



# *Hero Builder*®

## CORE RULEBOOK

Created By: Tym Thatcher & Thomas J. Baker



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**Forward by Thomas J. Baker:**  
***The Art of Building a Hero***

Tym Thatcher is the father one of my best friends, always cheery and full of imagination. When my friend said her father could run a role playing game (RPG) I was ecstatic. I had never played an RPG before, and I remember him letting me play a Halfling named after a rather famous character. Now Tym has been full of energy and as time passed I got to play in several other games of his. Yet it was only later when I sat down to play other RPGs with other people did I discover that Tym was not, for all those years, having us playing traditional RPGs. Tym was having us be his guinea pigs for his real master work, Hero Builder.

Hero Builder has taken a long time to develop, with bumps along the way. Yet it's now in your hands, where it was meant to be. We have worked on this game for long hours, hammering out flexibility and ease of use. Looking to games of the past and learning from the steps they took along the way.

To say Hero Builder remakes the tabletop game is an understatement. RPGs of old gave you the car with the keys. You could drive almost anywhere in that car, yet it would always be that car. Hero Builder gives you the tools to make your own car, with wings or water tight body with any type of body and coat of paint you want. So go, build the car of your dreams, and make a Hero unlike any other.



## Chapter 1:

# *Intro to Hero Builder*

## *WHAT IS THIS LITTLE WHITE BOOK?*

Welcome HERO! This little white book can help you create amazing Heroes that are barred only by the limitations of one's imagination. It can help you build the framework of a fantastical adventure that you then add the flavor to. This little white book is the Core Set of rules that will keep every Hero and Hero Master honest as they role-play epic adventures into the deep darkness of night around the table lit by candle light. If you read carefully and are rather clever you will learn how the system works in no time. There are no wrong answers in Hero Builder; play how you want.

**This book is Hero Builder, the framework of your next great adventure**

## *WHAT IS A ROLE-PLAYING GAME?*

If you are new to a Role-Playing Game (RPG) I should explain what a RPG is. A table top RPG, or Role-Playing Game, is a multi-player game that lets players take the role of Heroes or Heroines and then tell a story with those characters. These games are usually overseen by a Game Master, or in our case a Hero Master, and it's their job to provide a world and story for the Heroes to go on. It is their job to guide the Heroes.

All you will need is this book, a few friends and a world to have your adventures in. This world can be anything you want in Hero Builder. Use your favorite setting from a game, book series, comic book, movie, or just make your own world with its own people and locations.

**The Possibilities are endless**

## *GETTING STARTED*

Hero Builder prides itself on being a source of mechanics, a framework for you and your friends to play. If you are a long time RPG Gamer you are already a step along then most other people. Having said that, there are some things to keep in mind when running a game of Hero Builder, or being in a game of Hero Builder.

1. If you are new or even an old hat to running an RPG it can be easy to get bogged down by the sheer unlimited power that is Hero Builder. The hardest project is the one without limit, so before you (The Hero Master) even begin, sit down and truly think on the world that the Heroes are going to be in. Make rules, set boundaries, and do not hesitate to say no to any idea that a Hero comes up with.

With unlimited power comes responsibility, the Hero Master's responsibility to ensure that everyone has fun. Heroes will test the boundaries and they will come up with ideas that will not work with the world you envision or convert into Hero Builder. **Read the book and do not hesitate to put BANS**(stuff not allowed by the Hero Master ) **and LIMITS** (stuff the Hero Master wants to modify) **on anything in the book**. It is up to you to make sure everyone is on the same page and having fun. Keep it Fair and Keep it Fun!

You are the overseer of the Heroes and guide the Heroes in the world they create. The Hero Master creates the foes, obstacles and non-playable characters (NPCs) that the Heroes will interact with. See **Chapter 9** for tips and tricks to running a game of Hero Builder as the Hero Master and see **Chapter 8** to learn how to create the enemies and obstacles for your campaign.

2. Once you have the rules and boundaries of your world it's time decide on the type of campaign your Heroes will play. There are three types of campaigns: **Commoner**, **Heroic** and **Godly**. Each is geared to a different type of game and has a different character advancement sheet located in the back of the book. Use those charts to reference how much experience is needed until the Hero progresses to the next higher numbered level,



here after referenced as leveling up or level up. All Heroes start at level one during a new campaign. (For existing campaigns, a new Hero should come in at the same level as the other Heroes in said campaign.) Below are the campaign types and what genre they are gear to.

- **Commoner:** Thriller, Horror, Romance or Survival Based Campaigns
  - **Heroic:** Action, Adventure Based Campaigns.
  - **Godly:** Wacky, Super Hero, Over Powered or Comical Based Campaigns.
3. Party size is determined by the number of players, excluding the Hero Master. The more players there are the harder it will be to run a game. The more Heroes the more time is required to give everyone equal time in the spotlight. **A comfortable party size is 6.** Players can have more than one Hero, yet keep in mind that the Hero party count should probably not go higher than six. You can run a Hero Builder Campaign with just one or two players as well, yet if this is the case, the campaign should be more personal with a larger party.
4. Now that you have a world, a campaign planned and some friends who are going to play the Heroes, it will help to have these items as they make play more fun and easy. You can get these all online with a quick search or by going to your local hobby shop.
- A Gridded Play Mat, Gridded Paper, or a Battle Grid
  - Wet Erase Markers and Pencils
  - Miniature Figures or Flat Beads
  - A set of Polyhedral Dice. ( **d# = Dice & Number of Sides** [d4, d6, d8, d10, d12, d20])
  - Character Sheets (Found on our site [www.thetablecandle.com](http://www.thetablecandle.com))
  - You can also go to [ttcmat.bitballoon.com](http://ttcmat.bitballoon.com) and [ttcdice.bitballoon.com](http://ttcdice.bitballoon.com) and use our Online Battle Mat and Dice Roller we have created for you, for Free!

## *ITS YOUR WORLD*

As you go over the pages of this book you will find no illustrations, and no artwork. Instead, from time to time you will find blank lines with the words Homebrew above. These are there so you, the owner of this book, can make this book your own. Draw in it, create new ideas, and expand on the rules for your own games and adventures. Make memories with this book, create worlds and stories. Make every mark have a story so that when you pull this off your shelf when you are old and grey you can look back on your life and remember the adventures you have had with your friends and loved ones. For it is the journey with your fellow Heroes that make life all the more sweet and wonderful to live; and the memories of that journey will last you a life time.

## *FINAL THOUGHTS*

Now that you have the supplies, some friends, maybe a few snacks, and a world with **BANS** and **LIMITS** on it; it's time to get started with your epic quest, whatever it may be. Yet, I seem to be forgetting something, what is it that I am forgetting? What is the last thing you need?

Ah yes! The Heroes need their character sheets filled out so that they can interact with the world created by the Hero Master! In the next few chapters we will go over the creation of our Heroes; their Roles, Abilities, Skills, Proficiencies, Flairs and Epic Powers to combat the darkest monsters that the Hero Master can throw at them.

Character creation can be a daunting task, just like making the world they will reside in. Yet do not fear the choices you make now, we will take you step by step down the road to creating a Hero. As your Hero grows and become more powerful so will you learn the deep mechanics of this game as well. Take your time and do not be afraid for this is Hero Builder and you are the HERO!

## Chapter 2:

# Know Your Roles

## ROLES

Roles define where a Hero is on the battlefield and are the first thing to consider when creating a Hero. Each role gives a small bonus to the Hero and helps them in their combat style. A Hero can only have one role but it can be changed whenever the Hero levels up. A Hero does not need to take a role in Heroic or Godly, yet it is recommended. Even if a Hero does not take a role it is still a good idea to consider their role in combat. (Bonuses are added as we go along in the book.)

- **TANK:** This Hero likes to wade in close and engage in a toe to toe slugfest. He or she doesn't move around much, nor do they have to because they have lots of hit points and do big damage even with the most basic melee attack.
  - **BONUS:** +3 attack and damage bonus, +20 hit points, One Extra Proficiency.
- **ATTACKER:** This Hero is a powerful, close quarter's fighter who uses big weapons and does big damage. He or she also relies on their speed and therefore does not wear heavy armor to slow them down.
  - **BONUS:** +2 Initiative, +2 attack bonus, +10 hit points, +5 power points.
- **WIELDER:** This Hero does his or her damage from a distance, often by wielding magic or something else super natural. They lack the hit points for close-quarters-combat but have lots of power points to wield their super natural powers.
  - **BONUS:** +2 initiative, +2 attack bonus (ranged weapon or spell cast only), +15 power points, one bonus powers.
- **DUELIST:** This Hero is fast and cunning; using hit and run tactics to keep his or her enemies off balance. The duelist is equally comfortable with ranged attacks or close quarters. His close-in-attacks usually involve movement as they lack the hit points for going toe to toe.
  - **BONUS:** +3 initiative, +2 attack bonus, + 2 dodge bonus to armor class, +10 power points.
- **GUARDIAN:** This Hero can be a powerful fighter and/or spell caster. Often using His or her magic and powers are often beneficial to their allies, healing powers and buffs.
  - **BONUS:** +2 attack bonus, +10 hit points, +10 power points.
- **CHAMPION:** This Role is meant for use in single player campaigns, when the only Hero is the Champion of their story. This role is unfair otherwise, and should not be allowed in a group of Heroes. If a Hero Joins the party, change the role.
  - **BONUS:** +20 hit points, +20 Power Points, one bonus power, +2 attack, +2 Initiative

## *ABOUT THE ABILITIES*

Abilities are your base stats in the world of Hero builder. You will rely on these base stat scores on your adventures as these scores represent your Hero on a base mechanical level. Below are listed the six base ability stats every Hero has. Before rolling up your Hero's ability scores take a moment and review what your Hero is best at. Also bear in mind what is their role. We have taken the time to explain the stats below using potatoes as potatoes are the best.

- **STRENGTH**: Strength is the key ability to carry lots of potatoes. **Most important to Tanks, Attackers, or Guardians.**
- **DEXTERITY**: Dexterity is the key ability to dodge a potato flung by an angry Irish lady that did not like your pick up line. **Most important to Duelists & Attackers.**
- **CONSTITUTION**: Constitution is the key ability that determines if you can withstand eating a rotting potato. **Most important to Tanks, Attackers or Guardians.**
- **INTELLIGENCE**: Intelligence is the key ability to know how many recipes there are for potatoes. **Most important to Wielders, Duelists or Guardians.**
- **WISDOM**: Wisdom is the key ability to know how many potatoes you will need to feed three Heroes on a long quest. **Most important to Wielders & Guardians.**
- **CHARISMA**: Charisma is the ability to think up a great potato-based pick up line that will work next time. **Most important to Wielders & Guardians.**

## *ROLLING UP YOUR HERO*

Once you're familiar with what each ability score is for, it is time to roll up your Hero. Take the amount of points appropriate to the type of campaign you are playing. Then divide those points among your abilities. Example: I have 20 points; I put 10 into Strength and 10 into Dexterity.

1. **COMMONER**: *Low level campaigns*
  - a. Start with 60 points; divide these up into the different stats. You cannot have 0 or negative numbers for a stat. Recommend Max for stats is 18.
2. **HEROIC**: *Recommended campaigns*
  - a. Start with 84 points; divide these up into the different stats. You cannot have 0 or negative numbers for a stat. Recommend Max for stats is 20.
3. **GODLY**: *High level hilarity campaigns*
  - a. Start with 96 points; divide these up into the different stats. You can have 0 for a stat yet no negative numbers can be a stat. Recommend Max for stats is 25.

Once you have your six stats set in place, look to the Ability Advancement chart to figure out what the bonus for your stats are. Whenever you roll your dice you will add this bonus onto your roll depending on what stat is called for.

**ABILITY ADVANCEMENT:** The bonuses go up one point for every two Ability Score Levels.

Ability Score Level	Bonus
4 - 5	-3
6 - 7	-2
8 - 9	-1
10 - 11	0
12 - 13	+1
14 - 15	+2
16 - 17	+3
18 - 19	+4
20 - 21	+5
22 - 23	+6
24 - 25	+7
26 - 27	+8
28 - 29	+9
30 - 31	+10

### OF LIFE AND DEATH

Now we need to give him or her **Health Points** (or HP). Every entity has an HP value. Heroes fall down and can no longer take a turn when their HP is at or below 0. Heroes die at -15 or less HP, while all other entities die at 0 or less. A Hero that strikes the final blow to an enemy (makes the enemy's HP 0 or less) is allowed to dictate how the foe is defeated. They can either kill the enemy, thus ending the enemy's existence, or dictate how they subdue the enemy. In either case, the enemy is taken out of combat. The Hero's HP goes up as they level up, but it can also go up if their Base Constitution Ability score goes up. Now let's set your Heroes HP.

Their **Starting Hit Points** are  $\{1d8 \text{ or } 4 + (\text{BASE Constitution Ability Score})\}$  (Every time a Hero levels up, their HP goes up by  $\{1d8 \text{ or } 4 + \text{their Constitution bonus.}\}$ )

In Godly campaigns Heroes get an extra +10 HP at level 1.

## *NOW FOR SOME DEFENCES*

Defences are the numbers that a foe must roll higher than in order to harm the target. Think of it like this: Your **Armor Class** is what the Hero is wearing to protect them from weapons and the elements. **Fortitude** is how tough the Hero is at enduring something that would harm him or her. **Reflex** is how fast your Hero is at getting out of the way of an attack. Last is **Will**; how strong your Heroes mind is to resisting attacks that attack their very mind. As you gain Ability points your Defenses go up as well. Please refer to the pre-made math to find these defenses when rolling up your Hero.

- **Armor Class**{10 + (*Dexterity Bonus*)}
- **Fortitude**{10 + (*Constitution Bonus*)}
- **Reflex** {10 + (*Dexterity Bonus*)}
- **Will** {10 + (*Wisdom Bonus*)}

### Chapter 3:

## *A Diverse Pool of Heroes*

### *BLOODLINES*

A world is only as diverse as the races that inhabit it. In Hero Builder we call these, Bloodlines. Humans are the base Bloodline in Hero Builder and you are free to create a Heroic human, yet you are not limited to just being human. Any game world that a campaign will take place might have its own Bloodlines that aren't human. The Hero Master may choose to create all of the Bloodlines in the game world or he or she may allow the players to create their own, unique Bloodlines.

Creating a Bloodline is pretty easy. Most players, I have learned, will usually create a Bloodline that is, at least somewhat, humanoid. It may not look human, but we understand what it is to be human – it has a head, two arms and two legs; it has emotions and intelligence; it uses weapons and skills just as a human would.

Sometimes, however a Hero may want to do something really strange, and create a Bloodline with no humanoid characteristics at all: A sentient dog, a giant disembodied head, a thinking moving plant. If a Hero wishes to play as a more unique Bloodline then make sure they know what it means to play that line. For example, if a Hero wants to play a Dog then the Hero must find ways to talk and fight alongside their fellow party members.

### *CREATING A BASE LINE*

Every Bloodline that is made will have the same basic structure to make the base of the bloodline. When creating a new Line keep in mind that the Bloodline will have something that it's naturally good at. Is the bloodline strong? Naturally quick? Known to be one of the most beautiful around? Yet with every strength there is a natural weakness, is the Bloodline not the toughest? Known to be dull witted? Not able to pick out the snake that's biting them?

When you decide on what the line is known for, it is time for ability modifier levels. This is the base ability bonus that the Bloodline will have, and there are three levels of this bonus. Pick one of the levels and assign the positives and negatives to the corresponding abilities that your Bloodline is known for.

For example, if you pick level one then you could add 2 to a base Ability score. For example if dexterity was 16, then the Bloodline would add 2 to the 16 and make the base Ability score for dexterity 18. Yet every level has a negative, so if charisma was 12 then if chosen, it would go down to be 10.

Below is a chart of the Bloodline levels

Levels	Positive	Negative
Lv: 1	+2 to 1 Base Ability	-2 to 1 Base Ability
Lv: 2	+2 to 2 Base Ability	-4 in total in Base Ability scores
Lv: 3	+4 to 1 Base Ability	-2 to 2 different Base Ability scores

### *A PROFICIENT BLOODLINE*

A Bloodline has one more thing that makes it great, and that is Blood Proficiencies. Blood Proficiencies are simple proficiencies that add to a Bloodlines depth; just make sure to keep them fairly small and limit to two. Blood Proficiencies are an extra proficiency and do not take up any of Hero's regular proficiency slots. To see a list see of these proficiencies go to "[BLOOD PROFICIENCIES](#)" Ch.4, Page 26.

Some Heroes may want to try and overpower everyone and play something like a dragon or a demon. In Hero Builder we have that covered and all things can be made possible and kept fair. In the case of really exotic or powerful Bloodlines the player must use an Exotic Blood Proficiency for that Bloodline. For instance, the fellow who wants to play a type of dragon would have a proficiency called DRAGON. Any dragon type powers, breath weapons, wing buffets and such would be created using that proficiency and would fall under the power matrix. However, in the



case of an Exotic Blood Proficiency, the proficiency may add a few more bonuses. As the HM try to level these bonuses out with equal penalties. As for the ability scores of such exotic bloodlines, use the same rules with the ability scores of this exotic, non-humanoid race as with any other Bloodline. To see a list of these proficiencies go to “[EXOTIC BLOOD PROFICIENCIES](#)” Ch.4, Page 27.

### *A BLOODLINE IS SKILLED*

A Bloodline can also have up to two trained skills that are unique to their line. These skills are truly unique to the Bloodline and as such have more to them. A Skill that is a part of a Bloodline do not have the normal +5, they get a +7 to the ability bonus for that skill. You can think of this as the skill being passed down, or even a natural aptitude to that skill because of who they are.

### *LETS CREATE*

Now let’s create a brand new Bloodline. Start with a description of the Bloodline, its physical appearance, its attributes and the traits of its culture. For example, let’s create a new line called “The Wanders”, from a cat species called Kittykins.

Kittykins are anthromorphic cats; they are humanoid of shape but with feline features. They are slightly smaller than humans, about the size of a human child, perhaps 3 to 4 feet tall. They are athletic and well-muscled. Kittykin fur is plush and comes in all the varieties of a common house cat.

“The Wander” Bloodline are semi-nomadic, living in clans. These clans typically consist of 10 – 50 adult individuals, and perhaps half as many young. Being semi nomadic, a clan may stay in one place for several months or several years, but they will eventually move on. “The Wanders” get on well with most other intelligent creatures but they are highly territorial and may be aggressive towards outsiders.

Oddly “The Wander” Bloodline is fond of knitting; as such their knitted blankets are highly coveted. Some have even said that the blankets have super natural powers knitted into the very threads of the blankets, making anyone feel at home no matter where they are.

- **ABILITY SCORE LEVEL**
  - **LEVEL 2**
    - +2 to BASE DEXTARITY (*Because they have Catlike Quality's*).
    - +2 to BASE WISDOM (*Because they are nomadic*)
    - -4 to BASE CHARISMA (*Because they are naturally aggressive to non-allies*)
- **KITTYKIN BLOOD PROFICIENCIES**
  - **CAT VISION:** (*Because they are half cats*)
    - Kittykins have excellent night vision that grants them a +1 bonus to their awareness checks at night or in heavy shadows every ten points.
  - **KITTY CUTENESS:** (*Because they are half cats*)
    - The natural cute nature of Kittykins grants them a +1 bonus to all their checks dependent upon charisma every ten points.
- **KITTYKIN BLOOD SKILLS**
  - **KNITTING:** (*Because every Wander learns Kitting at a young age.*)
    - The Hero can Knit, the higher the roll the better the Knitted Item. This skill uses the Dexterity Bonus.

## Chapter 4:

# Skills, Proficiencies and Flairs

## WE ALL HAVE SKILLS

Skills are abilities that can be used in any situation. A Hero uses skills both in and out of combat to find things, disarm traps, unlock doors, craft things, and much more. They can be used in combat as well.

Any Hero can attempt any skill action; simply determine which ability applies to that skill. For instance, if a Hero wanted to make candy they would first need to know what ability stat it uses. It takes intelligence to make candy, so intelligence would be the key ability. So when a Hero makes candy they would add their intelligence bonus to the roll. Heroes can also train a skill. If a Hero takes a skill they add +5 to the base ability bonus when they make the skill check because they are “Trained”. A hero can also become trained in an untrained skill if they roll a natural 20 on a d20 when making a skill check, no bonuses are added.

So to review: A Hero named Klamp with an INT. bonus +3 is trained in Tech, so his skills bonus is +8. In contrast, if his key ability were to make candy, he only adds +3 to his roll due to his intelligence bonus, since making candy is a skill he’s not trained in.

A Hero gets **three trained skills plus his or her Intelligence bonus** when they are first created during character creation. A negative intelligence bonus does not subtract from the first three. In a Commoner Campaign Heroes get six trained skills rather than three.

## SKILLS LIST

- **ACROBATICS:**
  - This includes all things that require agility, such as tumbling, balancing or slipping through tight places. Key ability is Dexterity.
- **ATHLETICS:**
  - This is like acrobatics but more strength related. Athletics includes climbing, jumping and swimming. Key ability is Strength.

- **AWARENESS:**
  - This skill is the main way for a Hero to directly know or perceive the events happening around them. Key ability is Wisdom.
- **BULLY:**
  - This is intimidation using strength and ferocity instead of charisma. Key ability is Strength.
- **DIPLOMACY:**
  - The skill of diplomacy is the ability to talk your way out of (or into) a tough situation. Key ability is Charisma.
- **DECEPTION:**
  - The art of deception includes lying as well as misdirection. Key ability is Charisma.
- **DRIVING:**
  - The Hero can drive terrestrial vehicles. Key skill is Dexterity.
- **IDENTIFY:**
  - The Hero can identify items. Key ability is Intelligence.
- **KNOWLEDGE:**
  - There are many different types of knowledge. Ex. Tactics (combat tactics), arcana (magical lore), computers, weapons, Xenomorphs (alien creatures), civilizations, robots, tech, streetwise. You can have as many knowledge's as you wish. Key Ability for all knowledge's uses Intelligence
- **LEAP IN LOGIC:**
  - The Hero can use logic to overcome such dilemmas as mind altering powers or try and understand the situation at hand. Key ability is Intelligence.
- **PILOTING:**
  - The Hero can pilot any sort of ship. Dexterity is the key ability.
- **PERFORMANCE:**
  - The Hero can entertain or distract an audience. Key ability is Charisma.
- **REPAIR:**
  - The Hero can repair his gear; Key ability is Intelligence.
- **SECOND SIGHT:**
  - The Hero can detect a person's intent by reading their emotions. Key ability is Wisdom.
- **TECH:**
  - The Hero is good at understanding, and working with technology. Key ability is Intelligence.
- **THIEVES' SKILLS:**
  - This includes disarming traps, picking locks, sneaking and so on. Key ability is Dexterity.

- **WEAPONOLOGY:**
  - The Hero has a profound understanding of weapons. He can make and repair, or modify weapons. Key ability is Intelligence.

**HOMEBREW:**

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**BEING PROFICIENT**

Proficiencies are like skills but are exclusively for combat and every power must have a proficiency that it uses (see page 35). They measure a Hero's skill with weapons, magic and other combat skills. Proficiencies are progressive, that is, they improve as the Hero goes up in levels and gains Proficiency Points. **A Hero gets 3 proficiencies + his or her Wisdom Bonus.** A Negative bonus does not take away from the first three. In Godly campaigns heroes get six proficiencies.

Proficiencies have a Point value and every ten points adds one point to the effectiveness of its usage. At zero points the Hero adds one point to the effectiveness of its usage. For example: a sword proficiency that is 25 Points adds +3 to a Hero's To Hit and their attack bonus.

Proficiencies gain points through leveling up. The Hero gets **ten proficiency points per level**, including first level, **plus** his or her **Intelligence modifier**. The player will then distribute the points among his Hero's Proficiencies. In Godly campaigns heroes get an extra 10 proficiency points.

**0 Points = +1 / 10 Points= +2 / 50 Points= +6 / 100 Points= +11**

Just like Skills you can make your own Proficiencies if you want. Let's make a Proficiency called "Luck". The Proficiency allows the Hero to meddle with their own luck, so every 10 points they get a +1 to their dice rolls. If this seems rather powerful, put a negative aspect onto it. So with every 10 points of Luck, the Hero also takes extra damage when hit; if their bonus is +3, they get +3 to their rolls and take +3 extra damage when they are hit. After all when you're so lucky, bad luck will hurt more!

Whenever a Hero makes a roll that involves a proficiency, (a weapon attack or a using a power or ext.) they compare the natural roll to the proficiency bonus. If they rolled higher than the bonus they get a point in that proficiency. For example if a Hero named Klamp Rolled a 10 to attack with his wrench, and his bonus was +7, then he would get a proficiency point to his wrench proficiency. If he rolled a 5 then he would not get that point. (HERO MASTER DISCRETION)

## *PROFICIENCIES LIST*

### WEAPON PROFICIENCIES:

- **AXES:**
  - Includes all battle axes and throwing axes.
- **BARE HANDED FIGHTING:**
  - Self-explanatory.
- **BOWS:**
  - Includes all manner of simple or compound bow and arrow weapons.
- **EXOTIC:**
  - Includes any weapon the Hero Master deems an unusual or exotic weapon. Examples are chakrans, spiked chains, and ring blades.
- **FLAILS:**
  - Includes morning stars, chain hammers and ball and chain.
- **GRENADES:**
  - All hand held explosives.
- **HAMMERS:**
  - Includes mauls, war hammers and maces.

- **HEAVY ARMS:**
  - This includes all heavy firearms and artillery. Examples include; shoulder cannons, blunderbusses, carbine rifles, mini guns and hand ballistae. Also includes hand held missiles and grenade launchers.
- **LIGHT BLADES:**
  - This includes all short swords, and knives of all types.
- **MEDIUM ARMS:**
  - Includes rifles, shotguns, muskets, and other long guns.
- **PLASMA:**
  - This includes all plasma weapons, and must stack with another weapon type. For instance a blaster would require plasma and small arms. A sun saber would require swords and plasma.
- **SMALL ARMS:**
  - This includes all pistols and hand guns.
- **SPEARS AND POLEARMS:**
  - This proficiency group includes all spears and weapons such as halberds, and glaives.
- **STAVES:**
  - This includes all staves, quarter staves, wizard staves and blade staves.
- **SWORDS:**
  - This group includes all standard and great swords.

## **MAGIC/SUPER NATURAL PROFICIENCIES:**

- **AURAS:**
  - Auras are magical powers that radiate outward from a Hero. They are always treated as a burst type power, however an aura moves as the Hero moves so long as it is active. Auras are usually beneficial and therefore buff powers. You can either have the Aura last to the end of combat, but the user does not benefit from the aura; Or the user can benefit from the aura, but it has to have a duration cost. (See Page 37)
- **CHARMS:**
  - Charms are the ability to alter the mind, emotions and even the alignment of an enemy. These are typically attack powers, requiring an attack roll. A power that causes an enemy to become peaceful and thus not attack the Hero would be a charm. A glamour, causing an enemy to see a Hero as something harmless or friendly would also be a charm. Charms do not inflict damage, they cause conditions.
- **COMMANDS:**
  - The proficiency of command is the ability to cause magical effects with your voice. These powers can be either attack or buff powers. A power that gives the Hero the ability to grant an ally an extra attack by commanding him to do so would be a command. Also, a power that causes an enemy to be afraid and flee from the Hero's voice would be a command. The

former would be a buff power and the latter an attack power. A command can be structured to inflict damage which will always be psychic damage.

- **CONJURATIONS:**
  - Conjurations are constructs made entirely of magic. They can serve any purpose; combatants, protectors or even shelters. A magical warrior conjured from the air would count as a conjuration.
- **DWEOMERS:**
  - Dweomers are magical powers whose effects are always beneficial to a Hero or to his allies. Dweomers are always buff powers. A good example of a dweomer would be a healing spell.
- **ENCHANTMENTS:**
  - Enchantments are always buff powers that are used to enhance or empower an item or weapon. They can be short term or permanent. Turning a sword into a fire sword would be an enchantment.
- **ILLUSIONS:**
  - Illusions are magical powers that affect an enemy's mind, causing it to see or hear things that are not there. Illusions can cause psychic damage. A power that can cause an enemy to see an imaginary dragon whose fire breath can harm him is an illusion. Illusions are always attack powers.
- **IMBUEMENTS:**
  - Imbuements are buff powers that allow a Hero to add a magical effect or damage to a weapon attack. Adding radiant energy to a priests' staff attack would be an imbuement. The difference between an imbuement and an enchantment is that an imbuement enhances a single attack, not a weapon or item.
- **SHAPE SHIFTING:**
  - Shape shifting powers allow a Hero to change parts of his body or his entire form into something else. This is not a glamour, the change is real and will affect the Hero's abilities. A Hero turning his hand into a dragon's claw and doing claw damage would be a shape shift. Shape shifting powers can be buffs or attack powers.
- **SPELLS:**
  - Spells are powers that use magic as a weapon, inflicting damage and/or negative effects upon an enemy. A fire ball would be a spell.
- **TRANSPORTATION:**
  - Transportation powers allow a Hero to transport himself or his allies instantly from one space to another magically. Transportation powers also include summoning, whereupon a Hero can bring in a monster or other such being to fight as an ally. Transportation powers are passive powers.

## **UTILITY PROFICIENCIES:**

- **BODY BUILDING:**
  - This proficiency allows a Hero to gain hit points. Every ten points of body building adds one hit point every time a Hero levels up.



- **COMBAT DEFENSE:**
  - This is the art of fighting defensively. This proficiency adds one points to armor class with every ten levels.
- **CONCENTRATION:**
  - Concentration is much like body building, but adds power points instead of hit points every ten points.
- **EVASION:**
  - The Hero gains one point per level to his reflex defense every ten points.
- **MAIME:**
  - Maim adds one point to melee attack damage with every ten points this proficiency advances.
- **PYROMANIAC:**
  - This proficiency adds one point of damage inflicted by grenades for every ten points of advancement.
- **POWER SPELL:**
  - This proficiency adds one point to damage of any attack power every ten points.
- **QUICK STRIKE:**
  - With every ten points that this proficiency advances, one point is added to a Hero's initiative.
- **REGENERATION:**
  - Allows a Hero to regenerate one point per round for every ten points this proficiency advances.
- **RESISTANCE:**
  - The Hero gains one point to his fortitude defense every ten points.
- **SHARP SHOOTER:**
  - This proficiency adds damage to a Hero's ranged attacks every ten points.
- **TOUGH GUY:**
  - The tough guy proficiency grants a Hero one point of damage reduction every ten points.
- **WILL POWER:**
  - This proficiency adds one point for every ten points to the Hero's will defense

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### *BLOOD PROFICIENCIES*

These proficiencies are part of creating a custom Bloodline; see “A PROFICIENT

BLOODLINE” Ch.3, Pg.16 to learn more about these Proficiencies.

- **CAT VISION:**
  - This Bloodline has vision like a cat, able to see perfectly well in low lighting. This proficiency adds one point every ten points to the Hero’s awareness or spot checks at night or in heavy shadows.
- **DEEP VISION:**
  - This Bloodline sees in the dark as well as in the light. They do not need a light source (flavor).This proficiency adds one point every ten points to the Hero’s awareness or spot checks in a lightless environment.
- **BREATH WAPON:**
  - This Bloodline has a breath weapon that shoots out of their mouth. This proficiency adds one point every ten points to the Hero’s attack roll with a power that uses their breath weapon.
- **FIGHTING HEART:**
  - This Bloodline has a natural love and aptitude for combat. This proficiency adds one point every ten points to the Hero’s attack roll.
- **HIGHTENED SENSES:**
  - This Bloodline has better sight, hearing or smell that gives a slight advantage. This proficiency adds one point every ten points to the Hero’s awareness, spot or listen checks.
- **IMPROVED REFLEXES:**
  - This Bloodline has superior reflexes. This proficiency adds one point every ten points to the Hero’s acrobatics checks or reflex defense.
- **MAGIC RESISTANCE:**
  - This Bloodline has some slight natural resistance to magic. This proficiency adds one point every ten points to the Hero’s damage reduction against magic powers or to saving throws against magical conditions.
- **MAGIC TOUCH:**
  - This Bloodline has a natural affinity for the use of magic. This proficiency adds one point every ten points to the Hero’s magic based powers.
- **NATURAL WEAPONS:**
  - This bloodline has natural weapons, like claws, teeth or horns. This proficiency adds one point every ten points to the Hero’s bare handed attack rolls.

- **TOUGH SKIN:**
  - This Bloodline has hard armored skin. This proficiency adds one point every ten points to the Hero's armor class.
- **DRAGON SOUL:**
  - This Bloodline was taught by dragons. This proficiency adds one point every tenpointsto the Hero's magic resistance and dragon related powers.

**HOMEBREW:**

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**EXOTIC BLOOD PROFICIENCIES**

These proficiencies are part of creating a custom Bloodline, see "A PROFICIENT

BLOODLINE" Ch.3, Pg.16 to learn more about these Proficiencies.

**EXOTIC BLOOD PROFICIENCIES (POWERFUL BEINGS)**

These proficiencies are for the more commonly found Powerful Bloodlines. These are only taken by Bloodlines that are related to that lines identity. If you attempt to create your own see "A PROFICIENT BLOODLINE" Ch.3, Pg.16.

- **DRAGON:**
  - Dragons are notoriously resistant to magic. This proficiency adds one point every ten points to the Hero's FORTITUDE, REFLEX and WILL defenses. These are the defenses against attack powers, which are primarily magical. The drawback is that a dragon is resistant to ALL magic, including an allies buff powers. The dragon's ally would have to make an attack roll against it in order to perform a buff, such as healing. In this instance a buff would be treated like an attack power. (See the chapter on powers for the whole lowdown on buffs and attack powers.)

- **DEMON:**
  - By demon, we are referring to any extra- planer creature of an infernal nature. Such creatures are typically resistant to fire, and other elemental attacks. With every ten points that this proficiency advances, one point is added to damage reduction and to destruction powers. Yet they take one point extra damage from radiant Powers per ten points.
- **ANGEL:**
  - By Angel, we are referring to any extra- planer creature of a celestial nature. Such creatures are typically tough and deal in powers that are based in light. With every ten points that this proficiency advances, one point is added to damage reduction and to radiant powers. Yet, the character takes one point extra damage per ten points from destruction Powers.
- **DEITY:**
  - Deities are gods or goddesses that oversee domains in an earthly form. If a Hero is a deity then they must choose three domains that their deity is in charge of. The Hero's powers revolve around these domains. This proficiency adds one point every ten points to the Hero's dice rolls when one of their domains are present. Deities do not die if their health goes below -15; however, Deities are tied to their Power Points to stay alive. If a Deity uses up all of their Power Points (Opp) and also goes below -15 HP then they will perish permanently.

### **EXOTIC BLOOD PROFICIENCIES (PERISHED HEROES)**

These proficiencies are special as these three can only be taken during character creation or if a Hero perishes in an adventure. These proficiencies are a sort of second chance if you will. If a player takes one of these three proficiencies at character creation then they are giving up this second chance later on. A Hero does not have to take any of these Bloodlineproficiencies on death.

- **DIVINE MANTEL:**
  - If a Hero has this proficiency then they are an angel in addition to anything else. They can grow large wings and have a gold halo around their head. With every ten points that this proficiency advances, one point is added to damage reduction and to radiant powers. Yet takes one point extra damage per ten points from necrotic and destruction Powers.
- **FIENDISH MANTEL:**
  - If a Hero has this proficiency then they are a demon in addition to anything else. They can grow large bat-like wings and have horns on their head. With every ten points that this proficiency advances, one point is added to damage reduction and to destruction powers. Yet takes one point extra damage per ten points from Necrotic and Radiant Powers.
- **UNLIFE:**
  - If a Hero has this proficiency they are undead in addition to anything else. They do not breathe and are considered biologically dead, but are brought back to unlife by other means. With every ten points that this proficiency advances, one point is added to damage reduction and to necrotic powers. Yet takes one point extra damage per ten points from fire powers. A Hero who chooses unlife can be several types of undead depending on what the Hero Master allows. A Hero can be any type of undead listed below.
    - **Zombie:** A corpse that has been reanimated.
    - **Lich:** A spell caster who has increased their life to the point of being undead.

- **Vampire**: An immortal being that keeps itself alive of the blood of the living.
- **Ghoul**: A creature that feeds on corpses to stay alive.
- **Revenant**: A visible ghost that has animated a corpse.
- **Skeleton**: An animated skeleton of someone.
- **Wight**: An undead that drains the life force from others.
- **Ghost**: An imprint of a soul on the fabric of reality.
- **Shadow Person**: The soul of a being that manifests as a shadow.
- **Death Knight**: An undead being that has contact with a higher power.
- **Specter**: An undead being that feeds on the souls of the living.
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### *EXOTIC BLOOD PROFICIENCIES (WERE-FORM)*

Were-form is a curse that the Hero has, transforming into a humanoid beast at will or by the moon's will. This proficiency is for expert-level players as there are lots of rules for having this proficiency. This proficiency can be taken on character creation or be given by another non-playable character that has were-form. A Hero who takes this proficiency at character creation can choose what animal form their Hero takes when transforming into their were-form. Otherwise the only way to gain a were-form is to be bitten by something that also has were-form.

If a Hero is bitten by something that has were-form, the Hero Master rolls a d20 and adds +5 to it, then the Hero must make a fortitude save that rolls higher than the Hero Master roll in order not to gain were-form. If the Hero has were-form, they are immune to other beings with were-form. When night falls, the Hero must make a **Will Save** against the moon. The Hero Master rolls a d20 and then adds the moon's bonus depending on what phase of the moon is in the sky. (The moon does not need to be visible)

- **New Moon**: +0
- **Waxing Crescent**: +2
- **First Quarter**: +4
- **Waxing Gibbous**: +6
- **Full Moon**: +8
- **Waxing Gibbous**: +6
- **Third Quarter**: +4
- **Waxing Crescent**: +2

If a Hero fails this first roll they transform and combat starts. If they are successful they do not need to make a Will Save for the rest of the night unless they transform during combat.

The Hero must make a Will Save throw every 3<sup>rd</sup> turn during combat until combat ends or the Hero has 0 or less Hit Points; **if they fail they are dominated by the moon and must successfully make a Will Save roll every turn to remove the condition.** Were-Form can be cured from something in the campaign or overcome entirely if the player gains a high enough will defense.

- **WERE-FORM:**
  - With every ten levels of this proficiency the Hero adds one point to Wisdom, Damage Reduction and an Animal Form Bonus. (Example, A Were-bear could have a +1 to strength or something else “bearish”) The Hero takes an extra point of damage every ten points if the damage was from inherited silver.

## *A LITTLE FLAIR*

Now that you have the meat of your character it is time to add some Flair. Flairs are minor buffs that grant small, but permanent benefits. A Hero gets his or her first Flair at first level. You may note that many Flairs add a small bonus in a particular situation, and others simply add a small, constant bonus. Yes, these little bonuses can be stacked and make note of what the flair does. You can make your own Flairs as well; just make sure the bonuses that it gives are small.

## *FLAIRS LIST*

- **Agility:**
  - Grants a +2 bonus to all acrobatics checks.
- **Alertness:**
  - +1 to initiative and +2 to awareness checks.
- **Archeologist:**
  - Adds a +2 bonus to all identify checks.
- **Back to Back:**
  - +2 to attack and armor class when back to back with an ally. The ally gains the bonus as well, for as long as they remain back to back.
- **Back to the Wall:**
  - +2 to attack and armor class as long as your back is against a wall.

- **Blood Lust:**
  - Grants a player +1 to attack when they are below half health.
- **Burst Bonus:**
  - Adds +1 to all burst type attack powers. This includes weapon attacks such as grenade attacks.
- **Cat Reflexes:**
  - Adds +4 to reflex defense.
- **Combat Reflexes:**
  - Can spend two action points at once.
- **Damage focus:**
  - Adds +1 to damage from all weapon attacks.
- **Giant Hunter:**
  - Adds +1 to attack against any enemy that is larger than the Hero.
- **Defensive Fighter:**
  - Allows a player to take up to five points from their base attack bonus and add it to armor class. This reduces their attack of course, but sometimes defense wins.
- **Dodge:**
  - Adds +4 to Armor class.
- **Dance with Giants:**
  - Grants +5 to armor class when fighting an enemy bigger than your Hero.
- **Duel Wield:**
  - Grants the ability to roll a d6 for the penalty while wielding two weapons instead of a d10.
- **Diplomat:**
  - Adds +2 to all diplomacy checks.
- **Evasive Action:**
  - If a Hero's reflex defense allows him to avoid an attack, he takes no damage.
- **Final Rage:**
  - Allows a Hero to continue fighting up to -10 hit points.
- **Fancy feet:**
  - Grants a five foot step to every standard move action.
- **Feat of Strength:**
  - Grants a +2 bonus to all strength or athletics checks.
- **Fortunes Finder:**
  - Whenever your Hero searches for treasure you may roll a d4 instead of a d20. (Can only be used once per session or at HMs discretion.)
    1. You find Money
    2. You find Armor
    3. You find a Weapon
    4. You find an Artifact

- **Frog Hop:**
  - Allows a Hero to make a three space jump as a standard move action.
- **Great Fortitude:**
  - Grants +4 to fortitude defense
- **Gunslinger:**
  - Grants a +1 bonus to all attacks where a firearm is the weapon used.
- **Healers Touch:**
  - adds 1d4 to healing power.
- **Improvised Fighting:**
  - A Hero can use anything he finds as a weapon without penalty.
- **Intellectus:**
  - The Hero picks a Knowledge; that knowledge gains +5.
- **Inspiring Hero:**
  - All allies gain +1 to attack for one round when you do an epic attack.
- **Iron Will:**
  - Adds +4 to will defense.
- **Leadership:**
  - All allies gain +1 to attack and skill check rolls while in your presence.
- **Loyalty:**
  - When an ally goes below 0 (HP); gain +3 to all dice rolls until that ally is above 0 HP.
- **Lucky:**
  - Grants + 1 to all defenses
- **Mana:**
  - Grants +5 power points. This feat can be taken as many times as a player wishes.
- **(Wo)Man's Best Friend:**
  - Can Summon a Dog for free (acts like a minion, Defences: 17)
- **Magic Focus; Dweomer:**
  - Adds +1 to buff powers
- **Magic Focus; Spells:**
  - Adds+1 to spell cast
- **Monkey Grip:**
  - Allows a Hero to use a weapon larger than his size without penalty.
- **Martial artist:**
  - +1 to unarmed attacks



- **Power Caster:**
  - The Hero may use powers with 12pps or less for one action at the cost of -3 to their attack and to their healing buffs for that power.
- **Proficient:**
  - Adds 5 proficiency points. This feat only works for one level but can be taken as many times as a player wishes.
- **Quick Draw:**
  - Allows a Hero to change weapons as a free action.
- **Quick Thinking:**
  - Grants +5 to initiative.
- **Quick Inspiration:**
  - Grants +3 to the initiative of yourself and all allies while in your presence.
- **Quick Reload:**
  - Allows the reloading of a ranged weapon as a free action.
- **Rune Reader:**
  - Grants a +2 bonus to all rune-based skills.
- **Self-Repair:**
  - The Hero can make a three point healing surge as a free action at will.
- **Skill Full:**
  - Grants a +2 bonus to all technical skill checks. Skills such as drive, piloting, mechanics, thieves' skills or weaponology.
- **Slayer:**
  - Adds +1 to all melee weapon attacks.
- **Smooth Rambler:**
  - Adds +3 to all Charisma based skill checks when going against the Heroes opposite sex.
- **Spider Climb:**
  - Allows a Hero to climb up to three spaces as a standard move action
- **Survivalist:**
  - Grants +2 to all outdoorsman skill checks.
- **Thunder Punch:**
  - Increases unarmed attack damage by one die.
- **Toughness:**
  - Grants +5 hit points. This feat can be taken as many times as a player wishes.
- **Tree Roots:**
  - Any Knockback effect is cut in half when it hits your Hero and If your Hero goes below 0 (HP) they stay standing.

- **Two Fates:**
  - Twice per in game day you can flip a coin instead of rolling a d20. If Heads, You “Rolled” a natural 20. If Tails, You “Rolled” a Natural 1.
- **Weapon Focus:**
  - Grants + 1 to attacks with a specific weapon.
- **Wrestler:**
  - Adds +5 to grapple checks.
- **You Go First:**
  - Allows a Hero to swap initiatives with an ally to allow them to go first in combat.

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## Chapter 5:

# Let's Play with Power

## I NEED MORE POWER

It's time to talk about powers. The Hero Builder system allows players to build, modify and customize their own powers. A Hero Master will find that players, when given creative control, come up with a WIDE and UNPREDICTABLE array of powers. It is best to have the Hero describe what they do and then put the mechanics onto it. Powers, all of them, cost power points not only to use but to create. **A Hero's starting amount of power points is {d8 or 4 + (Base Wisdom Ability Score)}**. In a Godly campaign Heroes get an extra 20pp at first level. **A Hero can't go below 0 PP.** (Every time a Hero levels up, their PP goes up by {1d8 or 4 + their Wisdom bonus.})

Every Hero also has a POWER MATRIX, or PM for short. This stat determines how strong the powers the Hero may create are; a Hero cannot make a power that goes over their current power matrix. If their PM is 10 they cannot make a power that costs more than that. The power matrix increases every time the Hero levels up. A Hero gains five points of power matrix every level. The cost of a power in power points is also its value on the power matrix. Lastly the power must have a corresponding proficiency that the Hero has taken. (See page 53 for "Combat")

## ATTACK POWERS

Attack powers are attacks that use something other than a weapon, usually magic, to inflict damage and/or a condition upon an enemy. In some very unusual cases a weapon may be used to do something other than inflict damage, and will be considered an attack power. For example, a monk uses their staff to sweep an enemy's feet out and knock him prone. The power does no damage therefore does not need to overcome armor, but it does inflict the prone condition. It must overcome the enemy's reflex defense, thus a weapon attack becomes an attack power.

Attack powers require an attack roll. This attack roll will NOT be against the enemy's armor class, but rather it will go against one of their other defenses. Most attack powers use some form of energy, (fire, cold, electricity) and energy does its damage without having to get through armor. A well armored knight caught in a fire ball will bake in his armor like a Christmas turkey. Since his armor can't protect him from the heat, the fire ball goes against one of the other defences. With a little common sense, you can determine which defense to put an attack against. **If it can be evaded or dodged it goes against reflex, if it can be resisted or shrugged off it goes against fortitude and if it affects the mind or soul it goes against will.**

Dealing damage and conditions are the effects of the power and powers may have multiple effects. Every power has a primary effect. In the case of multiple effect powers, the primary effect will be the most basic effect, such as dealing damage. Secondary effects would include conditions, such as stun. It is advisable to allow a maximum of four effects to any given power, if for no other reason than to keep the game flowing. (It wouldn't be very fun for a player to wait for another player to roll fifteen different effects. Everyone wants to take a crack at the baddies after all).

Here is an example of a multiple effect attack power. The player wants to make a power that is a fireball that knocks enemies backwards and sets them on fire. The primary effect is the fireball's damage. This is determined by an attack roll against the enemy's reflex defense. Fireball is a burst effect so the attack roll will go against the reflex of every enemy in the burst range. The first secondary effect is knock back. This causes enemies to be knocked backwards and if they hit something they take additional damage. This is an attack roll against the fortitude defense. The last secondary effect is burning. This is a condition that causes burning damage to be taken every round. The attack roll is once again against the fortitude defense.

With attack powers, the player will determine the damage values and the duration and potency of the conditions. These numbers will contribute to the final cost in power points and the power matrix value.

Here is a chart of damage values. Power point cost is multiplied by the number of dice in the damage, thus 2d8 would be 8 pts, 3d8 would be 12 pts. **Every die after the first is an extra 1pt,** so that 3d8 is finally 14 pts in total.

Dice	d4	d6	d8	d10	d12	d20	d100
Power matrix cost	2pt	3pt	4pt	5pt	6pt	10pt	50pt

The duration of a condition has point value cost as well as the condition itself. The duration cost is determined by how many turns the condition lasts. See the Condition chart below.

Turn	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
Power matrix cost	Free	3pt	6pt	9pt	12pt	15pt

All conditions lasting more than one turn can be negated by a saving throw. **The maximum duration for a condition is equal to the Hero's level.** It is up to the Hero Master's discretion how difficult such a throw can be or how often it can be made.

Take note that some of these conditions inflict hit point damage over a period of time. The maximum amount of damage that can be inflicted per round would be equal to the Hero's level. For instance, a third level Hero could cause a maximum of 3 points of BLEEDING damage per round and the BLEEDING condition would last a maximum of 3 rounds, and the enemy would get a saving throw against the condition every round after the first round.

### List of Conditions

- **BLEEDING:**
  - The affected creature takes damage every round due to blood loss. Only attacks that do slashing or piercing damage can cause bleeding. *Point value cost: 2 points per 1hp lost.*
- **BLINDED:**
  - A blinded creature grants combat advantage and takes a -5 penalty to all actions except listening checks. The blinded creature may move but it will be as though over rough terrain. *Point value cost 10 points.*

- **BURNING:**
  - The effected creature takes damage from fire (or another energy capable of burning, radiation, acid etc...) every round. *Point value cost 2 points per 1hp lost.*
- **CHARMED:**
  - A charmed creature is under the control of a charm. It will not do anything the charmer commands, as with a DOMINATED creature, but it cannot make attacks or other actions against the charmer or his allies. It cannot buff its own allies. The charmed creature grants combat advantage, moves at half speed and may not make opportunity attacks. *Point value cost: 10 points.*
- **CONFUSED:**
  - A confused enemy grants combat advantage and may not make opportunity attacks. All attack actions made while confused have a 50% chance of being against the nearest ally to the affected creature. *Point value cost: 10 points.*
- **CURSED:**
  - A cursed creature will grant combat advantage and will suffer a -2 penalty to all actions. *Point value cost: 5 points.*
- **DAZED:**
  - A creature that is dazed will grant combat advantage. It may make normal actions but at a -1 penalty. *Point value cost 2 points.*
- **DEAFENED:**
  - A deafened creature cannot hear anything. It grants combat advantage and may not make opportunity attacks. A deafened creature is immune to COMMAND powers. *Point value cost 2 points.*
- **DOMINATED:**
  - A dominated creature is under the control of you (or your enemy). The creature will perform actions that its controller chooses. Only the creature dominated can snap themselves out of it. *Point value cost 20 points.*
- **FREEZING:**
  - A creature afflicted with freezing will take cold damage every round. *Point value 2 points per 1 hp lost.*
- **HELD:**
  - A held opponent grants combat advantage. The creature may not move but can make attack actions and opportunity attacks, provided those actions require or allow no movement. *Point value cost: 5 points.*
- **IMMOBILIZED:**
  - An immobilized creature cannot move or make any actions other than saving throws and awareness checks. If the creature has a proficiency that requires no movement, such as commands, it may use this action. It grants combat advantage. *Point value cost 12 points.*

- **KNOCKED-BACK:**
  - When knocked back, a creature is moved backwards. If it hits something it takes 1d6 points for every space. *Point value cost is 2 points per space.* Knock back always moves a target backwards across the board, in a straight line. It does not function as a way to crush enemies into the floor or through the ceiling.
- **LIFE-DRAINED:**
  - A creature that is life drained will take necrotic damage every round. *Point value 2 points per 1hp lost.*
- **OFF-BALANCE:**
  - An off balance opponent will grant combat advantage. *Point value costs 2.*
- **PARALYZED:**
  - A paralyzed creature can make no actions of any sort and grants combat advantage. *Point value cost 20 points.*
- **PETRIFIED:**
  - A creature that is petrified has been turned to stone. It can make no actions, nor can it be harmed, except by attacks that could damage stone. The petrified creature will take 1d10 points of damage every round it remains petrified. If its hit points are reduced to zero it is dead. However if the petrified creature is revived after death it will be unconscious and with 1 hit point. *Point value cost 30 points.*
- **POISONED:**
  - A poisoned creature takes poison damage every round. *Point value cost 2 points per hp.*
- **POLYMORPH:**
  - A polymorphic creature has been transformed into something else, typically something harmless. A polymorphic creature can do no more than the form it has been turned into can do. *Point cost is 20 points.*
- **PRONE:**
  - The creature is knocked prone. A prone creature will have to take two actions to get up. An acrobatics check may be made to get up as a free action. *Point value cost is 2 points.*
- **REPELLED:**
  - A creature is forced to move backwards away from a point of attack or a Hero. This inflicts no damage, thus if the repelled creature hits something it simply stops. *This costs 1 point per space of movement.*
- **RITE:**
  - A Rite is a unique condition as it lowers the cost of any power at the cost of actions. *Every action that is used 6pps is removed from the overall cost.* Paying the Rite cost can be done over multiple rounds of combat yet must be completed first before other powers can be used; the powers true pp cost is still how much the power is even with Rite. Example: If a powers true cost is 20pp they can make the Cost of the power (Rite3, 2pp); but it's still 20pps and a power matrix of 15 cannot make the power. Lastly a Rite can only be started in combat and fails if combat ends before it is completed.

- **SLOWED:**
  - A slowed creature moves at half its normal movement. *Point value cost 2 points.*
  
- **SPELL BOUND:**
  - A creature that is spell bound cannot use magic of any sort. *Point value cost is 20 points.*
  
- **STUNNED:**
  - A stunned creature grants combat advantage. It can make only partial actions and cannot make opportunity attacks. The stunned creature can only move a single space in a round. When a stunned creature recovers it will be DAZED for one round. *Point value cost 10points points.*
  
- **SWAP:**
  - A Hero can swap a stat or a defense either on their character sheet or on an enemy if they make an attack roll. For example if a Hero wanted to use their Intelligence instead of their Dexterity for their attack then they can swap the two for the round. If a Hero wanted to swap a foes Will defence with their armor class they would swap the two for the round. *Point value is 2points per pair of swapped numbers.*
  
- **TERRIFIED:**
  - A terrified creature cannot make any actions against the one who terrifies it. There is a 50% chance the terrified creature will flee. Creatures with a fearless morale are immune to this.*Point value cost 10 points.*

**HOMEBREW:**

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### *Table of Costs*

Name	Cost	Name	Cost
Bleeding	2pt per hp lost	Off-Balanced	2pts
Blinding	10pts	Paralyzed	20pts
Burning	2pt per hp lost	Petrified	30pts
Charmed	10pts	Poisoned	2pt per hp lost
Confused	10pts	Polymorph	20pts
Dazed	2pts	Prone	2pts
Deafened	2pts	Repelled	1pt per space
Dominated	20pts	Rite	1 Action = -6pts
Freezing	2pt per hp lost	Slowed	2pts
Held	5pts	Spell Bound	20pts
Immobilized	12pts	Stunned	10pts
Knocked Back	2pts per space	Swap	2pts per number swaped
Life Drain	2pt per hp lost	Terrified	10pts

### *AREA EFFECT POWERS*

Some powers will affect an area and all enemies within that area. There are two kinds of area effects and the first is “blasts” (BL) Blasts expand outward from the caster like a layered cone. The first layer is the spaces directly in front of the caster. The second layer is the next three spaces, the third the next three spaces, and so on. A dragon’s breath attack is a good example of a blast power.

The second type are “burst” powers (BR), these emanate from a single spot. The first layer of a Burst Power is all of the spaces directly adjacent to its starting space. Its second layer is all spaces directly connected to the first layer, and so on.

See the chart below for the point cost for each layer. (O=Origin Point, E=Effect, N=No Effect)

Layer	1st	2nd	3rd	4th	5th	6th	7th	BLAST 3					BURST 1				
Blast	3pt	6pt	9pt	12pt	15pt	18pt	21pt	N	N	N	E	N	N	N	N	N	N
								N	N	E	E	N	N	E	E	E	N
Burst	4pt	8pt	12pt	16pt	20pt	24pt	28pt	O	E	E	E	N	N	E	O	E	N
								N	N	E	E	N	N	E	E	E	N
								N	N	N	E	N	N	N	N	N	N

### TRIGGER POWERS

A nifty little type of power is a trigger power. This is a type of power that, when the given situation arises, will trigger and do the given action of the power. One Trigger Power can only be activated once per round when it's not the Hero's turn. A Trigger power always must contain something that triggers it, like being attacked, costs 2pp and does not take an action to use. If a Trigger power is causing tension between Heroes, have the trigger power reworked.

### TARGET POWERS

Another nifty little type of power is a target power. Target powers are simple; they simply do the effect of the whole power on another location, enemy or ally beyond the first target.

A Target power costs 4pp per extra target

### QUICKEN

Sometimes you just need to go faster. If you add quicken to a power then the power will only cost one action in combat instead of two. Costs 12pps

### BASIC ACTION

You can take/give a basic action to a Hero, NPC or Foe (can be tied with other powers types). Yet a Combatant (you, an ally or an enemy) can only get 2 extra basic actions in a round. Costs 6pps.

### ENERGY SOURCES

All attack powers that inflict damage, do so using some sort of energy (remember attack powers use something other than a weapon.) Here are the energy sources that can inflict damage.

- **COLD:**
  - Any kind of cold or freezing power is cold energy.
  
- **FIRE:**
  - Flames or heat of any sort fall under this energy source.
  
- **FORCE:**
  - An invisible energy that can strike with the weight of a sledgehammer or throw enemies backwards. This typically goes against fortitude, and if the enemy will be moved it will use its strength vs the attackers spell cast to resist.
  
- **DESTRUCTION:**
  - Destruction energy is the power to undo things in the physical universe at an atomic level. Disintegration powers would be an example of destruction energy.
  
- **LIGHTNING:**
  - All electricity damage is lightning energy.
  
- **NECROTIC:**
  - This is death energy. It drains the life from living things.
  
- **PSYCHIC:**
  - The energy of the mind. Psychic energy attacks will always go against the Will defense.
  
- **POISON:**
  - The power to add poison damage. This does not have to require the attacker to treat a weapon with poison. The poison is an energy form.
  
- **RADIANCE:**
  - This is the power of pure, holy light. This energy comes from the celestial heavens and thus is more effective against undead or fiendish enemies.
  
- **THUNDER:**
  - The power of sound. Attacks that use this energy source often include deafened as a condition.
  
- **RADIATION:**
  - Burning energy that can slow and weaken an enemy, like nuclear fire.
  
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## REVIEW THUS FAR

Okay, now that we have discussed attack powers and their point value cost, let's revisit our sample power, a fire ball that causes knockback and burning. First it is a burst attack. The player wants two burst layers, thus a 6 point cost. The player says he wants the fireball to inflict 3d6 points of damage. Remember the point value for dice damage? A d6 is 3 points; the first die is free but the second and third cost an extra point each, so 3d6 is 11 points. Next, the player wants a 2 space knockback, that's 4 more points. Last, the player wants his fireball to cause the burning condition for three rounds at 3 points per round. That makes this effect of the power 9 points. That would make this fireball power a 26 point power. It would cost 28 points to use and would require a power matrix of at least 26.

## BUFF POWERS

Buff powers grant a beneficial effect to a player character or their allies. These kinds of powers are passive which means they do not require an attack roll. (Except in the case of a Hero trying to buff a dragon or some equally magic resistant creature).

Anything that is beneficial would be a buff power: **A healing power**, a **strength enhancement**, a **bonus to an attack roll** would **all be buffs**. When restoring hit points or power points, it works by the die just like attack powers. **Every die after the first is an extra 1pt.**

Dice	d4	d6	d8	d10	d12	d20	d100
Power matrix cost	2pt	3pt	4pt	5pt	6pt	10pt	50pt

When adding to an attack roll, defense score or ability score, it costs 2 points per every point added; thus to add 4 points of strength would cost 8 points.

**To remove a harmful condition it costs one half the conditions cost to inflict.**

In the case of imbuelements or enchantments, the cost is by the dice, just like the damage cost for attack powers.

Let's do a sample Buff Power, just to get the hang of things. A player wants to make a power that restores both hit points and power points. He decides the power will restore 1d8 to both stats. That would be 4 points for each, thus an 8 point power. A buff requires no attack roll, therefore the players Dweomer proficiency bonus would add points to the healing buff.

## *MOVEMENT POWERS*

Movement powers are powers that, as they are named, always involve movement. These are especially useful for attackers and duelists, who like to add movement to keep their opponents off balance. Movement powers are often incorporated into combo powers, to add movement to an attack.

Movement powers are pretty simple to use. They add movement. If a power adds movement, whether it is simple foot movement or something more exotic like flying, teleporting or running up a wall, it is a movement power.

Movement works by 5 foot spaces, or a single square on a battle mat. **Every space a movement power adds** to a Hero's basic movement will cost **one point**, whether it is by flying or by wall crawling or walking through shadows. All movement powers negate attacks of opportunity. Also, a movement that allows a Hero to move in some exotic fashion, even though he may not add extra movement is a movement power.

Here's a sample power. The player wants to be able to run up a wall. The player doesn't want any extra movement, just a standard move action, only up a wall. This would cost 6 points as a standard move is up to 6 spaces.

Okay, now let's say a player wants his character to add some movement after an attack, to keep his enemy at a distance. He wants to add 3 spaces of movement. The attack, whatever it may be, becomes a combo power, and the 3 movement spaces will add 3 points to the powers total cost.

## *WEAPON ATTACKS*

Weapon attacks are attack powers that use a weapon to inflict damage and conditions. A weapon is anything that causes physical damage, slashing, piercing, or bludgeoning. A weapon must penetrate armor to do its damage and thus weapon attacks always go against armor class. An attack using a sword, axe, claw, bite or fist would all be considered weapon attacks. A weapon attack will always use the weapons damage as its base damage. The Hero can add damage or conditions to the attack.

**Adding damage** to a base weapon damage using a weapon power works like this:

**1 hit point = 1 power point** up to 6 hit points. **Double weapon damage** will double the number rolled on the base damage die, then strength and other bonuses are added. This will cost **10 power points**. Triple weapon damage costs 20, Quadruple costs 30, and so on in units of 10. **Only Weapons Powers can be doubled, not Attack powers.**

For **double total damage** the Hero makes a damage roll, adds his bonuses, then doubles the entire score. This costs **20 power points** for double, 40 for triple and so forth in units of 20.

Adding conditions to a weapon attack is done the same way as inflicting conditions with an attack power. The player rolls a secondary attack roll against a defense, other than armor class to inflict the condition. With a weapon attack combo, the weapon damage is always the primary effect of the attack.

Here's an example: A player wants to imbue her sword attack with fire damage. She wants to add 1d8 points to the attack. This player also wants this attack to do double weapon damage. She will make an attack roll against the enemy's armor class. If she hits, she doubles the rolled damage and then adds her bonuses, and makes a secondary attack roll against the fortitude defense. If that hits she adds the fire damage. The point value cost of this power will be 10 power points for double weapon damage, and 4 points for the 1d8 points of fire damage.

## *SUMMON A MINION*

A Hero can make a power that can summon a minion. Minions are extremely weak beings, are an extension of the Hero, are controlled on the same turn as the Hero; and use the Heroes actions for that round of combat. Flavorfully, a Minion can be anything, yet they still work the same mechanically. A minion has to be created, usually with Transportation, Conjunction or Illusion. (Raising the dead counts as a minion) A Minions base AC and defenses are all equal to the Hero's proficiency bonus +5. A minion can make a basic attack that uses the Heroes spell bonus and does 1d6 damage using one of the Heroes' power sources. A minions HP is 5 + the Proficiency bonus. A Hero's power that creates two minions can never create more than those two minions. The Powers Minion cap is two. **Each Minion costs 5pts.** If a Minion power is causing tension between Heroes, have the Minion power reworked.

## *NON-COMBAT POWERS*

The vast majority of powers that players will create will be combat based, for the purpose of decimating their enemies. The powers we have discussed here are all combat based whether buff or attack. Sometimes, however, a player will come up with a power that has nothing to do with combat. These powers either do something in role play or buff a Skill for a short amount of time so that the Hero's skill check bonus is increased. **For every one point that is increased, the power costs 2pps.** Non-combat Powers do not take an action to use in combat if used during a skill check roll.

## *THE POWERS IN YOUR HAND*

Okay, we have seen how powers work mechanically, and how to score their costs; now let's look at how to build a power from the ground up. Let's demonstrate this with a simple sample power, "Fire Ball". First there is PROFICIENCY. All powers require a proficiency, the power's source, and the ability a Hero must channel to perform the power. The proficiency for "Fire Ball" is spells. Next is the power type and energy – for fire ball that would be attack power, burst (BR), the burst

size and FIRE. The attack roll and the defense it must overcome is next. Add up the bonuses (base attack bonus, charisma modifier and spells proficiency level.)

Next we describe the effect, that is, what the power does mechanically. Remember the primary effect is always hit point damage, the most basic of effects. Don't forget to add any bonuses, like the Hero's Charisma MODIFIER. You might want to list the power's total damage potential as well. Next the target or targets, those affected by the power. Last we calculate the POWER POINT cost and score the power. Once we are done lets write it down on our character sheets.

- Fire Ball(27pp) Spells, Attack power
  - BR 3 → +12 vs reflex → If Hit → 5d6 +3 (8-33 hp) Target(s); (All enemies in the burst zone.)

### *A THOUGHT ON DEATH POWERS*

“I disallow death powers in my game and would strongly suggest you do the same. By death powers I refer to powers that deal instant death rather than inflict hit point damage or a condition. No Power should be allowed if it would force a Hero, NPC or Enemy to permanently leave combat instantly, i.e. open a portal to nowhere under their feet and they are gone.

If a player is allowed to make a death power and use it in battle, he can kill a huge powerful boss in one try. What's the point in designing an epic combat encounter if the players can win on one lucky throw? A Hero Master is then tempted to allow enemies to use death powers, but the idea is NOT to kill off characters. Such a Hero Master is the very WORST sort to play under. It is not a competition between players and Hero Master. The Hero Master has godlike power in the game universe, the players cannot compete with that, nor should they have to. I eliminate these problems by disallowing such powers for either players or enemies.” – Tym Thatcher



## Chapter 6:

# Hero's Tools of the Trade

Now that you have your Hero, it's time to go over some tools of the trade. As the Hero, or one of the Heroes, it is your job to embark on the story that the HM sets out for you. As such your Hero is an independent actor in the story, so they will need to know the part they will be playing.

### WHAT IS GOOD?

When thinking up a character it is a great starting point to think about what kind of being are they. What do they consider “GOOD.” After all, every Hero is doing good in their eyes. To one Hero it is “GOOD” to help those who are in distress. Another Hero might say that It is “GOOD” that they are prepared for battle at any cost, even if it means stealing money from people. After all, the Hero is going to help them in the long run so the ends justify the means.

Another Hero might consider it “GOOD” to share the secrets of their magic to the common folk; knowledge should be free for everyone, even the knowledge to do great harm to others. Good is what the Hero “defines” is good. If the Hero's morals run alongside with the society at large then they will not run into much trouble, yet they might run into trouble with another society with different morals in a different area. Whenever something happens, ask this question of your Hero, ***“Did you consider that good?”***

### DECLARE INTENT

When you are about to attempt something declare your Hero's intent first. Do not just roll and add up the bonuses, then tell the HM or the Party what number you got. First tell the group that you wish to do a thing. For example, I would declare that I will punch the NPC in the nose. This allows everyone to be ready for the outcome or to prevent the outcome. If everyone is on the same page then no one will get lost.

### *DON' T HOG*

When you are out adventuring with your fellow Heroes it can get exciting rather fast and you might forget the party. It's a good rule of thumb to not talk over other Heroes and allow them some time in the spot light as well. After all, we all want to be the Hero, yet it should never come at the expense of robbing another player of their chance to be a Hero.

### *PRM*

We all want to have a great time around the table and play with lots of fun and interesting people. Yet nothing can kill the mood faster than bringing up PRM. PRM is Politics, Religion and Money. Everyone around the table is there to have a great time and escape the real world for a bit. If the PRM is in game that is fine, yet it's unwise to bring up real world PRMs as that may cause fighting and put everyone in a rather angry mood.

### *WHITE RABBITING*

We all know the tale of the white rabbit in a waist coat, looking at his pocket watch and exclaiming to poor Alice that he was late for a very important date. It's best to not be that white rabbit ourselves and arrive at the appointed Candle on time and with our character sheets ready. Also it is good to make it to every game session as missing two or more in a row might bring ill will towards you. After all who can form a Heroic bond if the other Hero is not there? If you cannot make it at all due to foreseen devices, let your band of merry Heroes know you will not be able to make it. Do not tell them half an hour before hand.

### *HEROICALLY DRIVEN*

It's always a good idea to give your Hero a long term goal; something they are striving for. If your Hero wishes to create a library from all the door knobs they stole, then let them go for it. If your Hero wishes to save their people from enslavement, let them do it. If your Hero just wants money and power, let that Hero shoot for the stars. Every Hero has a goal, so make sure you know your own Hero's goal.

### **SHAREING IS CAREING**

When adventuring, your group will come across grand treasures and epic artifacts. So it's good to keep in mind that everyone in the party might want a share of that plunder. Share the loot with your group and work together to make all your playing time fun. Don't steal from your fellow Heroes and don't horde all the gold; everyone wants to have fun.

### **BLACK JEWISH PIGMY CANNIBALS FROM SPACE**

Unless it's the kind of game you are going for, make sure your Hero makes sense.



## Chapter 7:

# Combat

Combat in Hero Builder is a turn-based combat system. First, every combatant rolls a d20 for initiative to see who goes first. Initiative is a d20 +dexterity bonus+ any other bonuses. Use an initiative roll at the top of every round, grenades and other such explosives will detonate at the end of the round. we find this gives combat an organic feel, and you do not need to do this yourself.

Combat proceeds in rounds. A round of combat consists of turns (every turn being 2 seconds in game). Each player or enemy takes their turn in the order their initiative determines (highest numbers go first).During each of the combatants turns, they can do **two actions**. They can hold their actions but lose those actions at the bottom of the round. Below are the different actions that a player can take.

- **FULL POWER:**
  - **This takes two actions**, the Hero can use any power they have.
- **SMALL POWER:**
  - **This takes one action**, the Hero can use any power that costs 6 or less power points.
- **STANDARD MOVEMENT:**
  - **This takes one action**, the Hero can move 6 spaces + the Heroes Dexterity Bonus if they pass a acrobatics skill check. (Negative numbers to not take away from the original 6.)
- **5-FOOT STEP:**
  - **This is a free action but can only be used once per turn and becomes a standard movement after the 2<sup>nd</sup> step**, the Hero moves one space or 5 feet.
- **BASIC ATTACK:**
  - **This takes one action**, the Hero can make a basic weapon or un-armed attack.
- **ARMING:**
  - **This takes one action**, the Hero can switch to a new or different weapon.
- **RELOADING:**
  - **This takes one action**, the Hero reloads a ranged weapon.
- **SKILL CHECK:**
  - **This is a free action but can only be used once per turn and costs one action after the free one**, the Hero can do a skill check.
- **RUN AND ATTACK:**
  - **This takes one action**, the Hero can move 6 spaces or 30 feet and then make a basic weapon or un-armed attack, but every step taken puts a -1 to the attack roll.

**ACTION POINTS:** Action points are points that every Hero, and some enemies, have.

Action points can only be regained in full by resting [in game] for longer than 6 hours. Action points can be spent to give **one extra action per turn** during your turn, or can be used to add to an attack or to damage by rolling 1d6 and adding it to said first roll. A Hero can only use one action point per round of combat.

**HERO POINTS:** Hero points are awarded to a player for a multitude of reasons. The HM could award a Hero point for exceptional roll play, an epic round of combat, solving a difficult puzzle with no aide from the HM or NPCs, ext. Another method is that the other players will vote to have the player whose Hero did an extraordinary act to get a Hero point. Hero points can be spent to give **two extra actions per turn** during the Heroes turn.

**MASTER POINTS:** Master points are the ultimate point in Hero Builder. This point can only be gained from the Hero Master at the Hero Master's discretion. A Hero who has this point can use it like a wish, **one rules-free wish**. The only thing this point cannot do is Increase a Heroes Power Matrix and the point cannot be used to make more Master Points. The Hero Master can veto the use of a Master Point if the wish would drastically diminish the overall experience for even one member of the group.

**MOVEMENT IN COMBAT:** **A standard movement action is six spaces on the battle grid or 30 feet.** This, for Heroes and most creatures is movement on foot at a walking pace. **To move at a run or sprint, a Hero must make an acrobatics check and then add his dexterity bonus to the move action.**

When **moving over rough terrain** a Hero or enemy must **make an acrobatics check or trip.** (The HM can use his or her own discretion as to what happens upon a trip.) **Dead bodies, bones, loose rocks, broken flagstones, logs, thick grass or roots could all be classed as rough terrain.**

Some creatures (and even some Heroes, if their players build them as such) can move in less conventional ways, as opposed to walking. Perhaps they fly, or climb walls, levitate or even teleport to move across the playing board. In the case of enemies, this movement will be described in their stat block. In the case of Heroes, if they do not have powers or feats that allow them these forms of movement, **they must make skill checks, such as athletics to climb and they will move at half standard movement speed.**

**A BASIC ATTACK ROLL:** The attack roll is very simple. First ask this question, is your target in range? For close range this is usually the area around your Hero. If you have a Power that is ranged, all ranged powers reach up to 50 feet or 10 spaces away from your Hero. Once you know that they are in range, simply roll the d20 and add your bonuses (strength bonus, level bonus and any others you may have) and score higher than the enemies armor class (or other defenses) and you hit him.

Example; your second level Tank Hero attacks an enemy with an armor class of 16. First you calculate your Hero's attack bonus. Your tank is level 2, thus his base level bonus is +1. His strength is 18, so he gets +4 as a strength bonus, that makes 5. As a tank he gets a +2 roll bonus bringing him to +7. Finally, his proficiency with a sword has 12 points giving him a +2 proficiency bonus. The Final Attack Bonus that he adds to his attack roll will be +9. To hit an enemy with an armor class of 16 the player must roll a 7 or better on the D20 to hit. (  $7 + 9 = 16$  )

**COVER AND SHOOTING INTO GROUPS:** Cover is when a Hero or enemy has cover by hiding behind something (or someone!). This improves their armor class against ranged weapon attacks. **Soft cover, or partial cover**, is when the character is behind a small object. Things such as small trees, heavy shrubs, small pillars, (and people). **Cover like this gives a +3 to armor class.** **Heavy cover is created by larger objects** such as large trees or pillars, around corners, large boulders, (more people). This cover gives a **+6 bonus to armor class.** These bonuses should be used to effect attack powers as well.

A Hero hiding behind a boulder would have extra protection against a fire ball as well as arrows. I've mentioned people as cover, which means shooting into a group. In this cover instance, if the shooter misses he may hit someone else, an ally perhaps. Roll a second attack roll to see if someone else is hit. (To make this easy, I just use a 10 up instead of using an armor class –makes it easier and more fun.) In this instance I don't add the cover bonus against attack powers. People are not good cover against a fireball!

**COMBAT ADVANTAGE:** This is the advantage that combatants may get due to circumstances that arise in combat. (See the section on conditions.) **Combat advantage is a +1 bonus to attack, armor class and other defenses for a single round** (or multiple rounds if a condition persists). If while granting combat advantage, a combatant suffers another condition granting combat advantage, then stack the advantage (+1 becomes +2).

**WEAPON PENALTIES:** The whole idea behind having weapon proficiencies is that Heroes are trained with specific weapons. Weapon penalties occur when a Hero tries to use a weapon he has little or no training with or he is too small or big to use it. If a Hero uses an item such as a chair as a weapon there is a penalty. I typically set these penalties at -2 to attack rolls.

If a Hero is dual wielding then they can attack with both weapons at once, but it comes with a penalty to do so. The Hero rolls for both attacks and also rolls a d10, adds up the total of the d20 with the Hero's To Hit, and then subtracts the d10 from the total number. Example: If our Tank attacked with two weapons in hand and rolled a 7 on the d10 he would have to have rolled a 14 or better.

**GRAPPLING:** Grappling is a fun addition to combat. By grappling, I refer to the act of grabbing an opponent, and either pinning (immobilizing) them or inflicting damage (biting, rending, or using some small weapon) upon them. To grapple is essentially an attack power, as you need not penetrate armor to wrestle someone to the ground, or pick them up and body slam them. The initial attack roll will go against the reflex defense. This is the act of grabbing the enemy.



Once grabbed, the enemy must be overpowered. Overpowering is a contest of size, strength and technique. Both combatants will make opposing Overpowering rolls. An Overpowering roll uses size (+2 per size category), strength, the combatant's strength modifier, base level bonus, and any technique bonuses (BARE HANDED proficiency and any flairs that improve grappling). The higher roll overpowers. Every round in which a grapple ensues, the rolls should be repeated. Any damage that is done in a grapple will be automatic if the opponent is overpowered. In the case of Heroes or other human type characters the damage will be unarmed damage; in the case of monsters it will probably be biting.

**SKILL CHECKS:** Skill checks can also be done outside of combat and serve a vital purpose in either case. A skills check is very simple; just like an attack roll the skill that's being checked is added to a d20 roll and if the number is higher than the check, its successful. The Hero master sets the difficulty of the check (10 and under being relatively easy and no roll is needed.) If this happens then the desired outcome happens regarding that skill. For example your Hero is on the ground, you roll an Acrobatics skill check to get up and add +6 to the 15 you rolled with your d20. The total is 21, and the HM determined that to get up it was 17. So your Hero bounces back up to their feet ready for action!

**DEFENSIVE SAVES:** If; at any time a situation calls for a defensive save (when life is on the line or when trying to overcome a condition), this is how it's done. A number is set like a Skill Check, only this time make sure the difficulty never goes over 25. The one making the Save must now roll a d20 and add the corresponding Ability Bonus that matches the defense being tested. If they get a number higher than the target number they win the Defensive save.

- **Fortitude uses the Constitution Bonus**
- **Reflex uses the Dexterity Bonus**
- **Will uses the Wisdom Bonus**

**SIZE:** Every entity in Hero Builder has a Size. If a character tries to use a weapon or armor that is bigger or smaller they take a -1 penalty for every size that item is away from that character.

Example: A Small character would take a -2 penalty if trying to use a large sized item. Pick what best suits the Heroes, Enemies, Non-Player Character or item.

- **Little:**
  - ½ a 5-foot square, can occupy any other occupied square with no penalty.
- **Human:**
  - A Full 5-Foot Square, **considered the default size.**
- **Large:**
  - Four 5-Foot Squares.
- **Massive:**
  - Nine 5-Foot Squares
- **Giant:**
  - 16 5-Foot Squares
- **Titanic:**
  - 36 5-Foot Squares
- **Kaiju:**
  - 64+ 5-Foor Squares. Kaiju have special Rules, see below.

**KAIJU:** Some things are so massive they are classified as a Kaiju. Because they are so massive, Kaiju cannot be fought by normal means. They become the very battlefield or campaign themselves. All other sized Heroes can attempt to climb and traverse the Kaiju. If The Heroes are in combat on the Kaiju, whether the Kaiju knows they are there or not, all combatants use their free skill check for the round to try and stay on the Kaiju. If they fail the roll, their movement is cut in half to three 5-Foot squares. If they roll a natural 1 the combatant falls off the Kaiju and must make a Reflex Defensive Save to catch themselves from falling.

Kaiju are not indestructible; nothing is un-killable. The Kaiju must have at least a 5-Foot square target that has defenses that the Heroes can attack. If a Player is playing a Hero or is using a Kaiju the same rules apply, yet it is not recommended for Heroes to be Kaiju size unless the campaign has all of the Heroes being Kaiju sized. If such is the case simply use the size chart with Human being a normal sized Kaiju and scaling up from there.

## Chapter 8:

# *Making Obstacles*

## *THE VILLIANS*

Now it's time to bring on the bad guys. Enemies are the opponents that players must vanquish in the course of an adventure. They can take any form: Monsters, robots, demons, or evil characters are all enemies, and they all work the same way mechanically in the game engine. The Hero builder system allows a HM to create and customize his own enemies for an adventure.

### *WHAT MAKES THEM TICK?*

There are a few things to understand about how enemies work in the game engine. First off they obey MOST of the same rules as player characters do. However enemies can cheat. Player characters need to be fair, so that all players can have equal enjoyment. Enemies need not be fair. For instance, enemies don't need worry about a power matrix.

Enemies only need to be viable for a single encounter, so skills and abilities need only be encounter based. Also they don't need to have as many skills or powers as they only last one encounter. They are an obstacle your player must overcome.

The recipe for creating challenging and interesting enemies for combat is to give them big powers but keep the hit points low. Players will get bored if a battle gets too long, there is no need to have a battle last more than an hour. Most people no longer have the time for such long sessions with little role play. The big powers/small hit points recipe allows enemies to have fierce powers that do nasty damage, but they don't last long. This makes for short yet exiting combats.

Make sure, when creating very powerful enemies that your players have a chance to beat them. Remember, the players are supposed to win. If you created the enemy a bit too powerful, then lower the HP needed to kill them during the encounter.

## WHATS IN A FOE?

**THE NAME:** Lets start at the top – the enemies name. Names are vital for not only combat, but role playing as well. It's easier to picture something that has a name. A good name can either make or break a foe – Vincent the Unhinged Jester sounds much scarier than Keith the Court Jester. If you are pulling from a book/movie/game then the name helps the players all know who they are dealing with and provides common ground for everyone.

**CHUNKS:** Just like a Hero, the enemy has Hit Points that determine if they go down or not during combat. Unlike a Hero the enemy does this with **chunks**. Chunks work like this in Hero Builder: **1 Chunk = 5(HP)**. For example an enemy with 9 Chunks would have 45 Hit Points.

Remember to Keep the Chunks low, yet not too low that the Heroes can K.O. your enemy in one shot. Good Rule of thumb for Chunks is to take a Heroes strongest attack and give the enemy the amount of chunks to withstand it once.

Let's take the Fire Ball power we made all the way back in Powers (Page: 47). Its max damage was 33 HP, so let's give an enemy that was facing that Hero 7 Chunks, 35 HPs. That way it will take two to four good hits.

**ABILITY SCORES:** Now we will go to the ability scores. An enemy gets only two abilities, unlike a Hero. These are its Strength and Dexterity, as these are only important for grappling and initiative respectively. They can have any number they want, as a Foe is only meant for a quick one-time combat.

**DEFENCES:** A Foe has defences just like a Hero, and unlike a Hero a Foe's defences are created by the Hero Master. These defences are Armor Class, Fortitude, Reflex, and Will; the numbers for these defences should reflect how the foe fights in combat. The Bigger the Foe, the better its Armor Class and Fortitude. The Faster the Foe the better the Reflex. A foe that wields powers from afar has a better Will. If you want, it's a good rule of thumb to make these numbers at

least 10 + whatever number you want to add. It's up to you, yet a Hero should be able to overcome even the highest defense by rolling a 20 on a d20 + their attack bonus.

**ROLE:** If the Enemy is rather important then it's a good rule of thumb to give them a roll.

An enemy's roll works the same way as a player character's roll does and they use the same rolls.

**Enemies however do not gain the HP Bonus or PP Bonus.**

**PROFICIENCIES:** Next we will look at the enemy's proficiencies. They work the same as player characters, but I don't bother with proficiency points. I just up the proficiency bonus in accordance with the enemy's Chunk Count. The Higher the number the better they are.

**FLAIRS:** Next let's go to Flairs. They work just like a Hero's Flairs as they are small benefits to the Foe. Unlike a Hero, a Foe has access to a few extra Flairs that are meant for them. These Flairs are unique as they are tailored to how a foe is created. A foe can have any Flair from the Heroes list, yet the flairs below are reserved for foes and only a foe should have one or more of these Flairs.

Here is a list of some Flairs that are only for a Foe.

- **ALIEN MIND:**
  - The creatures bizarre thought process makes it hard to use mental attacks against it. +5 or more to will defense.
- **BEAST:**
  - The creature has bestial qualities. +2 initiative, +2 Chunks, +2 to attack.
- **COMBAT EXPERTISE:**
  - +3 to all proficiencies
- **COMBAT MASTERY:**
  - +5 to all proficiencies
- **COMBAT SUPREMACY:**
  - +7 to all proficiencies
- **CONSTRUCT:**
  - This enemy is a machine or other artificial creature. +2 hp per dice, immune to Necrotic, poison, and most mental powers.
- **DEVILS LUCK:**
  - +3 to all defenses

- **MAGIC RESISTANCE:**
  - +5 to all defenses against magic powers.
- **MAGIC IMMUNITY:**
  - 10 point damage reduction against magic powers.
- **UNDEAD:**
  - Undead creatures are immune to poison, cold and most psychic attacks.
- **UNFEELING:**
  - -10 damage reduction as the creature feels no pain. Often goes along with undead.
- **\_\_\_\_\_:**
  - \_\_\_\_\_
- **\_\_\_\_\_:**
  - \_\_\_\_\_
- **\_\_\_\_\_:**
  - \_\_\_\_\_
- **\_\_\_\_\_:**
  - \_\_\_\_\_

**ATTACK:** This stat is the enemy's strength score and base bonus, as well as any weapon proficiencies and roll bonuses. It's a good rule of thumb to make the bonus to attack low for small encounters and high for bosses.

**POWERS:** Powers work the same for enemies as for PCs but they do not worry about power points or a power matrix. Remember, an enemy only needs be viable for one encounter so we don't recommend giving an enemy that many powers. Three should be the max.

Don't be afraid to make those powers NASTY. We keep the hit points low and make it up with powers, to make for a scary enemy. **Rule of thumb is to make powers that can knock out but not kill the weakest Hero.** So if The Weakest Hero in the group has 25 HP then make a power that can hit them for a max of 30 HP. That way it will take one or two hits to take down the weakest Hero. It's Also a Good Idea for Bosses to have a power that can slice the strongest Heroes HP in half. If you are unsure the Heroes can beat the foe, play test the enemy.

**Remember, The Heroes should only ever lose if fate is not on their side.**

**MORALE**: Morale is the likelihood that an enemy will retreat. Usually make enemies make a morale check when they are at half hit points or lower, or when a PC does some devastating exploit in battle.

Here are the morale listings and what they mean. You can assign your own numbers when doing morale checks.

- **COWARDLY**
  - Very likely to retreat.
    - 19 or less to fail.
- **LOW**
  - Likely to retreat.
    - 18 or less to fail
- **AVERAGE**
  - Could retreat.
    - 15 or less to fail
- **STEADY**
  - Less likely to retreat.
    - 12 or less to fail.
- **BOLD**
  - Probably won't retreat.
    - 9 or less to fail
- **FIERCE**
  - Very unlikely to retreat.
    - 5 or less to fail.
- **FEARLESS**
  - Never retreats, so no morale check is necessary

## **TO LEARN IS TO WIN**

After you create your enemy, it comes time to assign Experience, or EXP, to that enemy.

Experience is divided out at the end of combat to all Heroes equally, Round Up if there are decimals. The nastier an enemy is, the more its EXP value.

The Entire system works off of Knowledge Packets, 1 Packet= 50 EXP

Here is a list of how many Packets the enemy gets for having anything on this list.

- **CHUNK:**
  - 1 Chunk = 1 Packet
- **ROLE:**
  - 1 Packet
- **FLAIRS:**
  - 1 Packet
    - Really nasty flairs, like poisons or life drains that **cause damage every round** would be **worth 2 Packets**.
    - Flairs that **increase multiple scores** would be **worth 2 Packets**.
    - Remember it is essential to make sure your enemies have adequate value for their nastiness.
- **POWERS:**
  - 1 Power = 1 Packet
    - 20 Max Hit Points = 1 Packet
    - Every 10 of 20 Max Hit Points = 1 Packet
    - Conditions = 1 Packet each

Once you have the total number of packets, multiply it by 50 and you have the EXP of the enemies. Example: 18 Packets would be 900 EXP that would be divided up between the Heroes at the end of combat.

### *CHECK PLEASE*

A Heroes adventure is not only barred by their foes, but by other obstacles as well. This could be walls to climb, rivers to swim, people to weasel information out of, persuading someone to go out to dinner or other such obstacles. All of this is achieved by the Heroes' skill, or in our case the Heroes skill check. (See Page 57)

When setting the difficulty for a skill check consider how hard it is; the higher the number, the more difficult it will be to succeed the check. If you want to set the skill check higher than the Hero could make, consider whether or not the check is life-threatening – no one wants to die from one bad roll. Kills the mood one might say.

A Hero can sway other's thoughts either during combat or outside of combat with skill checks. How difficult a foe or anyone is to talk to is based on their Morale. Their Morale dictates how hard it is to sway the target to the Hero's idea or actions. A target might also have to be swayed multiple times, so keep that in mind when creating Foes. If the Hero is able to sway a Foe



out of or before combat, the party gets the entire Foe’s EXP for avoiding the battle. We have provided a range of what to set each check at below; yet feel free to change it as your needs might vary.

- **Sway:**
  - COWERDLY = 1-10
  - LOW = 11-15
  - ADVRAGE = 16-20
  - STEADY = 21-25
  - BOLD = 26-35
  - FEIRCE = 31-50
  - FEALESS = 51+ (Might not even be able to Sway)

When the check is made and the Hero succeeds, he or she (and only he or she) gains experience. **Check numbers get 5 EXP per number going up after 9.**

Here is the EXP Chart for Checks.

Check Number	EXP
10	5
11	10
12	15
13	20
14	25
15	30
16	35
17	40
18	45
19	50
20	55
21	60
22	65
23	70
24	75
25	80
26	85
27	90
28	95
29	100
30	105

## EXAMPLE FOE

**Vincent the Unhinged Jester**

**Knowledge Packets: 18 / 900**

**Human sized mutated humanoid**

**Role: Duelist**

**Initiative: +10**

**Movement: 7**

**Hit Point Chunks: 9 / 45 hp**

**Armor class: 27**

**Fortitude: 16**

**Reflex: 27**

**Will: 15**

**Attacks: Blade attack +14, 1d8+6**

**Powers: 4 sword attack +14 1d8 +6 x4,**

**Tumble slash (move 3 spaces) +14 1d8+6 knocked prone**

**Flairs: Dodge, Combat reflexes, Inhuman agility**

**Parry, Quick step, Lightning reflexes**

**Skills: Athletics +13, Acrobatics +16**

**Proficiencies: Swords +4, Defensive combat +4,**

**Evasion +3, Maim +2**

**Abilities: Str 18, Dex 25**

**Morale: Fierce**

**Sway: 45 (three times.)**

## Chapter 9:

# *Hero Master's Bag-o-Tricks*

As the dungeon master, or HM, you are the world builder, adventure writer, referee and overall controller of the game. For all intents and purposes you are a god in the game frontier. You create the story but the story is about the player's characters. The HM creates all the goodies, baddies and everything in between, but the players get all the glory.

Your primary job is to guarantee that everyone has fun. It takes creativity, forethought, fairness and a good descriptive vocabulary. There are lots of ways to dress up your universe and make it more entertaining for your players. Let's discuss them now.

## *FLOATERS*

These are events within an adventure, usually encounters, that are built to take place anywhere in the adventure. They float, so to speak. This way, the encounter can happen no matter what your players decide to do. For example, if an encounter is to happen in a dungeon, don't put it on a map; just make it a chamber, any chamber. You can decide when the encounter happens. This is a subtle way to use your cosmic HM power to drive the story.

### Main Floaters:

- **Combat Floaters:**
  - These are floaters that involve combat. Because of the uncertain nature of Hero Builder it will be up to the Hero Master to polish the enemies for the encounter. Give the enemies a name, and a description of what they look like and are. Then assign that enemy a recommended number of Knowledge Packets. The Hero Master then has to design the enemy using the allotted number of knowledge packets.
    - Name - Description - # of Knowledge Packets
- **Shop Floaters:**
  - These Floaters are shops that the Heroes can find and buy things from. Unless specified, these Floaters once placed in the world do not change. They are stuck to their location. They can be revisited if the Heroes are in the area.

- Name of Shop
  - Description of what the shop looks, smells and feels like.
  - Description of the shop keeper, along with any skill checks that can be passed to make their wares cheaper.
  - What is for sale – the price
- Narrative Floaters:
  - These Floaters are mostly for role play – pre-written dialog that the NPC says, pre-written letter or note that the Heroes find, a Landmark the Heroes can see, and just anything that tells more about the people/places/items in the campaign.

#### Sub-Floaters:

These Floaters can be added to other floaters or even be their own floater if they are complex enough.

- Puzzle Floaters:
  - These floaters usually have a form of puzzle around it. It can be a trap that needs to be overcome, a secret door that needs to be found, or even a riddle on a wall that once solved spits out gold.
- Reward Floaters:
  - These Floaters are just rewards – things that the Heroes can find in the campaign and then either sell or use.

### *CUT SCENES*

Cut scenes are a good way to put the players into the story line, move the story along and foreshadow things to come. It is best to use a cut scene at the beginning or end of a session. Cut scenes usually portray events that the player's Heroes are not privy to, such as the enemies making plans. Dress up your cut scenes and make them feel dramatic. Describe the atmosphere, create the feeling you want. Yet don't use cut scenes to take control of the Heroes, nobody likes that.

### *DUNGEON DRESSING*

Dungeon dressing is how you make the locations in your world feel real to your players. The more they feel like they are in an exotic fantasy world the more fun they will have.

You will describe everything that your player's Heroes see. But the Heroes, like their players have more senses than just sight. Play to the other senses as well. Incorporate sounds, smells and

feelings. Make an ancient ruin FEEL ancient. Make the dungeon FEEL creepy. Describe how the walls and ceilings feel claustrophobic. Describe strange, haunted sounds. Describe the slime on the floor, not just how nasty it looks but how squishy or slippery it is under their feet. Describe the weird critters that crawl on the walls and the smells of decay, urine, or defecation. Use feelings such as unnatural cold spots, or chills up the Hero's spines, and sounds such as whispers to make a chamber feel like the dead still inhabit it. The background is as much a character in the game as the Players and NPCs are.

### *KEEPING UP WITH THE JONESES*

Or keeping up with the players, as it were. You will find that, given the freedom to create their own powers, players can be just as inventive as the HM. They may come up with powers that will decimate your best enemies. In order to keep the adventure interesting you may have to beef up your enemies, to match the PCs. This is where play testing comes in. It is actually easy. Just run through a few rounds of sample combat with a new enemy, using powers you know your players have. If you do not have the time, it's ok to wing it – just write down things as you do it. (Example: The Heroes attack a NPC; when the Hero Rolls the D20, write down the NPC's AC based on that roll. If you do this you can even wing whole sessions without much trouble.)

### *LIVING BREATHING WORLD*

The world that you create should seem alive. It should act and react to the players decisions like a real world would. The surroundings should be active, not static, a panorama, not just a backdrop for the action.

When creating towns and cities, incorporate laws and politics. Have the leaders of these places make decisions based on their interaction with the player characters. If multiple cultures live in your world, decide if they get along with each other or not and why. Create legends and incorporate them into the adventure. Base quests around them. Create fame for the Heroes. As they accomplish more quests and go up in level, base legends and songs about them. The new

NPCs that they meet have heard of them and are in awe of their exploits. Create places that can be explored just because they are there. A deep cavern or ancient ruin the players just happen upon. Make these places just as interesting as your quests, with nasty enemies and cool treasures.

When the players make a decision against the story line there should be consequences. If they choose not to take on a quest, then fine, but the world should react accordingly. The villains will continue to put their plans into effect, to the player's detriment. Weapons will be built, monstrous demons conjured, hostages executed, and towns put under siege.

### *MINIONS*

Another cool tool for a HM is the use of minions. Minions are minor (in most cases) enemies with only one hit point each. They can be, and should be numerous. This creates the imagery of such great movies as Star Wars, where the Heroes carve their way through countless enemies like a hot knife through butter. Minions are weak and worth very little (one Chunk value at the most), but they can make for a fun battle experience.

On rare occasions it is fun to throw in a SUPER MINION. This is an enemy with only one hit point, but exceedingly high defenses and powerful offensive attacks. It is quite funny when the players finally hit it and kill it in one blow. Super minions should have a Chunk Value of two or three at the most.

### *NPCS (NON-PLAYER CHARACTERS)*

NPCs are a great resource for a HM. They can serve many purposes, such as being companions, sidekicks, mentors, guides or adversaries to the player characters. NPCs can serve as a good way to keep the story flowing, by making suggestions, telling stories and imparting information to the players throughout an adventure. My favorite use of NPCs is to serve as MONSTER FOOD! What better way to show off the power of your awesome new boss creature than to destroy a poor NPC.

What NPCs are not, however, are main characters in the story. It can be tempting to put a NPC into the party to give the HM some glory moments. Do not do this, remember the HM makes the world but the players are the Heroes. They get the glory. If a NPC is in the party that is fine; yet the NPC should fight the minions and stay on the periphery of the action while the PCs take on the cool enemies.

Yet this comes with a word of caution as well. Take note of how close your PCs are to a NPC, do they inquire after them in the local bar? If they are a part of the party, do they want to banter or hang out with the NPC because they like him or her? If so, be careful about throwing this NPC to the wolfs, as killing the player's favorite NPC might make them revolt against the HM, **YOU**.

### **POWER UPS**

Power ups are rewards and treasures that increase a Hero's power somehow. These things are fun to incorporate into a story line and excite your players. Try to keep them original and make the players do some investigating to unlock the power ups benefit.

### **ALL YOUR BASE**

A good idea is to give your Heroes a base of operations. A place where they call home between quests. This can be a town, a bar, a room or a place they go back to time and time again. Make this place feel safe, a place where they can rest and plan for the next adventure.

It's also a good idea to make this place feel epic, one of a kind. Give it a quirk that makes it memorable. Give it something that helps them in the game like stores, a magical map or vast library of knowledge. Set mini adventures in the base, to explore and find out hidden secrets. Make the place something worth protecting. After all, even the villain can assault the players home, and a home should be something worth protecting.

## *AFTER THE BATTLE*

If the Heroes win the battle they not only get experience points, but their Health and Power Points are refilled. We recommend this as it allows every battle to be its own epic and allows the HM to throw truly difficult enemies at their Heroes. Plus, who wants to rest in a cave for several hours to heal? They're Heroes, make them feel like one! (You do not have to do this, yet remember to throw them some way to regain their Hit Points and Power Points.)

## *THE BIG CHEESE*

Like all games, there is the final boss, The Big Cheese if you will. This is the last boss of any story or even just an arc of the story. They are the ultimate antagonist to the Heroes and when creating them it is best to keep two things in mind.

1. The Big Cheese is the final boss. When the HM creates the combat encounter, it is best to make them feel like they are The Boss. Make them harder to hit, but with one Chunk of HP. Make them easy to hit yet with loads of HP to spare. Make their powers large and scary. Make them feel truly terrifying and a true challenge to combat.
2. The Big Cheese needs build up. As the Heroes go along their campaign drop hints, notes, dialog, cut scenes and the like to build up the Big Cheese. Hide him or her behind a cloak of power, and deadly shadows. If you build up to the final boss fight, the big encounter with the Big Cheese, your Heroes will never forget when they finally overcome their built up Foe.



## Chapter 10:

# The Armory

Every good Hero should be prepared. Hero Masters can change these numbers if they wish; all of this is just “Standard.” All Items cost an Action to use. Hero Masters should hand out this equipment as the game progresses. (To Hit & Base Damage for weapons get a plus from the hero’s Stat bonus and the proficiency of the weapon used. Example: A Katana would use the Sword Proficiency).

When the Hero is first created, they Roll **1D4 + 3**; the total number is their **Equipment Points (eps)**. They can use these points to buy starting equipment. **Armor costs 1ep for every +1 to the armor’s armor class bonus.** Weapons cost **1ep for tier one** and **2eps for tier 2.** A named item costs **4eps**. Gear eps cost is marked in the GEAR section of this chapter (page:74).

## ARMOR

Light Armor	Clothing	+1 to armor class
		+2 to armor class
		+3 to armor class
	Full Leather Armor	+4 to armor class
Medium Armor (-2 to all DEX. Skills)	Chain Mail	+5 to armor class
		+6 to armor class
		+7 to armor class
		+8 to armor class
Heavy Armor (-6 to all DEX. Skills)		+9 to armor class
	Full Plated Armor	+10 to armor class
		+11 to armor class
		+12 to armor class

## RANGED WEAPONS

Name	To Hit	Tier 1	Tier 2
Bows	Str. Bonus Or Dex. Bonus	1d8	2d8
Small Arms: Pistols	Dex. Bonus	1d4	2d4
Medium Arms: Rifles	Dex. Bonus	1d6	2d6
Heavy Arms: Mini Guns	Str. Bonus Or Dex. Bonus	1d8	2d8
Grenades / Explosives	Dex. Bonus	Burst 1 → 2d10	Burst 3 → 5d10

## CLOSE COMBAT WEAPONS

Name	Type	To Hit	Tier 1	Tier 2
Barehanded and Daggers	Single handed	Str. Bonus Or Dex. Bonus	1d4	2d4
Short Swords, Axes	Single handed	Str. Bonus Or Dex. Bonus	1d6	2d6
Swords, Clubs, Spears	Single handed	Str. Bonus Or Dex. Bonus	1d8	
Battle Axes, Clubs	Two handed	Str. Bonus	1d10	
Great Swords, Spears, Axes	Two handed	Str. Bonus	1d12	

## GEAR

Every Hero needs starting gear as well as money. There are five packages of gear and its up to the Hero Master to determine what is exactly in each package. We have put a basic description on what the package is to use as a jumping off point.

- **HOMEBOY – FREE**
  - All Heroes start with this package. Your Hero never got out much, and due to that fact, has no idea what to pack for an adventure. Even if he/she were rich at home, they left without anything to their name but the clothes on their back. You even forgot your handkerchief at home and had to borrow your friends.
- **TRAVELER – Costs 1eps**
  - This package is the basic necessities; all of them cheap and might break if glanced at for too long. You only packed one sandwich as that's all you could afford this week. Yet you do have your handkerchief, even if it's not your best. The Hero is also considered "poor" and has little money for the road.
- **ADVENTURER – Costs 2eps**
  - This package has some great stuff in it; Not the best in the world yet it won't break easily and you have a spare sandwich for the long road. You did grab your nicer handkerchief before leaving home. The Hero is also considered "Lower Middle Class" and has some money to their name.
- **PROFESSIONAL – Costs 3eps**
  - This package is the best of the gear; High grade stuff and you even have more provisions for the long road. You have your best handkerchief. The Hero is also considered "Upper Middle Class" and has some money put in for retirement.
- **ELITE – Costs 4eps**
  - This package is the best of the best; Food is not a problem and your gear is polished to a mirror shine. You have an imported handkerchief. The Hero is also considered "Rich" and has so much money that they need not keep count of it. (This money must come from somewhere and must be maintained every in game month)

## NAMED ITEMS

Named Items are truly unique as they are physical powers that any Hero can use regardless of the Hero's proficiencies. Named Items are given a Power Matrix when created, and over time the HM or the Hero can increase that Power Matrix by 5s and more things can be added to the item. Unlike a Normal Power, the Named Item **does not drain Power Points**, yet they **require three actions to use the item's power in combat**.

The Item's Power Matrix should be half of the lowest level of a Heroes' power matrix when created. Then Create a Power that goes with that Item, just like creating any other power. A Named Item can have more than one power, yet the total Power Points of both must not go over the Named Item's Power Matrix.

Making a power for a Named Item is the same as making a power for a Hero; the same point values are used to calculate how much of the Named Item's Power Matrix is used. There is only two cost/mechanical differences: **Movement powers cost 1pp per six squares or 30-feet only if the weapon is moving under its own power**. (Example it after the Hero throws the Item, it then returns to the Heroes' hand, the power adds the movement of the item back to the hand; if the Hero is out of range of the item when it stops then the item falls to the ground.) **Trigger Powers use the Heroes Power Points**, as well as require the three actions.

Named Items are also assigned one of three item types.

- **Weapon**
  - The Named Item has a set dice that deals damage. Set the damage to what the weapon is or comes close to. This number is used when the weapon is used normally or in conjunction with the Hero's powers. **Powers cannot stack. Example: A Hero cannot use a Named Item's power with his or her own power at the same time. A Hero's Power uses the Item's assigned Weapon damage.**
- **Armor**
  - The Named Item has a set Bonus to armor class based on the type of armor, which is light, medium or heavy.
- **Object**
  - The Named Item has no base use other than the power it has.

## Examples:

- **CALADBOLG**--PM: 20-- Weapon 1d12
  - A Two Handed Sword, said to be used by Fergus Mac Roich. When Swung a rainbow follows in its wake.
    - Spilt the Hills: 19pp
      - Blast2 →Vs. AC→ 2d10
- **KAVACHA**--PM: 30-- Light Armor +4AC
  - The Armor of the god called Karna, it is said to stop otherworldly weapons.
    - Suryas Gift: 30pp
      - TP (If an Enemy enters within 5 feet) → Add 14 to AC
- **FATHER TIMES HOURGLASS**--PM: 10--Object
  - Said to belong to the eternal that watches over time itself. A simple wood carved hourglass, with glowing sand. Simply Point and flip the hourglass to make the attack.
    - Time Marches On: 8pp
      - Vs. Will → 3d4
- **MJOLNIR**--PM: 50--Weapon 2d8
  - The Hammer of the Thunder God, Thor. Indestructible and when thrown will return to the user's hand after making or missing the target.
    - Send and Return: 14pp
      - Vs REF. → 4d4 →Move Item 18 squares or 90 feet.
    - Lightning Strike : 35pp
      - Vs FORT. →6d10

## *Commoner Advancement*

<b>Level</b>	<b>EXP</b>	<b>BAB</b>	<b>Power Matrix</b>	<b>Basic Level Up Features</b>	<b>Level Up Bonus Features</b>
1	0	+0	10	d8 (HP), d8 (PP), 10 prof. points 3 new powers	2 action points, 1 flair, 3 extra skills
2	500	+1	15	d8 hp, d8 pp, 10 prof. points 1 new power& remake old one	1 Skill
3	1,125	+1	20	d8 hp, d8 pp, 10 prof. points 1 new power& remake old one	2 action points
4	1,875	+2	25	d8 hp, d8 pp, 10 prof. points 1 new power& remake old one	1 Proficiency
5	2,750	+2	30	d8 hp, d8 pp, 10 prof. points 1 new power or remake old one	A Role
6	3,750	+3	35	d8 hp, d8 pp, 11 prof. points 1 new power or remake old one	1 Skill
7	5,000	+3	40	d8 hp, d8 pp, 11 prof. points 1 new power or remake old one	1 Flair
8	6,500	+4	45	d8 hp, d8 pp, 11 prof. points 1 new power or remake old one	2 action points
9	8,250	+4	50	d8 hp, d8 pp, 11 prof. points 1 new power or remake old one	2 points to every defense, 2 ability points
10	10,250	+5	55	d8 hp, d8 pp, 13 prof. points 1 new power or remake old one	The Hero creates a Bloodline based on themselves.
11	13,000	+5	60	d8 hp, d8 pp, 13 prof. points 1 new power or remake old one	2 action points, 1 Flair
12	16,000	+6	65	d8 hp, d8 pp, 13 prof. points 1 new power or remake old one	1 Skill
13	19,500	+6	70	d8 hp, d8 pp, 13 prof. points 1 new power or remake old one	2 action points
14	23,250	+7	75	d8 hp, d8 pp, 14 prof. points 1 new power or remake old one	1 Proficiency
15	27,500	+7	80	d8 hp, d8 pp, 14 prof. points 1 new power or remake old one	15 extra Prof. points, 1 proficiency
16	32,500	+8	85	d8 hp, d8 pp, 14 prof. points 1 new power or remake old one	1 Skill
17	38,000	+8	90	d8 hp, d8 pp, 14 prof. points 1 new power or remake old one	1 Flair
18	44,000	+9	95	d8 hp, d8 pp, 15 prof. points 1 new power or remake old one	2 action points
19	52,000	+9	100	d8 hp, d8 pp, 15 prof. points 1 new power or remake old one	2 points to every defense
20	61,000	+10	105	d8 hp, d8 pp, 15 prof. points 1 new power or remake old one	Can create A Descendent Heroic Hero if you want.

BAB = Base Attack Bonus

## *Heroic Advancement*

<b>Level</b>	<b>EXP</b>	<b>BAB</b>	<b>Power Matrix</b>	<b>Basic Level Up Features</b>	<b>Level Up Bonus Features</b>
1	0	+0	10	d8 (HP), d8 (PP), 10 prof. points 3 new powers	A Role, 2 action points, 1 Flair and a Bloodline
2	1,100	+1	15	d8 hp, d8 pp, 10 prof. points 1 new power & remake old one	2 action points
3	2,350	+1	20	d8 hp, d8 pp, 10 prof. points 1 new power & remake old one	1 Flair
4	3,850	+2	25	d8 hp, d8 pp, 10 prof. points 1 new power & remake old one	2 ability point, 1 Flair, 1 proficiency
5	5,600	+2	30	d8 hp, d8 pp, 10 prof. points 1 new power or remake old one	bonus power OR skill, 2 points to every defense
6	7,600	+3	35	d8 hp, d8 pp, 11 prof. points 1 new power or remake old one	1 Flair
7	11,000	+3	40	d8 hp, d8 pp, 11 prof. points 1 new power or remake old one	2 action points
8	13,500	+4	45	d8 hp, d8 pp, 11 prof. points 1 new power or remake old one	2 ability points, 1 Flair, 1 proficiency
9	17,500	+4	50	d8 hp, d8 pp, 11 prof. points 1 new power or remake old one	2 points to every defense
10	20,000	+5	55	d8 hp, d8 pp, 13 prof. points 1 new power or remake old one	15 extra Prof. points, 1 proficiency
11	26,500	+5	60	d8 hp, d8 pp, 13 prof. points 1 new power or remake old one	1 Flair
12	32,500	+6	65	d8 hp, d8 pp, 13 prof. points 1 new power or remake old one	2 ability points, 1 Flair, 1 proficiency
13	40,000	+6	70	d8 hp, d8 pp, 13 prof. points 1 new power or remake old one	2 points to every defense
14	45,000	+7	75	d8 hp, d8 pp, 14 prof. points 1 new power or remake old one	2 action points
15	55,500	+7	80	d8 hp, d8 pp, 14 prof. points 1 new power or remake old one	2 points to every defense
16	65,500	+8	85	d8 hp, d8 pp, 14 prof. points 1 new power or remake old one	15 extra Prof. points, 1 proficiency
17	75,000	+8	90	d8 hp, d8 pp, 14 prof. points 1 new power or remake old one	1 Flair
18	88,500	+9	95	d8 hp, d8 pp, 15 prof. points 1 new power or remake old one	2 ability points
19	105,000	+9	100	d8 hp, d8 pp, 15 prof. points 1 new power or remake old one	2 points to every defense
20	122,500	+10	105	d8 hp, d8 pp, 15 prof. points 1 new power or remake old one	Can Create a Descendent Godly Hero if you want.

BAB = Base Attack Bonus

## *Godly Advancement*

<b>Level</b>	<b>EXP</b>	<b>BAB</b>	<b>Power Matrix</b>	<b>Basic Level Up Features</b>	<b>Level Up Bonus Features</b>
1	0	+0	20	d8 (HP), d8 (PP), 20 prof. points 3 new powers	A Role, 4 action points, 2Flairs and a Bloodline
2	2,200	+1	25	d8 hp, d8 pp, 20 prof. points 1 new power& remake old one	4 action points, 1 Hero Point
3	4,700	+2	30	d8 hp, d8 pp, 20 prof. points 1 new power& remake old one	2Flairs, 1 Hero Point
4	7,700	+3	35	d8 hp, d8 pp, 20 prof. points 1 new power& remake old one	4 ability point, 1 Flair, 2 proficiency, 1 Hero Point
5	11,200	+4	40	d8 hp, d8 pp, 20 prof. points 1 new power or remake old one	1 Master Point, 4 points to every defense
6	15,200	+5	45	d8 hp, d8 pp, 21 prof. points 1 new power or remake old one	1 Flair, 1 Hero Point
7	22,000	+6	50	d8 hp, d8 pp, 21 prof. points 1 new power or remake old one	4 action points, 1 Hero Point
8	27,000	+7	55	d8 hp, d8 pp, 21 prof. points 1 new power or remake old one	4 ability points, 1 Flair, 2 proficiency, 1 Hero Point
9	35,000	+8	60	d8 hp, d8 pp, 21 prof. points 1 new power or remake old one	4 points to every defense, 1 Hero Point
10	40,000	+9	65	d8 hp, d8 pp, 23 prof. points 1 new power or remake old one	1 Master Point, 1 Bonus power
11	54,000	+10	70	d8 hp, d8 pp, 23 prof. points 1 new power or remake old one	1 Hero Point, 1 Flair
12	65,000	+11	75	d8 hp, d8 pp, 23 prof. points 1 new power or remake old one	4 ability points, 1 Flair, 2 proficiency, 1 Hero Point
13	80,000	+12	80	d8 hp, d8 pp, 23 prof. points 1 new power or remake old one	4 points to every defense, 1 Hero Point
14	90,000	+13	85	d8 hp, d8 pp, 24 prof. points 1 new power or remake old one	4 action points, 1 Hero Point
15	111,000	+14	90	d8 hp, d8 pp, 24 prof. points 1 new power or remake old one	1 Master Point
16	131,000	+15	95	d8 hp, d8 pp, 24 prof. points 1 new power or remake old one	30 extra Prof. points, 2 proficiency, 1 Hero Point
17	150,000	+16	100	d8 hp, d8 pp, 24 prof. points 1 new power or remake old one	1 Flair, 1 Hero Point
18	177,000	+17	105	d8 hp, d8 pp, 25 prof. points 1 new power or remake old one	4 ability points, 1 Hero Point
19	210,000	+18	110	d8 hp, d8 pp, 25 prof. points 1 new power or remake old one	4 points to every defense, 1 Hero Point
20	245,000	+19	115	d8 hp, d8 pp, 25 prof. points 1 new power or remake old one	Can create a new Commoner Hero if you want.

BAB = Base Attack Bonus





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# *HALL OF HEROES*

*All Heroes created with this copy are inscribed here.*

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