



A City/Campaign Book For



SAN ANGELO

CITY OF HEROES™



PATRICK SWEENEY



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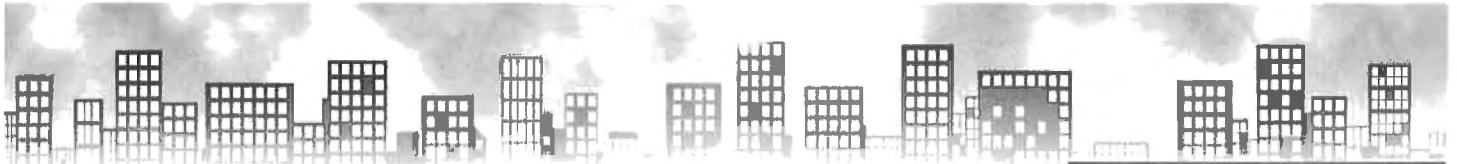


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INTRODUCTION

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Introduction



SAN ANGELO

The City of Heroes

Jerry Abbot
Clarion Staff Columnist

San Angelo is truly the City of Heroes.

Some of them soar through the sky or shoot fireballs from their fingertips. Picking up a car means no more to them than hoisting a barbell does to you or me. Incredible inventions, weird creatures and travels to bizarre places are everyday occurrences in their world.

Clad in their colorful costumes, these heroes awe, amaze and inspire the rest of us.

But other heroes in San Angelo wear costumes of a different kind. They pin on badges or pull on heavy fire gear before going to work. A pilot's helmet, a reporter's notebook, a first aid kit or a teacher's chalk — these are the tools of the Golden City's everyday heroes.

And still others do nothing more extraordinary than go to work every day, just to put food on the table and a roof over their kids' heads.

They build the houses, make the factories go, grow the food and keep the streets clean. They make the city work, and ensure that it keeps on working for their children after them.

Heroes, every one.

Heroes, in a City of Heroes.

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City of San Angelo 4500

Introduction

This book presents four-color *Champions* in three dimensions — a vibrant world of superhuman powers, gadgets, hero teams, dastardly enemies and all the other hallmarks of the comic books, carefully packaged in a cohesive setting with a nod toward realism.

No *Champions* campaign can promise total realism — and such a campaign wouldn't be much fun anyway. Part of the joy of *Champions* is the utter unreality of it all. To fly, punch down brick walls, bounce bullets off your chest... who wouldn't want to be a superhero?

But continuity and cohesiveness aren't beyond the reach of *Champions*. Nor are cities that are more than mere scenery for titanic slugfests, or well-rounded characters, superpowered or not, with real-life desires, fears and aspirations.

Moreover, a fresh breeze is stirring in the comics industry. After years of grim storylines and gritty anti-heroes, the four-color protectors of truth, justice and liberty are making a dynamic comeback. Hope, joy and a sense of optimism are returning to the comics, tempered by insights gained from deconstructing the superhero genre.

As a result, every aspect of the comics and *Champions* campaigns, from high-tech corporations to the very origin of superpowers, has been re-evaluated for this book to foster a refreshed, revitalized approach to the age-old world of superheroes.

Inside these pages, you'll explore the bustling streets of a living city with a rich history, visit interesting landmarks, meet hundreds of fascinating people, uncover villainous plots and, perhaps, spot a hero or two soaring in the sky far overhead.

Best of all, you'll get to step inside this world and walk around for awhile. Find out what it's like to fly, or shoot energy blasts, or toss tanks around. Join a team. Fight crime. Save the world.

Be a hero.

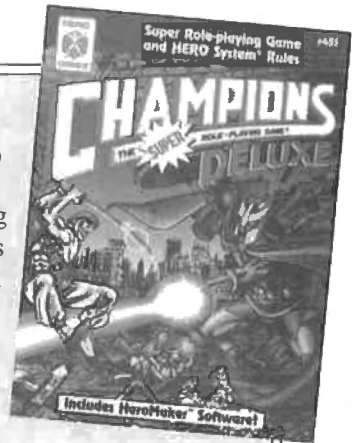
Welcome to *San Angelo: City of Heroes*.

What is Champions?

Champions is a role-playing game published by Hero Games set in the fun, fantastic world of four-color superhero comic books.

Using pencils, paper and dice, players create characters and play out adventures. In these adventures, they imagine themselves to be playing the role of their player-character, or PC, as they interact with other players, non-player characters, or NPCs, and the world around them. A Gamemaster, or GM, describes the world and referees the action.

San Angelo: City of Heroes uses *Champions 4th Edition* rules, available at your local hobby store or by order from Gold Rush Games, a distributor and licensee of Hero Games. This book is also fully compatible with the new *5th Edition Hero System* rules.



"Did you see the big fight on TV last night? No, not Tyson — Photon took on the Justice Foundation over in downtown. Boy, what a battle. Too bad he got away.

"This is such an amazing time to be alive. All these people with superhuman powers. Imagine that — being able to fly, or control the weather, or... well, anything you can think of.

"And it's not just the supers. It's the scientists building incredible inventions, the martial arts masters, the ordinary people who put on masks and fight crime. I've even heard rumors about wizards who fight supernatural threats we never even know about!

"Kind of hard to believe it's all happening right here in San Angelo. You know, I'm starting a scrapbook for my kids, so they can look back and see what went on here.

"After all, these heroes and all — they might not be around forever. You just never know what's going to happen these days ..."

— Mike Tucker. 36, lab assistant



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and other
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...you had the power to fly, or become living flame, or gain unimaginable strength?

...you used your powers to fight crime, protect the innocent, foil villainous plots and save the world?

What if you were a superhero?



Welcome to
SAN ANGELO
City of Heroes

"I keep getting requests for an *Astro City* RPG; we're not planning to do one — but I think any *Astro City* fans who want such a game should at least try out San Angelo. It's an intricate, involving, well-realized gaming world, and the emphasis on the reality of the surroundings and the humanity of the characters may make it just what they're looking for."

— Kurt Busiek, Creator, *Astro City*[®]

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