package Deals 128
Package Bonus 129
Obtaining a Package Deal ... 129
Sample Package Deals 129
Racial Package Deals 129
SAMPLE CHARACTERS 130
Chiron 130
Andarra 131
Howler 132
Average Individuals 133

Combat and Adventuring

BEFORE COMBAT 136
Noncombat Time 136
Perception 136
Optional Perception Modifiers 137
Sight Perception Modifiers ... 137
Hearing Perception Modifiers 138
Smell Perception Modifiers .. 138
ENTERING COMBAT 139
Game Scale 139
Combat Sequence 139
Turn 139
Segment 139
Phase 139
Changing Speed 139
Optional Speed Change 140
Time Chart 140
Optional Time Intervals 140
Beginning Combat 140
Action Phases 140
Holding An Action 140
Aborting An Action 141
Movement 142
Obstacle 143
Segmented Movement 143
Normal Movement 143
Running 143
Swimming 143
Powered Movement 143
Flight 143
Gliding 144
Leaping 144
Teleport 144
Vehicle Movement 144
FIGHTING 145
How Combat Works 145
Combat Sequence Checklist 145
Optional Combat Sequence Checklist 145
Combat Value and Attack Rolls 145
Figuring OCV and DCV 146
Combat Value (CV) 146
OCV Checklist 146
DCV Checklist 146
Combat Levels 146
Range Modifiers 146
Mental Combat 147
Combat Modifiers 147
Explanation of the Combat Modifiers 147
Area Effect Attacks 147
Autofire 148
Bouncing An Attack 149
Braced 149
Concealment 149
Coordinated Attacks 149
Encumbrance 150
Explosion 150
Multiple Attackers Bonus 150
Off Hand 151
Spreading Energy Blasts 151
Set 151
Surprised 151
Surprise Move 151
Target Size 151
Throwing Objects 151
Unfamiliar Weapons 151
Combat Maneuvers 152
Explanation of Standard Maneuvers 152
Block 152
Brace 152
Disarm 152
Dodge 154
Grab 154
Haymaker 154
Move By 154
Move Through 155
Set 155
Strike 155
Other Attacks 155
Explanation of Optional Combat Maneuvers 155
Covered 155
Dive For Cover 155
Pulling a Punch 156
Rolling With a Punch 156
Snap Shot 156
Suppression Fire 156
Sweep 157
Explanation of Martial Combat Maneuvers 157
Defensive Strike, Martial Strike, Offensive Strike 157
Martial Block 157
Martial Dodge 157
Martial Throw 157
Nerve Strike 157
Choke Hold 157
Killing Blow 157
Sacrifice Throw 157
Martial Disarm 157
Escape 157
Martial Grab 157
Combat Special Effects 157
DETERMINING DAMAGE ... 158
How Many Dice Do I Roll? ... 158
Damage Class 158
Normal Attacks 159
Killing Attacks 159
Adding Damage 159
Taking Damage 160
Normal Attacks 160
Killing Attacks 160
Energy Attacks 160
Attack Modifiers 160
Effects of Damage 160
Stunning 160
Knockout 160
Death 161
Saving a Dying Character 161
OPTIONAL EFFECTS OF DAMAGE 162
Wounding 162
Hit Location 162
Placed Shots 163
Special Hit Locations 163
Sectional Defenses 163
Impairing 163
Disabling 164
Knockdown 165
Bleeding 165
Knockback 166
Determining Knockback 166
Knockback Damage 166
RECOVERY 167
Holding Breath and Drowning 167
Recovering Body 167
ENDURANCE 168
Endurance in Superheroic Campaigns 168
Endurance in Heroic Campaigns 168
Optional Long Term Endurance Loss 168
Pushing 169
Pushing in Heroic Campaigns 169
Pushing in Superheroic Campaigns 169
PRESENCE ATTACKS 170
CHARACTERISTIC ROLLS . 172
DEX Rolls 172
CON Rolls 172
INT Rolls 172
EGO Rolls 172
The Strength Table 172
Jumping 172
Throwing Things Around ... 174
How An Object's Shape Affects the Range Modifier 174
THE ENVIRONMENT 175
Falling 175
Short Falls 175
Long Falls 175
Falling On Other Planets 176
Breaking Things 176
Determining the Body and Defense Of An Object 178
Broken Machinery 178
Wall Body 178
CONCEALMENT 179
Searching a Person 179
AUTOMATONS 180
Designing Automatons 180
Using An Automaton 180
Automatons In Combat 180
Automaton Powers 180
Cannot Be Stunned 180
Does Not Bleed 180
Takes No Stun 181
COMPUTERS 181
Constructing a Computer 181
Normal Computers 182
Programs and Skills 182
AIs 182
Operating a Computer 183
Example Computer 183
VEHICLES AND BASES 184
Creating Bases and Vehicles 184
Where do the Points Come From 184
Vehicle Characteristics 184
STR (Strength) 184
Body 185
Size 185
DEF 186
DEX 186
SPD 186
Movement 186
Movement Limitations 187
Base Characteristics 187
Body 187
DEF 187
Size 187
Outfitting a Base or Vehicle 189
General Abilities 189
Computers 189
Personnel 189
Labs and Skills 189
Cells 190
Power Plants 190
Sensors 190
Danger Room 190
Equipment 190
Vehicle Equipment Limitations 190
Limited Arc of Fire 190
Vehicle and Base Disadvantages 191
Dependent NPC 191
Distinctive Features 191
Mystery Disadvantage 191
Public ID 191
Unluck 191
Vulnerability 191
Watched 191
VEHICLE COMBAT 192
Vehicle Movement 192
Hitting a Vehicle 192
Damage To Vehicles 192
Sentient Vehicles 192
Optional Non-Mapped Combat 193
Dogfight Combat 193
Leaving a Dogfight 194
Intercept Combat 194
ANIMALS 196
WEAPONS AND ARMOR 198
Weapons 198
Ranged Weapons 198
Optional Gun Malfunctions .. 198
Misfire 198
Jamming 198
Runaway 198
Sights 198
Melee Weapons 199
Damage of Melee Weapon .. 199
Superheroic Campaigns 199
Heroic Campaigns 199
Huge Weapons 199
Explosives 203
Armor 203
Shields 203
Buying Weapons and Armor 204
Superheroic Campaigns 204
Heroic Campaigns 204
Special Limitations 204
Melee Weapons 205
Muscle-Powered Ranged Weapons 205
Guns 205
Armor 205
Shields 206
EXPERIENCE 206
Assigned Experience Points 207
Experience in Superheroic Campaigns 207
DESIGNERS' NOTES 207
Origins of the Hero System 207
Design Considerations 208
Changing the Game 208
Designing New Skills 208
Designing New Powers 209
No Endurance 209
Afterward 209
George's Credits 209
Steve's Credits 209
Rob's Credits 209
COMBAT EXAMPLE 210
GLOSSARY 212
HERO SYSTEM CHARACTER SHEET 214
CHAMPIONS CHARACTER SHEET 215

SOURCEBOOK CONTENTS

Player's Section

CHARACTER CREATION S3
- Creating a Hero S3
  - Character Conception S3
  - Choosing Abilities S3
  - Exclamations and Soliloquies S4
    - Exclamations S4
    - Soliloquies S4
  - The Origins S4
    - Character Bio Sheet S6
- Character Examples S6
  - Crusader S6
  - Starburst S7
- Experience S7
  - Spending Experience S7
- Motivating Your Character .. S9
  - Are You a Powergamer? S10

Game Mastering Champions

BASIC GAME MASTERING S13

SETTING UP THE CAMPAIGN S14
- Creating Your World S14
  - Player Input S14
  - Player Goals and Motivations S14
    - Achievable Goals S15
    - Non-Achievable Goals S15
  - Commitment To the Goal S15
    - United Goal S15
    - Overlapping Goals S15
  - Importance of the Heroes to the Campaign World S16
    - All-Important S16
    - Very Important S16
    - Important S17
    - Unimportant S17
  - Campaign Tone S17
    - Morality S18
    - Realism S18
    - Outlook S18
    - Seriousness S18
    - Continuity S19
    - Tone in the Comics S19
  - Setting S19
    - Here and Now S19
    - Familiar S19
    - Unfamiliar S20
- Keeping It All Straight S20
  - Campaign Description S20
    - Character-Building Guidelines S20
    - Power Levels S21
    - Campaign Rules S21
    - House Rules S21
    - Character Requirements S21

CREATING ADVENTURES .. S27
- Getting Them Together S27
- Check For Loose Ends S27
- Check Hunteds and DNPCS S27
- Something Different S27
- Complicate Matters S27
- Mechanics S28
- Subplots S28
- Criminals Are a Superstitious, Cowardly Lot S30
- Supervillain Motivations S30
- Classic Villain "Bits" S31
- How the Supervillains Get Away S31
- Types of Deathtraps S31
- Combat Record Sheet S32
- Adventure Recap Sheet S32

HANDLING PLAYERS AND THEIR CHARACTERS S35
- Character Creation Checklist S35
- Types of Champions Players S35
  - The Buddy S35
  - The Builder S35
  - The Combat Monster S36
  - The Copier S36
  - The Genre Fiend S36
  - The Mad Slasher S36
  - The Mad Thinker S36
  - The Plumber S36
  - The Pro From Dover S36
  - The Romantic S36
  - The Rules Rapist S36
  - The Showoff S36
  - The Tragedian S36
- The "Character Story" S37
- The New Player S37
- Other Notes on GMing S37
  - Number of Heroes S37
  - Number of Players S37
  - Unbalanced Heroes S37
- Refereeing Champions Disadvantages S38
  - Code Vs. Killing S38
  - Berserk S38
  - Hunted S38
  - The DNPC S38

MAINTAINING THE CAMPAIGN S40
- Organizations S40
  - Existing Organizations S40
  - Covert Strategy and Tactics For Villainous Organizations S41

LIVING IN A DANGEROUS WORLD S44
- Vehicle Impact S44
- Electricity S44
- Fire S45
- Chemicals S45
- Radiation S45
  - Comic Book Radiation S45
  - Realistic Radiation S46
- Everything Else S46

THE HERO AND THE LAW . S47
- Precedent S47
- The Legality of the Powers Themselves S47
- Legal Sanction S48
- Liability S48
- Diplomatic Immunity S48
- Disadvantages and the Law S48

CAMPAIGNING TIPS S49
- How to Ruin Your Campaign S49
- Keeping It Fresh S50
  - New Players and Characters S50
  - New Character Directions S50
  - New Campaign Directions S50
- The Translation Follies S50
  - Separating Heroes For Long Stretches S50
  - Doing Time S50
  - Rescued By NPCs S50

ENFORCING THE GENRE . S51
- Mystery Powers and Disadvantages S51
- Teamwork S51
  - The Supermenace S51
  - The Coordinated Team S52
- Trustworthiness S52
- Negotiations S52
- Captures S52
- Murderous Characters S53

RANDOM ENCOUNTER CHARTS S55
- The Encounters S55
  - Natural Disaster S55
  - Man-Made Disasters S56
  - Major Crimes S57
  - Minor Crime S57
  - Accident S58
  - Special S58

CAMPAIGN BOOK CONTENTS

The Champions

- Seeker C3
- Obsidian C4
- Quantum C5
- Jaguar (Beast Form) C6
- Jaguar (Human Form) C7
- Defender C8
- Solitaire (Elaine King) C9
- Homestead (The Champions Base) C10
- The Grounds C10
- The First Floor C11
- The Second Floor C12
- The Third Floor C12
- The Penthouse C13
- Slingshot C15

Scenarios for the Champions C15
- The Enemies of My Enemies Are My Friends C15
- A Snake in the Grass C15
- We're From the Government! C15

Characters

- Crusader C17
- Starburst C18
- Mindlock C19
- Bluejay C20
- Cheshire Cat C21
- Mechanon C22
- Shrinker C23
- Ogre C24
- Pulsar C25
- Icicle C26
- Armadillo C27
- Dragonfly C28
- Green Dragon C29
- Powerhouse C30

Scenarios

INTRODUCTORY SCENARIO: ASSAULT ON MILLER RESEARCH LABS C33
- Introduction C33
- Getting Started C33
  - Preparing To Game Master . C33
  - Getting Players Started C33
- The Danger Room C34
  - Target Android C34
- The Adventure C34
  - What's Going On C35
    - Preparing For Next Time C35
  - The Lab C35

MOB RULE C36
- Introduction C36
- Plot Summary C36
- If This is Your First Adventure C36
  - Using the Champions With Mob Rule C36

VIPER BACKGROUND C37
- Viper Grand Strategy C38
- Viper Petite Strategy C38
- Viper Tactics C38
  - Five-Teams C39
    - Five-Team Organization C39
    - Five-Team Battle Tactics C39
    - Generating Five-Team Agents C39

THE ADVENTURE C40
- The Villains C40
  - Balancing the Villains C40
- How To Introduce the Heroes C40

CHAPTER 1: THE GRAND ENTRANCE C41
- It Was a Dark and Stormy Night C41
  - The Cadillac C41
  - The Alfa C42
  - Purpose of the Scene C42
- Cooperate ... Or Else C42
  - The Apartment C43
  - If the Heroes Lose C43
  - If the Heroes Win C43

CHAPTER 2: THE PLOT THICKENS C44
- On the Waterfront C44
  - Map key: The Pier C45
  - Purpose of the Scene C45

CHAPTER 3: TROUBLE AT THE BANK . C46
- Map Key: The Bank C46
- Purpose of the Scene C46

CHAPTER 4: CLIMAX AND CONCLUSION C47
- If You Ever Want To See Her Again C47
  - The "Moral Dilemma" Option C48
  - Map Key: The Thurbie Junkyard C48
- If the Heroes Lose C48
  - Purpose of the Scene C48
- Get Him! C49
  - Map Key: The Milford Mansion C49
    - The Basement C49
    - First Floor C49
    - Second Floor C50
    - Purpose of the Scene C50
- Do Unto Others — Then Split C51
  - Purpose of the Scene C53
- Epilogue C53
  - Purpose of the Scene C53

OPTIONS C54
- Comedy C54
- Gritty C54

THE ASESINOS C56
- The Asesinos' Teamwork C56
  - Stalker C57
  - Ocelote C58
  - The Tombstone Kid C59
  - Mosquito C60
  - The Maine C61
  - Spider Monkey C62
  - Mõntana (Mountain) C63
  - El Muerto Obscuro (The Dark Death) C64

OTHER VILLAINS C66
- Viper Agents C66
- Generating Five-Team Agents C67
  - Serpent (The Nest Leader) C68
  - El Capitaz (The Overseer) C69
  - The Gweenies C70

INTRODUCTION TO CHAMPIONS

Welcome to the superpowered world of *Champions!* Here's where the four-color fantasies of comic books become real; here superheroes and supervillains do battle for the destiny of the human race. *Champions* allows anyone to become a superhero and fight for justice. With these rules and your pencils, paper, and imagination, you can recreate the fanciful world of the comic books and adventure novels. But beware! *Champions* is not a game for the weak at heart. It takes guts, intelligence, and imagination to succeed. Can you meet the challenge?

Champions has all the rules to show you how to create your own unique character. Any power or ability you've seen in the comics can be duplicated with the *Champions* rules; this is your chance to create the character that you want. Once you've created your hero, you'll join other heroes in the fight against evil.

So get out there and BE A HERO!

WHAT'S INSIDE

You've started in the right spot. First, here's a list of what's in the book, so you'll know what you have:

HERO System Rulesbook: The first section of the book, this section has the rules necessary to play *Champions*. The Rulesbook includes introductory material, in case you've never played before. This section also has all the rules necessary to roleplay any type of game, from fantasy to science fiction. It is identical to the HERO System Rulesbook sold separately (so you don't have to buy it).

Champions Sourcebook: This section explains how you can use the rules in the Rulesbook to create your own comic-book game. There are also extensive guidelines on how to maintain a *Champions* campaign.

Champions Campaign Book: This includes ready-to-use material for your *Champions* game. There is a superhero team called The Champions which you can play. There are over a dozen villains to lock horns with. And there's a ready-to-go scenario that will propel you right into the world of comic-book adventuring.

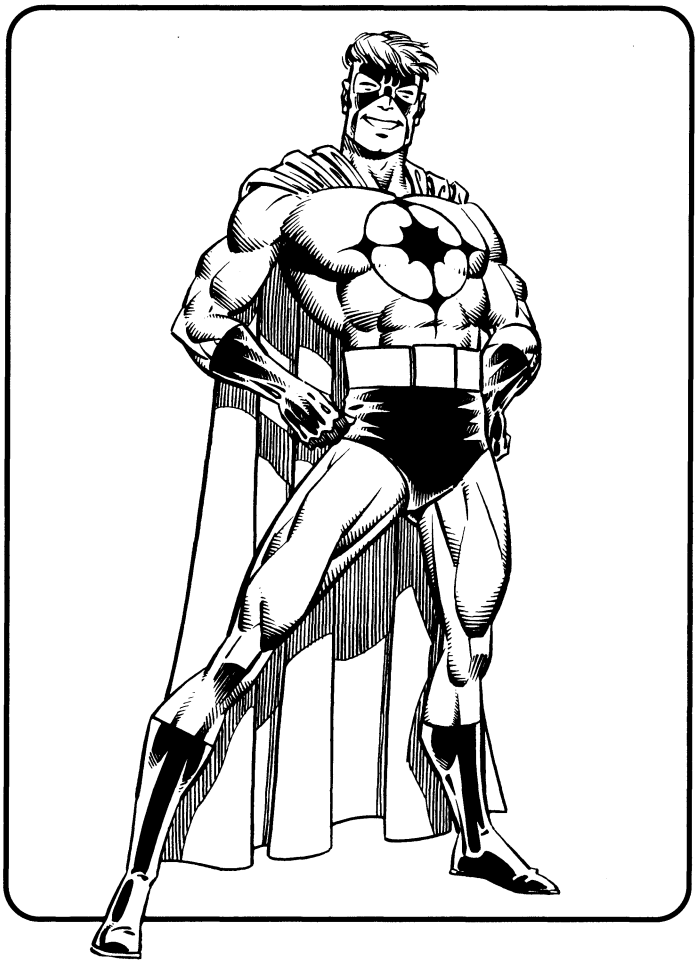
Before you start, you'll also probably also want:

- Pencils and Paper
- Copies of the Character Sheets
- Miniatures or markers to represent characters.
- At least 3 six-sided dice for each player
- Lots of imagination

HOW TO USE THIS BOOK

If you've never played a roleplaying game before, start at the beginning of the HERO System Rulebook. There you'll get an introduction to roleplaying and a review of how the HERO System works. Then you can get a couple of friends together and turn to the introductory adventure in the *Champions Campaign Book* and begin playing. Once you've played the game, then go back at your leisure and read through the rest of the Rulebook.

If you're an experienced roleplayer but unfamiliar with the HERO System, you should also read the beginning of the HERO System Rulebook. But you might also want to read through Character Creation and Combat to get a better idea of how the game works. Then play the introductory adventure and move on to the Mob Rule adventure.

If you're already a HERO player, then you don't need to play the adventure. Read all the way through to catch all the rule changes and additions.

All players and GMs should read the rules all the way through when you have time.