

Chapter 1 : Champions 4E " ALL of it! " Beyond the Bundle

In April , for the first time anywhere, we presented two all-new bundles " Champions 4E Essentials and its companion, Champions 4E Universe " that, between them, gathered the entire Champions Fourth Edition line () from Hero Games " 65 ebooks of superheroic action.

The Extra Time power limitation causes a power to take longer to activate. In 5th edition they were brought back but Anais was reimagined as a man. This was apparently too squicky for most folks, so come 6th edition Anais was a woman again. They were still lovers, though. If this was true Kaijus would take forever to take down and Giant PCs would run rampant with their natural strength and speed boosts from their massive size. Adventure Wrath of the Seven Horsemen. The scepter of the supervillain Fear has a ruby that glows with an eerie luminescence. A large part of the Neutral Ground supplement, which is about a social club later an island resort for superhumans of all alignments. The International File included a villain called Kabbalah; a Jewish mystic who commanded a traditional-style golem. In the Lucha Libre Hero supplement, all monsters take double damage from lucha libre maneuvers by default The Ice Sprayer weapon freezes its target but does only Stun damage. Supplement Fantasy Hero Companion. Demon lords can regenerate 4 Body Hit Points per turn 12 seconds. Any character with the Regeneration power. VIPER troops have their symbol prominently displayed on their uniforms. The ending line of a lot of irreverant plot seeds in character supplements is "Wackiness ensues. The module "Wings of the Valkyrie" inverts this, using as the lynchpin of the adventure the role-playing dilemma of choosing between killing the leaders of Nazi Germany before the Holocaust can be carried out, or preventing the Crapsack World on the brink of complete collapse the rearranged timeline becomes. When you run out of BODY, you are dying. Automatons can be built with the "has no STUN" power, which means they cannot be knocked out, only killed. In the supplement Enemies II the supervillain Black Paladin is a warrior of an evil cult who murdered a modern day student and took his place. He takes 2d6 damage from contact with holy water. The super villainess Demonfire is the daughter of a human witch and a demon who once destroyed most of a town, killing its inhabitants, to gain revenge on a single man. She takes 3d6 STUN damage from contact with holy relics. All demons have the following disadvantages: Take double Body damage from holy weapons, lose Endurance points per 12 seconds in contact with holy ground, and lose Stun points per 12 seconds in contact with holy water. From the supplement Enemies III. He tries to trick a hero or heroes into entering a building he has filled with tricks and traps. Many animals in "The Hero System Bestiary" such as buffalo, caribou and triceratops. Grond and Ogre Humongous Mecha: In Red Doom, the leader of the Soviet superteam is a hulking brick who embodies almost every Russian stereotype. In some editions, this is explicitly a part of mind-affecting powers" in order to affect animals, you have to buy it with extra points or sacrifice the Human mind category. I Know Your True Name: Hero System supplement Fantasy Hero Companion. For 40 character points, you can buy Desolidification, which lets you walk through walls and ignore the physical world at will. The plot featured the two worlds crossing over in a manner that referenced virtually every Crossover Crisis to date, complete with characters from both Game Universes meeting and fighting. As a bonus, the book also included a guide to converting characters from one system to another. This event is considered a part of the Champions continuity; the result is a lot of Writing Around Trademarks where the event will be discussed, but none of the SAS characters or places involved will be explicitly named. In Classic Organizations, after being destroyed in its original location Neutral Ground relocates to this exact island, turning from a fairly posh club for supers of all kinds into an island resort in the process. The Champions II supplement has rules for constructing superhero bases. The Rocket Pack allows powered flight at a speed of 65 m. The supervillain Lazer uses one which allowed him to fly at 65 m. Interestingly it is powered by his own Endurance rather than an onboard fuel supply. The supervillain Death Commando, a member of Deathstroke, has such a device that allows him to travel up to up to 40 meters before having to be re-charged more like a jump pack. Journey to the Center of the Mind: Organization Book The Circle and M. Just Between You and Me: After the Black Enchantress captures the heroes and takes away their powers she explains her plans to them. The Hach-U-Rui are giant Japanese reptiles minimum of meters

tall that can survive hits by howitzers and may have an energy breath weapon. Killed Off for Real: Long time villain Professor Muerte was sealed inside his armour which was melted shut, then thrown into the ocean. He is dead for good in official continuity, but there was an article in their online newsletter detailing ways to bring him back as undead. A number of other old characters were killed off for real in a self-admitted housecleaning, such as most of the old villain group Deathstroke. Invictus, Thunderbird, and Witchfinder. Demonflux tries to capture the superhero Sureswift by luring him into a warehouse and flooding it with a sickly-sweet gas that causes unconsciousness. Gurkha from Kingdom of Champions. Many villains, Doctor Destroyer especially. Different editions of the game will also have completely different characters with the same name but completely different origins, such as Vibron who either got his powers from an accident, is a mutant or is an alien from the Andromeda Galaxy. Who knew you could get so much use out of Squirrel DNA? Cosmo from Red Doom, who lacks the attention span, creativity or killer instinct to be a truly effective combatant, yet has vast cosmic powers that make him one of the most powerful heroes in the world. The villain Dread is a summoned wraith that can drain the life force of opponents and thus lower their Constitution score for the duration of the adventure. Loads and Loads of Rules: In 6th Edition, the core rules got so voluminous that they had to split them into 2 separate bound volumes. Volume 1 is devoted entirely to character creation. This makes him an interesting mirror of Doctor Destroyer, who acknowledges its existence but is skeptical of anyone who claims mystic powers. Taken to the max in the ultra crossover adventure outlined in Allies where villains are trying to establish one over the other as the dominant rule of the universe. Two pregenerated cities were released as sourcebooks for the 5th edition: Millennium City high tech and prosperous and Vibora Bay gloomy and mysterious with most of the prominent heroes and villains being magic users. Magnetism Manipulation The power Telekinesis can be given the special effect "Magnetic" and the Disadvantage "only affects metallic objects", which would reduce its cost. The disadvantage could be made even greater by limiting it to only affecting iron or iron alloys such as steel. She can fire a Magnetic Blast that affect targets wearing metal armor or clothing, create a magnetic force field and fly. Any superhero that gets between the alien mother and its baby is going to be in a world of hurt. An early depiction of the A. Telekinesis can be bought as a Power. Grabbing someone or something telekinetically works just like grabbing someone with your hands, except it can be done at range. Bonus points to Mentalla who routinely does this to her own teammate Scorpia. At least to some extent built right into the system, given the presence of purchasable traits like Skill Enhancers or Power Frameworks whose entire or at least obvious primary purpose is to simply make others cheaper to buy in turn. Characteristics also have certain "optimal" value breakpoints which the point-based nature of character generation guarantees can be hit as desired, and the highly flexible effect-based power creation system arguably turns getting a certain desired effect for as few points as possible under the rules into something of a legitimate art form. One long time gamemaster, writing a review of the game in Dragon Magazine, explained it this way: Just keep in mind that the GM is encouraged to do the same thing for his villains! Turnabout is fair play, after all. Subsequently, they encounter a person with that face; the arch-villain who is responsible for the whole plot. Most Common Super Power: The comic based on the game came out when comics were starting to include racier imagery, which is definitely on display in the early stuff. If danger approaches, the entire town can unfold legs and leave the area. Multiple examples, including a supervillain, a monster, and several aliens and Real Life animals. When he first appeared in Enemies II The Monster was given an extremely vague backstory about how he appeared one stormy night and started murdering people. The way this is accomplished is actually given an overview: Mum Looks Like a Sister: Martika Duquesne, evil mother of the heroine Witchcraft, is described as being able to pass for her slightly older sister instead of her mother. Being a fairly powerful sorceress is undoubtedly part of it. My Brain Is Big: In the adventure V. Flavour text in 5th and 6th Edition will often make references to earlier editions of the setting The Needless: Anyone with the "Life Support" power. The Aryan from Allies is meant to be portrayed this way. PCs gain experience points for things like how long the adventure lasted, how tough the opponents were and how well the players role played. No Party Like a Donner Party: Not Just a Tournament:

Chapter 2 : RPG Review: Golden Age Champions ()

As RPG's go, Champions is still one of the best superhero games. It's got its flaws, but for my money, the best game for building your own unique hero (or villain). I love that game.

Today I have the very real pleasure of talking about something I really love: I was in high school in Hot Springs, Arkansas at the time, and there was this huge book on sale at the local game store. This was my first exposure to the Hero System, and at first it blew my young mind. Everything has a points cost. Some powers are restricted or outright dangerous to your campaign. Disadvantages this was probably the hardest part for me to grasp, bases, followers. The differences between skills, perks, talents, and powers. Studying the characters in the book really opened my eyes to how building characters was a mini-game all of its own. And I knew I needed to find out more about this game, this system, this line of products. A Legacy of Awesome The thing I discovered about Champions 4th edition is that the big blue book was just the tip of the iceberg. There were tons of great products for this line. Every time I walked into the game store, I found something else that I eventually came to love. Now I had two books featuring fantastic artwork, from the George Perez covers to the Pat Zircher interiors. And Classic Enemies included a ton of interesting characters as well, each one with a different power construction, a different way of building and using the mechanics of the game to mimic something right out of the comic books. An absolutely unforgettable book for super hero gaming. Book after book swiftly joined my library. The list goes on and on and on. Nearly every single book that I picked up for the line made me laugh with joy at discovering new and interesting ways to use the game. Champions in 3-D blew my mind again. So many awesome ideas for entire campaigns and story arcs spring from that book alone with more outstanding artwork, both on the cover and inside. Crafted by future Hero System director Steve Long, Dark Champions started almost an entire mini-line on its own, with several outstanding products including Justice, Not Law and Underworld Enemies crafted by the extremely creative mind of Chris Avellone. From the gorgeous full-color covers featuring art from well-known comic book artists like Perez, Ben Dunn, Storn Cook, Adam Hughes, and Dave Dorman to the beautiful linework of Pat Zircher, the artwork was extraordinary. The content of the 4th edition line was full of life, full of enormous amounts of creative ideas culled from decades of comic book adventures. Just take a quick look at the different characters, tones, and adventure types you can find in Classic Organizations—ranging from the Cold War-era grittiness of Red Doom to the zany hijinks of CLOWN—for one example. My friend Scott Heine always blew me away with his amazing artwork for Mind Games, Alien Enemies, and To Serve and Protect—but it was the characters and the stories and the campaigns that are described by those products that really set my imagination on fire. Mind Games, for example, is an entire campaign in one tiny book. If you like using this trope of bad guy, get this book. City of Heroes setting for it, along with a number of additional sourcebooks that expanded the setting. San Angelo, my friends, is one of the best superhero setting products ever, and its sourcebook line is also chock-full of high quality characters, storylines, events, adventures, enemies, and everything else you need to have a truly memorable game. Each of these books presented new campaign ideas, ways to use those powers, ways to build power sets, and much more. Each Ultimate book further expanded my mind with regards to game design and understanding how mechanics can influence the implementation of a tone and a style and a certain type of story. Critical Misses So, so, so, so bad. Still, for a line that includes over 50 products, having only 4 5 with the next entry, below stinkers is a pretty good ratio. However, there is one book that is just horrendously bad. Of course, I am talking about European Enemies. This book is so bad, my friend Michael Surbrook re-wrote nearly every entry in the book to make it work. Again, if this is the worst thing I can find to point at for Champions 4th edition, I think that is another way of saying this edition was amazingly great in nearly every way. Featured Creators There are so many great creators for 4th edition, I had a hard time picking only a few to talk about. These books are all chock-full of fun, and Scott seems to understand that sense of style that 4th edition was able to capture extremely well. Heine created some truly landmark books for 4th edition, starting with the amazingly creative Mind Games. Check out To Serve and Protect to see another awesome example of a player character superhero team and how it operates! He also wrote a Digital

Hero product that was highly influential for my own career—the cyberpunk anime setting, Kazei 5. Kazei 5 heavily influenced the creation of my own Hero System setting, Shadows Angelus. Pat Sweeney Pat authored San Angelo: Pat clearly knows what makes superhero settings fun, and he added something truly special to the Champions line. Pat Bradley Normals Unbound and Atlantis are good books for the 4th edition line. Normals Unbound has been mentioned here before as one of the best supplements of all time! AC had several decent issues and a handful of really good ones featuring work from guys like Aaron Allston, Ben Dunn, Steve Long, and many others. It did have some spiritual successors, most of them driven by just one man: Dave was the guy in charge of three different iterations of Champions APAzines, starting with Haymaker! Dave went on to found a great third-party publisher of Champions books, Blackwyrn Publishing. In addition, 4th edition Champions is, IMHO, by far the best version of the game when it comes to presenting a unique style and tone. While 4th edition had some small issues with presenting mechanics of the rules and a few problem products, it had an all-star collection of creators—writers, developers, and artists—that brought the game to a pinnacle of excellence. Thanks for reading part 2 of my Champions system review — check back in with me later when I go over the 5th and 6th edition of Champions and the Hero System!

Chapter 3 : Champions (4th Edition) | RPG | RPGGeek

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Because of the separation of the Champions comic book and gaming franchises, the original Champions would be removed from later editions of the game. Flare , flying woman with light generating power. Giant, who used a magic harness to grow in size. Icestar, mutant with the ability to generate cold. Marksman , gadgeteer, trained normal. Fourth edition[edit] The first version of the Champions appeared in the core rulebook for the fourth edition of the game. They were made up of: Obsidian, an alien prince whose rock-like body gives him superhuman strength. The New Millennium[edit] Taking place after the fourth edition setting, the New Millennium timeline was created after an apocalyptic battle killed most of the heroes and many of the villains of Earth. A new team of Champions was formed to take the place of the old: Jacob Manning, a professor who gained the ability to turn into a super-strong, super-powerful demon form after an encounter with the Shadow Realm. Fistfire, a new hero whose recruitment into the Champions formed the framing device for the setting exposition and the rules explanation. Fifth Edition[edit] With the Hero Universe heavily revamped for the fifth edition of the game, the Champions were revamped as well. Defender was the only previous member to be kept. The new members of the Champions are: The latest version of the Champions is headquartered in Millennium City. After several years with the team Nighthawk quit over a difference of values with Defender and was replaced by Kinetik, who possessed super-speed powers, and Nightwind, a martial artist, which current status is unknown. Seeker is tacitly portrayed as a member of the new Champions in the in-game comic book published about them, as Nighthawk refused to market his image. Silverback, a hyperintelligent gorilla and scientist, who appears in-person and as a hologram in Millennium City and in several story arcs in Monster Island. Terran Empire[edit] In the Terran Empire setting for Star Hero , the Champions continue to exist, though as a secret organization of psychics "defend[ing] truth and justice" in the face of an increasingly corrupt Empire. This incarnation of the group includes: Gavis Gan, a serpent-like alien with kinetic manipulation powers. Charm, a Kalishari with exceptional reflexes and luck. The Champions operate out of Champions Plaza, a headquarters complex in the "old neighborhood" of Millennium City. In Other Media[edit] The protagonists of the comic book based on the Champions game were likewise called the League of Champions. They were based on player characters from the first campaign using the Champions system and character sheets for them were printed in early issues of the comic. The core membership included: After the comic broke from the makers of the game his name was changed to Donald Hunter and his alter ego became the Huntsman. Rose, a psychic detective. Other superheroes to have belonged to the group include Giant, wearer of a harness created by Zeus that enables him to grow to superhuman size, Gargoyle, a monstrous strongman, and Nightwind, a gadgeteer with a ghostly motif to his tactics no connection to the Nightwind mentioned above. They were frequently aided by Dr. News of the World.

4th ed's "champions" was a consolidated champions sourcebook and 4E HSR. 5th Ed champions was a sourcebook for 5E HSR, rather than a consolidated rulebook. My personal advice is FRed (5th Revised Edition); it's got tons of stuff that will be available inexpensively, and is fully 4th compatible, too.

While characters and modules for 5th edition and 6th edition are always checked and double checked before going to print, same thing could not be said for earlier editions. I opened old modules and could not fathom how the hell these characters were made: The adventures, by itself, might not have been that bad. However statting and converting characters for Champions, while extremely entertaining and some would say where the game really gives its best, needs care and deep rooted logic. By reverse engineering this logic however, you could define backward exactly how the character looks and behaves just by reading his character sheet. The men behind the new Hero editions are possibly the greatest gurus of the system itself, which believe me, for a system like this one, it means a LOT. Their adventures are not just extremely detailed, but have extremely well formed character sheets, be it for NPCs or sidekicks or heroes. You had everything from the catastrophic European Enemies to very well done sourcebooks like Champions Universe by famous author Monte Cook. But for earlier editions, things were simply too undefined to find really complete, accurate characters like the ones we have today. My mission in a forthcoming series of posts is to bring these old adventures and character write ups to a vibrant new 5th edition format. If a master villain conquered a state, very few would care to know exactly what would have realistically happened in a modern world. Which agencies, which bureaus, which department or organizations would take care of dealing with the alert, or what kind of standard equipment would the soldiers bring with them. Basically no one knew, or cared about geopolitics or international law enforcement. Things were very focused on the story and action, and nobody really cared for realism, neither the readers nor the writers, who seldom did very in depth research before writing a new story. The same thing happened with RPGs, and Champions adventures had its good share of oddities. I personally found frustrating no one before 4th edition defined exactly against which parameters we should read the characteristics compared to real world examples. Is STR 20 human potential? Or is it 30? While nobody really took care of defining parameters for home made adaptations the topic has always been too hot even on official boards to give a definitive answer and even the writers never gave an official answer on the matter, preferring to give every master the power to define his own campaign standards, 5th edition gave us a good idea, and hell I can tell you how important it is to know what these characteristics mean when doing conversions or new characters. Have a look around and see how many write ups of spider man are there and how different they are from each other. Is this character I am statting stronger than Spider Man but weaker than colossus? If so then its STR should be something between 45 and Get what I mean? It has to be said that Champions has still its share of necessary evils even when balancing a broken write up, or making adaptation of fictional characters to make it work in a running game. The mechanics call for some standardization which warps a bit the way you should choose the characteristics for your heroes. This statements means that if you are a mutant with the power to create exploding balls of colored light, you might as well have a DEX of 26, just like the greatest gymnasts in the history of mankind. Your body is not normal, so your reaction time is higher than normal as well. Luckily this is a logic that applies only to Superhero campaigns, while in Fantasy, for example, or in heroic campaigns with non-superhuman people as characters, you can better follow realism and good sense. My mission is to post a few brand new characters, conversions from other systems, but I will probably focus on adapting old characters to new editions, keeping in mind the logic and power levels of a standard Champions campaign. I love the 5th edition layout, choice of fonts and all as much as I hate the 6th edition one I admit so I will probably use that one for these characters write ups. I will post the original character sheet, followed by a general critic, attach a straight adaptation of the character from the original to 5th edition, and then write a third stat block which is the revised, improved edition of the original one the way I would have done it. Of course I am not a guru of this system so there might be weak points in the adaptations. If you want to give your opinion, feel free to comment each post. Before starting a flame with Champions players

which grew up with third editions that consider it to be the best editions of them all, I would like to say that 3rd edition rules were also different. All that said, some conversions will be quite radical. I have to understand what the original writers meant while creating some powers, debug, check and add in every single sheet. This does not mean the original writer were stupid:

Chapter 5 : Champions RPG – Millennium City and Beyond!

Steven S. Long, the Champions Universe line developer, recommends this bundle for Champions Online players who want to learn more about the history of the Champions setting. It includes Champions Universe, Champions Universe: News of the World, and Champions Worldwide.

Description[edit] Champions, first published in , [1] was inspired by Superhero: A player decides what kind of character to play, and designs the character using a set number of " character points ," often abbreviated as "CP. Points can be used in many ways: This point system was praised by reviewers for the balance it gave character generation over random dice rolls. Thus, Champions characters are built with friends, enemies, and weaknesses, along with powers and abilities with varying scales of character point value for each. This design approach intends to make all the facets of Champions characters balanced in relation to each other regardless of the specific abilities and character features. Characters are rewarded with more character points after each adventure, which are then used to buy more abilities, or eliminate disadvantages. Hero system Players can design custom superpowers using the Champions rules system. Rather than offering a menu of specific powers, Champions powers are defined by their effects. An energy blast is the same power regardless of whether it represents a laser beam, ice powers, or mystical spells. The Champions rulebook includes rules governing many different types of generic powers which can then be modified to fit the players idea. This allows players to simulate situations found in superhero stories. Like most comic book heroes, characters and villains are frequently knocked out of the fight but seldom killed. There are special rules for throwing heavy objects like aircraft carriers. History and other genres[edit] See also: List of Hero System Products The Champions system was adapted to a fantasy genre under the title Fantasy Hero the first playtest edition of Fantasy Hero appeared before Champions was published , with similar advantages and disadvantages to the original Champions game. In , the rules for Champions began being adapted into generic role-playing game system called the Hero System , although no formal and separate generic release of this as a standalone system would occur until ; instead the Champions rules would be edited down, expanded, and otherwise adapted on an individual basis for a variety of different genre treatments, such as pulp and modern espionage. Champions now exists as a genre sourcebook for the Hero System. Character archetypes and designs[edit] Archetypes[edit] While Champions does not use "character classes" as some RPGs do, it does define common superhero archetypes as found in comic books. As listed in the Champions genre book, [3] they are: It is also common for characters not to fall into any easily defined category—these categories are simply to provide easy definition and really have no impact on normative game play and do not imply stricture nor benefit within the rules.

Chapter 6 : Champions in 3-D | RPG Item | RPGGeek

From the back cover: "Champions in 3-D is the dimension-travelling sourcebook for Champions. There are campaigning guidelines, play tips, and 31 parallel worlds - everything needed for a cross-dimensional scenario, or even campaign.

Chapter 7 : Champions | RPG Museum | FANDOM powered by Wikia

Viper:A Sourcebook for Champions was written for Hero System 4th www.nxgvision.com being said it is perfectly usefull with other editions as www.nxgvision.com gaming a long time and looking through it's pages brings back the good old days for me.I decided to purchase a used copy in very good www.nxgvision.com to everyone at Amazon and the folks at.

Chapter 8 : Champions RPG | The Dragon's Trove

Sourcebooks; Accessories; Challenges For Champions (4th edition) PDF Champions: The Super Role Playing Game

(4th edition) PDF.

Chapter 9 : Rogue Warden: Champions System Review Part 2: 4th Edition

Champions: The Super Role Playing Game (4th edition) Champions is simply the best super role-playing game ever created. It gives you complete control over every aspect of your superhero and your world.