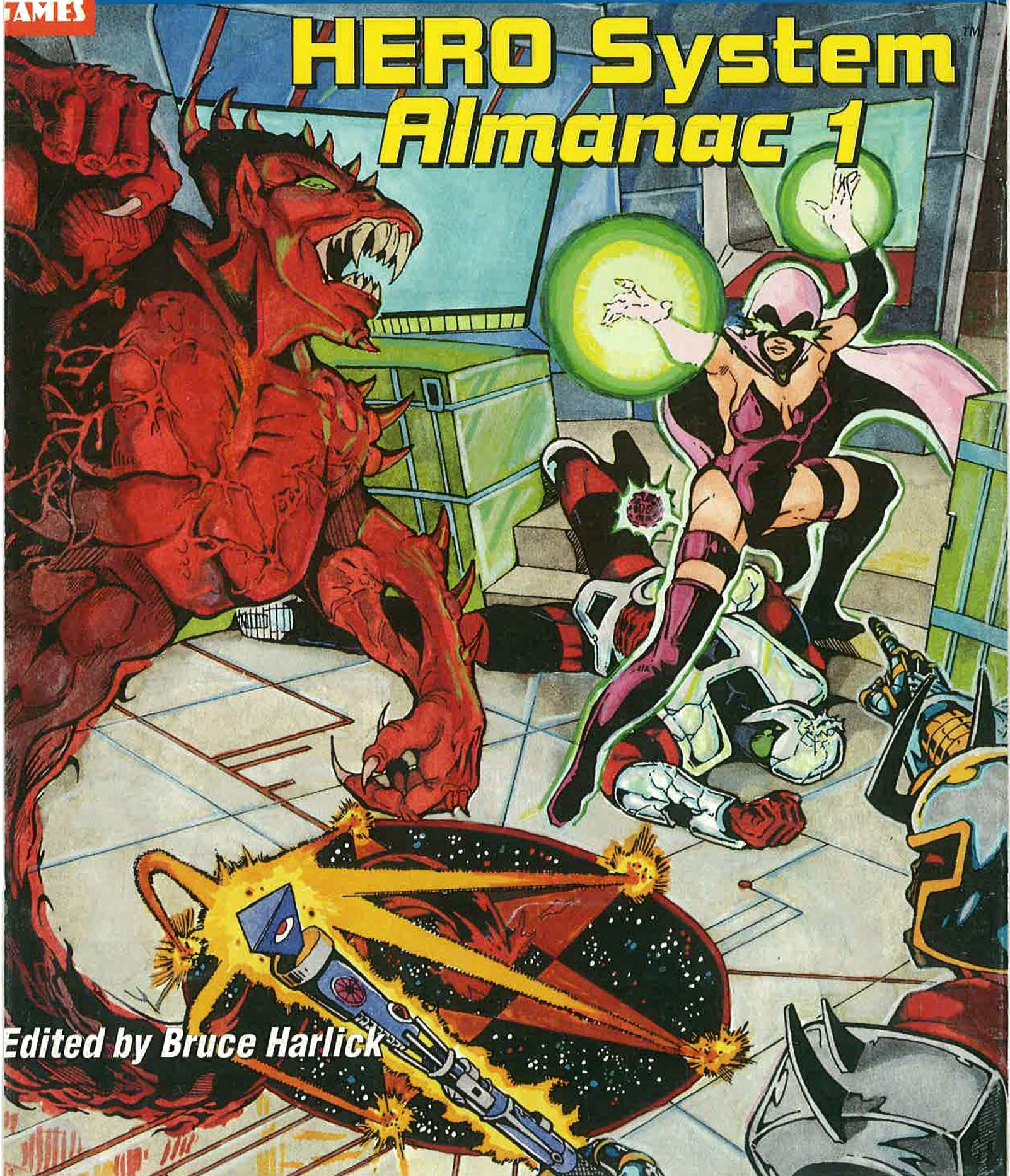A Sourcebook for the **HERO SYSTEM**

#508

HERO System Almanac 1

Edited by Bruce Harlick

HERO SYSTEM ALMANAC I ™

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INTRODUCTION

Welcome to the first *Hero System Almanac*. The Almanac is a new type of product for us, a forum for optional rules, campagin information and *Champions Universe* updates. It is also a place where we can reprint some classic articles from the *Adventurers Club* magazine.

In many ways, this Almanac, and the others that will follow, are *your* books. Your ideas are what will make these books special and useful. We're doing something very different with this book. We're presenting *optional* rules. None of the rules or rules changes in this book should be considered official. But you should read them over and try them out anyway. If you like them, let us know. If you don't like them, let us know. Use the survey form in the back of this book. The things that you like might just be made official. And the things that you hate won't become part of our rules. But only if you let us know.

For future Almanacs, we're interested in what you have to say. We'd like to get articles on new rules, optional rules, and campaigning from you. We're planning on making the Almanac an annual event, and we look to you to help us make it one.

The Almanac is split into three sections. Here's what you'll find in each of them:

NEW RULES

In this section, you'll find a whole bunch of optional new rules. There are new Advantages and Limitations, information on how to GM negative characteristics, even a method for converting your old *Justice, Inc*™ characters to the 4th edition rules. One of the most exciting systems in this book describes how to deal with spirits in the *HERO System*. Spirits is, perhaps, the major offering in this volume. It takes up almost a full third of the book, and shows you how to write up, and play, everything from a vampire to an android to a a genie in a bottle.

We can't stress strongly enough, though, that all of the rules presented in this section are *optional*. The are not intended, at this point, to become part of the permanent rules. They won't be used in any of our other supplements. Now, depending on your feedback, they might *become* part of the permanent rules. But for now, they are optional.

Throughout this section, different voices give commentary on the different rules that are presented here. We've given these voices names, and are using them to help explore some of the ramificiations of these new rules. Some of the commentary is from the author of the article, designed to point some things out. The rest of the commentary is from a specific point of view. Let's introduce you to our commentators.

STORN

STORYTELLER

The Storyteller is the voice of the Game Master. She is interested in the rules, but she is mainly interested in telling a good story. She knows that there are times when the rules get in the way, and need to be ignored. She also know that there are things that can be done with the rules that should not be done. The Storyteller looks at these new rules with an eye to plot and fun for her players.

GAME MECHANIC

The Game Mechanic is the voice of the rules lawyer or power-gamer. He may be interested in story, but his main interested is in the rules. If it is written, it can be done. If it can be done, it can be played. He's not really interested in game balance or the like; he wants to push the system to the limit. And beyond. The Game Mechanic has read these rules with an eye towards their use and abuse.

People have long since been of the opinion that things published in the AC were "official." To a great extent, this is true. But it does cause some problems. When Steven Long wrote *Dark Champions*™, he made reference to an article that was published in AC #8 and 9. That article, *Sound the Alarm*, is an excellent look at different type of security system, and how to defeat them, and certainly was germane to Mr. Long's book. But *Sound the Alarm* was published back in 1986, well over seven years ago!

This section, then, will help correct that problem. We've reprinted *Sound the Alarm*, along with some excerpts from Doug Garrett's old *Covert Action* columns. Doug's advice on ref'ing the disadvantages was aimed at *Espionage!* GMs, but is applicable to *Dark Champions* and other Hero Games.

CHARACTERS AND CAMPAIGNING

This section contains articles on how to run your campaigns. We have articles on how to create good timelines, how to set your power levels and how to create a super team name. We even have a *Champions Universe* update. So read and enjoy!

ROLE-MAN

Role-Man is the voice of the good player. He is interested in the rules and writing up good characters. He is also interested in the Storyteller's story and plot, and like to cooperate with her to get the story told. Role-Man may be attracted to the Game Mechanic's point of view at time, but is primarily interested in playing in a good game, and have a good time. Role-Man has read these rules with an eye towards how they affect the player.

• • •

This commentary is there to help start the thought process about these new rules. Some of them can have quite far-reaching affects on your game. Read over the rules, and the commentary, and then decide what you want to use and what you can leave out. Remember, the choice is up to you.

CLASSIC AC

This section reprints some of the best material from the *Adventurers Club* magazine. The AC has been published for over ten years, and a lot of good material has seen print and then faded out of sight. The Almanac will keep that material from vanishing forever.

HERO System™ Almanac 1

The HERO System Almanac I is the first supplement intended for the entire HERO System. This book is jammed full of optional rules, new systems, campaigning notes, advice on how to set up campaigns—in short, everything you could ever ask for!

What's Inside?

New Rules: Over 60 pages of optional rules, all designed to make your games more fun and exciting! Here are some of the things that you'll find:

- *Spirits in the HERO System:* Detailed rules for writing up and GMing spirits. With these rules you'll be able to simulate anything from an unstoppable vampire to a certain android Lt. Commander. Check them out!

- *Arcana & Magic:* An alternate magic system for *Fantasy HERO.*™ Learn how to jazz up your spells, and how to find and use rare and magical items to increase your power! This system is full of flavor, guaranteed to spice up any *Fantasy HERO* Campaign.

Classic AC: We've reprinted some of the best material from the twelve-year run of our magazine, the *Adventurers Club.*™ Explore security systems in-depth in *Sound the Alarum* and learn how to make those disadvantages count in our excerpts from *Covert Action.*

Characters & Campaigning: This section includes articles that are aimed at improving your campaign. Learn how to make realistic timelines and how to balance your campaign. You'll even find a chart for rolling up random superteam names! And don't miss our *Champions Universe* update, which presents Captain Australia and Entropi, two characters from Down Under!

With all of this great stuff, how can you afford to pass up *The HERO System Almanac I*? The answer, of course, is that you can't! So don't delay. Buy this book, and start getting more out of your games!

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