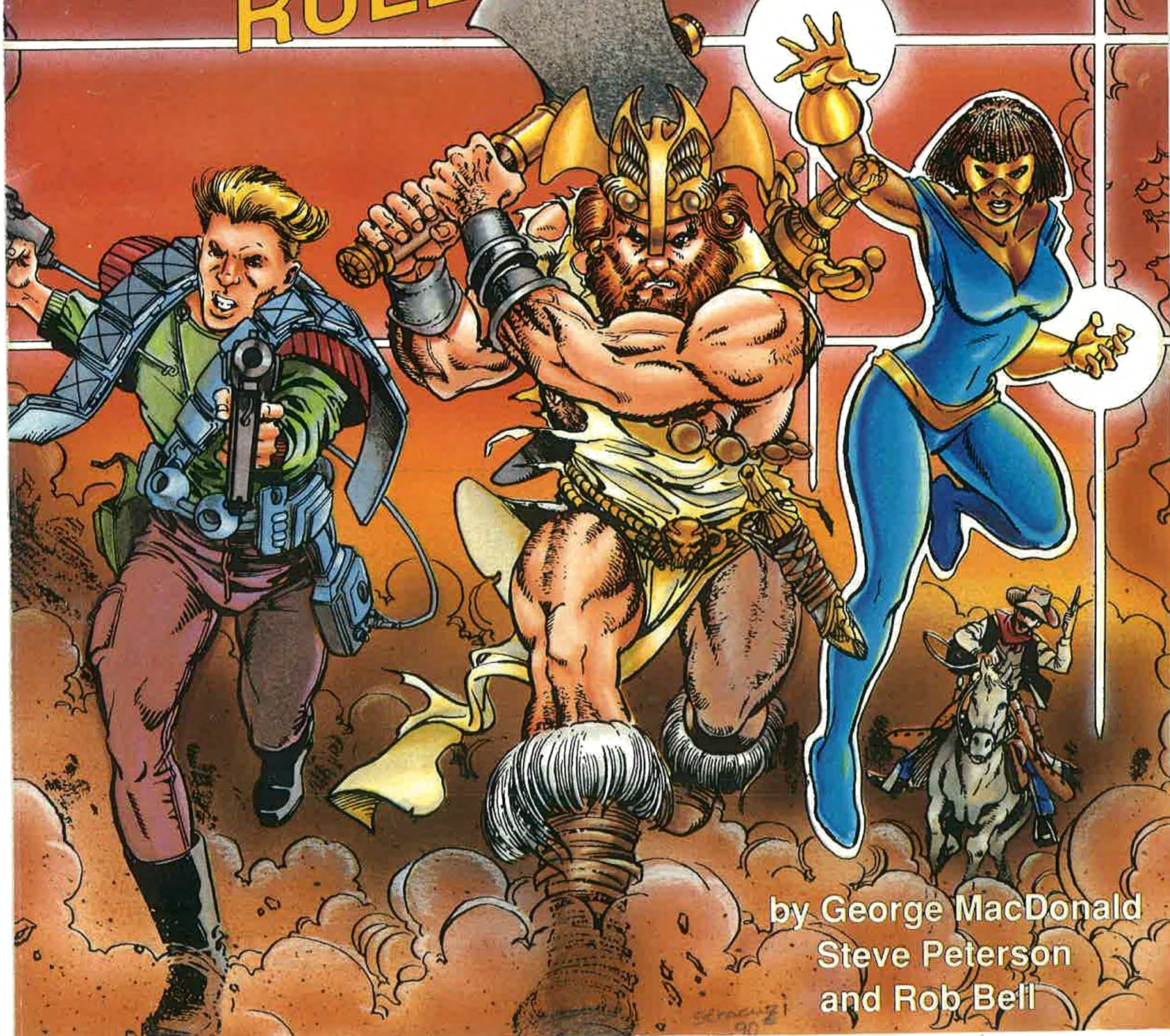


HERO SYSTEM RULESBOOK™



by George MacDonald
Steve Peterson
and Rob Bell

HERO SYSTEM RULESBOOK

By George MacDonald
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and Rob Bell

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time the situation crops up. So, please accept our apologies for this
shortcut.

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*(Note: This pg. # will change
 according to length of index.)



INTRODUCTION TO THE HERO SYSTEM RULESBOOK

Welcome to the always-exciting world of the HERO System. What you hold in your hands is a powerful entertainment medium — the first truly universal roleplaying game. The HERO System is designed to let you experience the excitement of interactive fiction, where you make the decisions that guide the plot. More than that, the HERO System lets you create and play in any background, from fantasy to 30s adventure fiction; from science fiction to comic book superheroes.

This volume gives you the rules for creating a roleplaying game set anywhere in space and time. Many of you are already familiar with the HERO System; after all, the game was first created over ten years ago as *Champions, the Super Roleplaying Game*. This 4th edition of the rules revises, simplifies, and expands the scope of the original rules. The result is more fun than ever.

WHAT'S INSIDE

Here's a list of what's in this book, so you'll know what you have:

Introduction to the HERO System: The first section of the book, this introduces you to the HERO System. There are guidelines for players new to the HERO System or roleplaying in general. There are also notes for players who have played HERO Games (like *Champions* or *Danger International*) before.

Character Creation: This section contains all the rules and guidelines needed to create characters for the game. It can be used by players designing their characters, or by the Gamemaster designing his villains. These rules can be used to create any character from fact or fiction.

Combat and Adventuring: This section has all the rules needed to handle an adventure. There are rules for combat, movement, perception, and experience. There are also extensive optional rules that the GM can use according to taste.

Campaign Sheets: This contains character sheets and other useful accessories to help the game play smoothly. Players can photocopy these for personal use.

Before you start, you'll probably also want:

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

HOW TO USE THIS BOOK

If you've never played a roleplaying game before, start at the beginning of the book. There you'll get an introduction to roleplaying and a review of how the HERO System works. This should be enough to get started. At your leisure you can go back and read the rest of the book.

If you're an experienced roleplayer but unfamiliar with the HERO System, you also should read the beginning of the book. You might also want to read through *Character Creation* and *Combat and Adventuring*, to get a better idea of how the game works.

If you're already a HERO player, then you already know how to play! Just read through the *Introduction*, and then read the rest of the rules to see what has been changed.

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

NOTE TO ROLEPLAYERS

All roleplaying games can be divided into two parts: the rules and the setting. The book you are currently holding is a complete rules system, and provides all the rules you should need to roleplay. However, it contains almost no campaign guidelines or background setting.

Don't despair! Although experienced gamers should be able to use these rules by themselves, HERO Games also publishes Campaign Books. Each Campaign Book provides extensive information and guidelines for a particular campaign setting. For example, *Fantasy HERO* includes spells, fantasy floorplans, background information — everything necessary to help HERO System player simulate fantasy literature. Other Campaign Books will be available for Science Fiction, Martial Arts, and many other genres. Because they include so much information, they are extremely useful even to experienced gamers. They are recommended for any gamer who wants to play in the given genre.



HERO SYSTEM™

ANY TIME... ANYWHERE... ANY POWER LEVEL

The HERO System is a truly universal role-playing system. With these rules and your imagination, you can play Viking warriors, high-tech star pilots, and everything in between. The HERO System encourages you to play heroes — those mighty individuals who change the world. Stop playing some first-level loser, and stop changing game systems each time you want to play a different campaign. With the HERO System, one game is all you'll ever need!

WHAT'S INSIDE?

Introduction to the HERO System: Presents the HERO System in plain English. It includes a rules summary to help you get started.

Character Creation: Award-winning rules that let you create precisely the character you want — no dice are involved. With hundreds of Skills, Powers, and Power Modifiers, you can recreate any character from fact, fiction, or your own imagination.

Combat and Adventuring: Everything you need to handle combat — whether it's the four-color action of the comic-books or the gritty realism of modern military conflict. Combat can be run quickly and simply, or you can use the extensive optional rules. The choice is yours.

Initially introduced in 1980, the HERO System has had over a decade of playtesting and development. It is the first, and best, universal role-playing system ever designed.

YOU'VE TRIED THE REST — NOW PLAY THE BEST!

BE A HERO!

The material in this book is identical to material previously published in the **Champions**® Hardcover.

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