

Aliens

A supplement for use with the Hero 8™ RPG/Dice Game

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The Alien Character

What would a superhero game be without aliens? This supplement is intended to allow you to create your own alien races. Alien characters may have **any** power, talent, or gear listed in any of the MEP Light System game books or supplements.

In addition, the alien character may choose any of the racial traits listed in this supplement. These traits should be recorded on the character sheet under type as **RT** for **Racial Trait**.

Physiology

This section deals only with the body whole and its general shape. Remember that the race may take on any humanoid shape desired, from something as familiar as near human appearance, to that of a feline-like race. Physical appearances are up to the creator of the race. This section merely discusses issues of how some common variations will affect the mechanics of the game.

Serpent Quarters (2) Instead of legs, the race has a serpent's tail. May entangle a single target leaving them partially immobilized, requires successful roll to escape, -1 turn per round.

Wings (3) Race has some manner of wings, usually feathery or leathery. Can fly as the power.

Angelic/Demonic Appearance (3) Any creature viewing the race, for the first time, must make a successful roll, or is stunned for 1 round.

Amphibian-like (2) Receives the skill of swimming without cost. May go underwater, to any depth, without the need to breathe. May only stay out of water for 1d6+2 days. If outside water for more than the allotted amount of time, the creature will dry out and die.

Rock/Mineral Façade (3) +10 points, -1 turn per round.

Additional Arms (3) Two extra arms positioned directly below the first set. +1 turn per round when using the additional arms.

Prehensile Tail (3) May use tail to grasp objects; +1 turn per round if using tail.

Robust (2) Large body frame. +5 points.

Thick Skin/Hide (1) +3 points.

Scaly Skin (1) +3 points.

Diverged Toes (2) can grasp objects with feet; +1 die to talent or feat rolls that require balance and agility.

Body Weaponry

Claws (1) scores +1 point.

Tusks (1) scores +1 point.

Fangs or canine teeth (1) scores +1 point.

Horns (1) gore or butt scores +1 point.

Hoofed Feet (1) scores +1 point from kicks.

Natural Abilities

Enhanced Sight (1) X2 normal human.

Enhanced Hearing (1) X2 normal human.

Enhanced Smell (1) X2 normal human.

Infravision (2) see infravision under the vision section in the Telling Your Story supplement.

Sonicvision (2) see sonicvision under the vision section in the Telling Your Story supplement.

Mega-Strong (4) same as power in Hero 8™ main rules.

Enhanced Healing (4) same as the regenerate power in Hero 8™ main rules.

Sense Magic (2) same as the spell, Detect Magic.

Speak Telepathically (3) race has the ability to use the psychic power of telepathy at will.

Resistance to Heat (3) heat scores 1/2 normal points.

Resistance to Cold (3) cold scores 1/2 normal points.

Resistance to Toxins (3) toxins score 1/2 normal points.

Resistance to Awe/Fear (3) immune to fear effects.

Resistance to Magic (3) magic scores 1/2 normal points and has 1/2 normal effect.

Natural Magic-user (3) select any three one point magic abilities from Hero 8™: Magic.

Latent Psychic (3) Race has developed minor psychic abilities. Select any three one point psychic powers from Hero 8™: Inner Mind.

Sociological

Natural Engineer/Craftsman (3) +1 die to any talent rolls that involve using engineering or building skills.

Natural Scientist (3) Race's capacity for reasoning has lead them to socially evolve as a people of science. +1 die to talent rolls when using any math or science (the -logy and -nomy) skills.

War-like (3) The race's capacity for war has resulted in its social evolution into a race of warriors. Gains one combat oriented talent at no charge.

Theological Society (3) Race's society is based on the faith of a particular mythos. Select any three one point prayers from Placidhaven™.

Hindrances/Penalties: adds points

Frail (+4) Small, light body frame; -3 points.

Poor Sight (+1) 1/2 that of normal humans.

Poor Hearing (+1) 1/2 that of normal humans.

Poor Sense of Smell (+1) 1/2 that of normal humans.

Slow Healer (+3) after a confrontation, it takes ten rounds for the character's points to return. Otherwise gains only one point per round.

Vulnerable to Heat (+3) heat scores double normal points.

Vulnerable to Cold (+3) cold scores double normal points.

Vulnerable to Toxins (+3) toxins effect race with X2 potency.

Vulnerable to Magic (+5) magic scores double points and effects last twice as long.

Slothful Movement (+4) due to physiology, the race is naturally incredibly slow, -1 turn per round.

Longevity

Race lives +100 human years per point allotted to longevity.

Effectively Immortal (7) Does not die of natural causes, but may die by violence or accident.