



Character Creation Rules (Volume 3 edition)

Characters in this campaign are well-established. These rules are really for covering *redesigned* characters. The campaign began under 5th edition, but now will be run under 6th edition. While the two (very thick) volumes of *Hero System Rules* can be used, I recommend using *Champions Complete*.

“Tone” of Campaign Characters

While this is not a deathly serious campaign, it’s similar in tone to traditional X-men, Avengers, and Fantastic Four books. A character that launches ham sandwiches from a cannon or induces the hiccups will be roundly rejected.

Background

Most backgrounds are acceptable. Originally I ask for “No Aliens or Time Travelers”, and that was somewhat ignored, so I worked it in. Now I’ll accept either, as part of their background. Someone who has an actual power to travel through time will not be allowed, as the game is less interesting when you can elect a “do-over” anytime something goes wrong.

Motivation

Be motivated. That’s it. If your character logically has no need or desire to go out and do good, then why are you there? Here are a few ideas.

- **Forced Motivation.** Not everyone is a hero by choice. Maybe you are making up for an earlier life of crime (by choice or as “Public Service”), or for a parent’s legacy of evil.
- **Chronic Do-Gooder.** A common motivation. With great power, etc.
- **Gun for hire.** The city has a serious crime issue and has offered generous inducements to draw heroes to the city.
- **Need Help.** Not everyone is so skilled that they can just hit the ground running. Sometimes you’re better working with partners.

Power Levels

Here are the ACTIVE POINT levels for the campaign. The median is what you should be about where you are, while the maximum is the cap on your character currently.

<i>Power Type</i>	<i>Median</i>	<i>Maximum</i>
<i>Attack</i>	60 pts	80 pts
<i>Physical or Energy Defense</i>	30 pts	45 pts

Starting Points

You've done some adventuring, which would naturally say that you should be above starting level. In 6th Edition Champions, an average starting hero is 450 pts. For this campaign, since you have been fighting the good fight, we'll go with 480 pts.

Variable Power Pools

Sorry, I'm still down on these in general because it makes life too easy for heroes. You no longer have to live within your means if you can keep creating new powers for the situation. Therefore, here are the restrictions required on power pools.

- Powers can only be changed with use of a lab/temple/spell library or other special location in which you develop new powers.
- All powers are restricted by the same Active Point maximums, regardless of how many points you have available to put into the power.
- Have your powers ready. There will be no extended waits during the game while you design a new power.

Elemental Control

This no longer exists. Can't say I disagree. While I used them all the time, it was just an excuse to get a bunch of powers for fewer points.

Multipower

These still exists. Powers in a multi-power should have something unifying about them (They all come from your power belt, they all are magnetic powers, etc.). In other words, your mind reading power, your gun, and your super-running power have nothing in common, but moving by creating an ice slide, hurling icicles, and crating ice cages do.

As noted in the description of Multipowers, the down side is that you may not be able to operate all your powers at once. If you have a 100pt pool then you can only have 100 active points of powers operating at once.

Buy These

Resistant Defense. Killing Attacks are only stopped by defense that is specifically "resistant". So your hero with the big Physical Defense could be felled by a bozo with a knife because you didn't buy any of it as "resistant".

Have at least a 4 SPD. Really I'd recommend 5 or 6, but it may not logically fit your guy to take a lot of actions, so in most cases I'll defer to you. On the other hand, an earth elemental character with an 8 SPD doesn't make any sense.

Options. Don't stack one power. If that power proves ineffective against a particular foe then you've got nothing to do against him except dodge.

Combat Levels

Starting characters couldn't have more than 20pts in combat levels. That cap is removed now.