

CHAMPIONS COMPLETE

CONVERTING OLD CHARACTERS TO CHAMPIONS COMPLETE

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CONVERTING CHARACTERS TO CHAMPIONS COMPLETE

Many people may come new to *Champions Complete* (CC), but have experience playing, or have characters built for, earlier versions of *Champions* and/or the *HERO System*. This guide will point out some of the most significant changes to be aware of over the years, though it's not necessarily exhaustive. The best way to "convert" characters between editions is simply to become familiar with the current rules, and make the appropriate changes. In most cases, you'll find that character designs that were once tricky or convoluted are now much easier to define.

CONVERTING FROM SIXTH EDITION HERO SYSTEM (2009-present)

If you're already familiar with *HERO System Sixth Edition* (6E), or have characters built for it, the rules differences in CC are minor, and mostly organizational. Most characters built for 6E don't need to be "converted" at all. Differences that could affect what appears on character sheets include:

Classes of Minds has been removed as a concept for Mental Powers (and associated Advantages and Limitations have likewise been removed). Mental Powers work on all characters by default (except as explicitly stated otherwise in the rules); if a character wants a Mental Power to not work vs. (or only work vs.) some subset of characters, he takes an appropriately-valued *Limited Power* Limitation.

So 6E characters can either free themselves of defining a single Class of Minds their Mental Powers work against, or (if it's important to their character concept that their Mental Powers only work against certain types of characters) they can save some CP by applying a Limitation. Characters with the *Multiple Classes* Adder can also remove that for some CP savings, while characters who had the *Limited Class of Minds* Limitation can convert it to a *Limited Power* Limitation of the same value or more.

Skills that were purchased in "categories" (Animal Handler, Forgery, Gambling, Navigation, Survival, and Weaponsmith) no longer have a categorized cost structure by default, and are presented as normal 3-point Skills instead. However, "Categorized Skills" is included as an optional way of providing greater detail on any Skill (CC page 23), so characters designed for 6E don't need to change those Skills or their costs to reflect the new pricing unless they want to (or unless their GMs require them to).

Minor Name Changes: "Power Advantages" are now just *Advantages*. "Power Limitations" are now just *Limitations*. "Naked Advantages" are now *Independent Advantages*.

Minor Combinations: In a few cases, multiple closely-related Game Elements have been rolled in together in ways that affect only the naming (but not the cost or function). For example:

Radio Perception, Radio Perception/Transmission, and High Range Radio Perception are rolled into a single *Radio Perception* Enhanced Sense with a three-tiered price structure matching the three previous senses.

Safe Blind Travel (from Extra-Dimensional Movement) and Safe Blind Teleport (from Teleportation) are rolled into a single *Safe Blind Travel* Adder applicable to either Power.

Half Range Modifier and No Range Modifier are rolled into a single *Reduced Range Modifier* Advantage.

Passing Strike was pulled in from *HERO System Martial Arts*, and **Dismissible** was pulled in from the *HERO System Advanced Player's Guide*. So characters in campaigns that don't use those sourcebooks now have access to that Martial Maneuver and Adder.

The Absolute Effect Rule has been removed as a defined concept. Of course (in keeping with the Core Concepts of *You Can Change Anything* and *You Get What You Pay For*) individual GMs can choose to allow absolute effects at whatever CP costs they think are appropriate. So if a character's GM thinks an existing build that used the Absolute Effect Rule had an appropriate cost and function, there's no need to change it.

CONVERTING FROM FIFTH EDITION (2002-2009) OR EARLIER

As you might expect, the older the version of *Champions/HERO System* you're familiar with, the more changes you're likely to find (as each new edition added its own revisions). Many individual Game Elements have changed costs or behavior slightly from edition to edition.

The following are some changes that 6E introduced (and CC retains) that are different from all previous editions:

No More "Hexes" or "Inches:" Rather than measuring game scale in imaginary 2m-wide units called "hexes" or "inches," we now just measure directly in meters. For example, a character who once had Flight 20" will now have Flight 40m. Of course, you can still use maps with hex shapes for your convenience if you'd like (at whatever scale

you choose), but the game concept of “hexes” as a unit of measure is gone.

“Figured Characteristics” are no longer “Figured:” All of the formerly-figured Characteristics are now stand-alone Characteristics with their own static base values (not derived from the value of some other Characteristic). Similarly, base Combat Values are now Characteristics in their own right, rather than deriving from DEX or EGO.

The costs of Characteristics have changed to reflect their utility in the new arrangement. Of course, you’re certainly free to use the formulas once used to calculate Figured Characteristics as a guideline for what values you might choose to assign them now, but the relationship is no longer hard-coded in the rules. So for example, having a higher STR no longer also gives you more PD, REC, and STUN.

Elemental Control: The *Elemental Control* Power Framework has been removed, and replaced conceptually with a Limitation called *Unified Power* that you apply to all the Powers that would have previously gone into an Elemental Control together.

Comeliness: Comeliness has been removed as a Characteristic. If you want your character’s appearance to have an effect in the game, you can buy the *Striking Appearance* Talent.

DEF: Inanimate objects no longer use a single DEF rating for both physical and energy damage. Instead, objects are rated with individual PD and ED scores.

Starting Character Points: Players now tend to get more Character Points for building their characters. This is mostly due to the aforementioned cost changes, but also due to the simple expansion of things available for character to spend CP *on*. Character power levels have not necessarily risen, but the level of detail in describing characters has increased.

Also, the old model of a relatively low number of “Base Points” (to which characters added points from Disadvantages) has been changed. Now, characters get the full number of intended points, and are simply required to define a certain number of points in Complications (the new name for Disadvantages; see below). This number is generally much lower than most characters typically took in Disadvantages under the old method.

Removed Powers: Powers removed from the system in 6E include:

Armor (replace with *Resistant Protection*)

Damage Resistance (replace with the *Resistant Advantage*)
Find Weakness (replace with the *Find Weakness* example power if desired)

Force Field (replace with *Resistant Protection*)
Force Wall (replace with *Barrier*)
Gliding (see *Flight*)

Lack Of Weakness (replace with *Hardened* as an Independent Advantage if desired)

Missile Deflection (replace with *Deflection* and/or *Reflection* as appropriate)

Transfer (originally known as “Power Transfer;” replace with a *Drain* and a *Linked Aid* if desired; see the *Power Transfer* example power)

Removed Advantages: Advantages removed from the system in 6E include:

Based on EGO Combat Value (replace with *Alternate Combat Value*, *Attack Against Alternate Defense*, and *Line Of Sight* as appropriate)

Damage Shield (replace with *Area Of Effect: Surface (Personal)* and *Constant* as appropriate)

Explosion (replace with *Area Of Effect: Radius (Explosion)*)

No Normal Defense (replace with *Attack Against Alternate Defense* with the *All or Nothing* option)

Time Delay

Removed Limitations: Limitations removed from the system in 6E include:

Activation Roll (replace with *Requires A Roll*)

Gradual Effect (replace with *Damage Over Time*)

Independent

Requires A Skill Roll (replace with *Requires A Roll*)

Name Changes: Changes to the names of Game Elements/concepts include (but are not necessarily limited to):

Package Deals are now *Templates*

Ego Combat Value/ECV are now *Mental Combat Value/MCV*, and are split into offensive and defensive versions (*OMCV* & *DMCV*)

The *Succor* form of *Aid* is now *Boost*

Energy Blast is now *Blast*

Ego Attack is now *Mental Blast*

Multipower slots are now referred to as *Fixed (f)* and *Variable (v)*, rather than “ultra (u)” and “multi (m).”

Disadvantages are now *Complications* (and several individual names have changed, such as *Psychological Limitation* becoming *Psychological Complication*).

The *Concealment Combat Modifier* is now *Behind Cover*

CONVERTING FROM FOURTH EDITION (1989-2002)

In addition to the changes noted above, most changes since Fourth Edition are cost changes and new Perks, Talents, and Power Modifiers. Other changes of particular note include:

Flash effect is now counted in Segments instead of Phases (but costs only 5 CP per 1d6 instead of 10 CP).

Luck is now a Power.

Social Complication has been added as the logical counterpart to *Physical Complication* (previously *Physical Limitation*) and *Psychological Complication* (previously *Psychological Limitation*), and has subsumed **Public Identity** and **Secret Identity**.

CONVERTING FROM FIRST TO THIRD EDITIONS (1981-1989)

In addition to all of the changes noted above, the biggest difference from the earliest editions is simply “more.” There are more Skills, more Powers, there are now Perks (benefits of a character’s background) and Talents (like super-Skills or minor-Powers), more Combat Maneuvers, and so on. Many of these were originally pulled from the *Champions II* and *Champions III* supplements; others were pulled from other *HERO System* games, or simply added along the way.

Here are some specific changes to note:

Power Points are now called *Character Points* (abbreviated *CP* throughout *Champions Complete*).

Skills are much more numerous than in early editions of *Champions*, but individual Skills are also less expensive (and often broken down into smaller parts, such as the current *Acrobatics* and *Breakfall* both containing elements of the old *Acrobatics* Skill). If you prefer the “fewer-but-more-expensive” approach to Skills, consider bundling Skills in Skill Set groupings (see CC page 173).

Martial Arts cost is now per Martial Manuever the character knows (rather than being related to the character’s STR) and there are more Martial Maneuvers now.

Swinging is now a Power.

Danger Sense is now a Talent.

Flash is now a single-target attack by default, without the Area Effect-like aspects it used to have.

Name Changes: Several things have changed names slightly. For example, “Mind Scanning” is now *Mind Scan*, “Superleap” is now *Leaping*, “Limited Uses” is now *Charges*, “Berserk” is now *Enraged*, “Unlucky” is now *Unluck*, “Unusual Looks” is now *Distinctive Features*, and so on.

Endurance for abilities is now only 1 END per 10 Active Points, and the various means of reducing END are generally less expensive. The *Endurance Reserve* Power replaces the *Endurance Battery* Limitation. *Reduced Endurance* is now a standard Advantage rather

Advantages are now noted with a plus sign (+) and **Limitations** with a minus sign (-), although how they work remains unchanged (the difference is just to make it clearer in writing whether a Power Modifier is an Advantage or a Limitation).