SEAN'S GAMING CORNER
ALTERNATIVE RULES
FOR
[VERSION 1]

HERO
SYSTEM
SIXTH EDITION

The Hero System, a sandbox game system that gives you complete control over virtually every aspect of the characters and creatures that exist with in it via an intericate point buy system.

Those of us who play games using the Hero System can agree that being able to make the exact character you have in mind - so long as you have the points for it - is incredibly satisfying.

While as a player, creating a character can be time consuming (unless you make use of character creation software), though rewarding affair the same cannot necessarily be said for the game master.

Game Masters have it rough - make NPC's, set up your rules, write the story, make more NPCs...lots more NPCs...

Yeah, if your new to being a Game Master for the Hero System, and just have the 2 core rule books to use, then you're in for a rough time getting ready for a game.

Sure there are resource books that can help a GM fill in for making a multitude of NPC's, but if you don't have the cash to get a bunch of books then you may be wanting to look for some short cuts on getting those generic NPC's written up.

Of course, your big bads should be like made like the player characters, but that's not the point of this little document.

In this document you'll find a alternative rules for Hero System that do not rely upon the use anything more than the two core rule books [pictured below for reference].

As I come up with new rules for use in the Hero System, I'll update this document with the new rules.

The Tier System

One of the things that keeps me from running a game using Hero System, instead of just being a player, is the simple fact that as a GM you have to create every character in the game, and yes that includes NP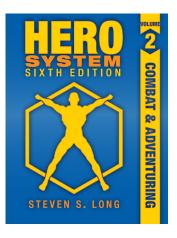C's. While this makes sense for powerful NPC's that are on the same level as the heroes, you can't really say that every NPC should be treated the same. As such I sat down and decided to set up something of a tiered NPC system.

There are 5 tiers to work with when making your NPC's. These are: Civilians, Specialists, Lieutenants, Heros, and Bosses.

What the changes will impact are the first 3 tiers, while the last 2 simply help you with classifying your NPC's.

Civilians, Specialists and Lieutenants will see greatly altered statistical information.

:CHARACTERISTICS:

These will not be used...mostly. The Strength or Dexterity of an NPC is largely unimportant with NPC's especially since 6th Edition does away with derived values & scores.

But part of this are the stats like STUN and BODY. Sure you need them...or do you? But then there's END and REC. Well those re more situational if you think about it and not always relevent to an NPC.

:SKILLS:

Looking over any number of NPC's in books one can easily say that there's just too many skills. And this is true in general for Hero System, but thats an easy fix. For our purposes here we're going to make skills even simpler for our NPCs.

:PERKS/TALENTS:

These, for NPC's, are on an as needed basis. Basicly, if the NPC's background would necessitate them having a perk or talent, then its ok to let them have what ever they need that is reasonable for said backstory.

:POWERS:

Once again, like perks and talents, powers pertain mainly as being pertentant to an NPC's backstory. Gear and ordinary equipment, like what a soldier or police officer might have, wouldn't rightly be considered powers even if the peice of equipment is not standard issue out side of that individuals unit.

:TOTAL POINTS:

For our NPC's their total point value isn't overtly important, well not for the first 3 tiers. However there will be some guidlines regarding points for some stuff.

TIER Rules

Below are the specialized rules for the first 3 tiers of NPC's you will deal with. Again, these tiers are: Civilian, Specialist, and Lieutenant.

If desired you could apply these rules to Hero and Boss tiers.

:DAMAGE THRESHOLD:

As you will see in the stat blocks, there will be a new characteristic refered to as either STUN THRESHOLD and BODY THRESHOLD.

While on the surface these work like the BODY & STUN statistical characteristics, they are very different. Essentially, if an attack deals damage that exceeds a threshold then that individual is either killed or knocked out.

The threshold for each teir is going to be different, especially once you start "mobbing up".

The threshold replaces three things:

- **STUN:** If the STUN threshold is exceeded the target is knocked out.

- **BODY:** If the BODY threshold is exceeded the target is killed.

- **PD/ED:** Threshold replaces the need for this. If damage does not exceed the threshold then no damage is taken, but the threshold is reduced by 1 point. Damage Resistance simply makes the threshold resistant, and is always equal to the threshold score.

- **COMBAT VALUE:** To keep things simple, a single score is used with no shift up or down for defence or offense, except if a skill or power gives a bonus in one direction or the other.

- **RECOVERY:** Generally, this won't be necessary for use with any teir that is not Hero or Boss teir. There are exceptions to this when an NPC may have a power that makes use of END. In this case, Recovery is used only with END. Outside of this, reduced STUN Threshold recovers at the end of combat, though BODY Threshold takes longer.

:SKILLS:

Skills work by breaking all skills down to just a few to be used. These simplifed skills are:

- **Unskilled:** This is used for any skills that the character is not good at or basicly has no skill in using. Rolls are vs. an 8-.

- **Skilled:** This is used for any skills that the character has some skill or some amount of training in. Rolls are vs. an 10-.

- **Trained:** This is used for any skills that the character has gotten formal training in and are thus good at. Rolls are vs. an 12-.

- **Highly Trained:** This is a step up from being trained and shows an individual who is exceptionally good at what they do. Rolls are vs. an 14-.

- **Skill Levels/Combat Skills/Martial Arts:** There may be times where you want to add these to a specific tier. Each tier has a limit on points you may spend on Combat Skills and/or Martial Arts.
  Civilians = 5-10pts
  Specialists = 10-15pts
  Lieutenants = 15-20pts

CIVILIANS

Occasionally you may need the stats for some Joe-blow off the street guy. Or maybe you need stats because there's a mob of people, or perhaps you just need a bunch of ordinary guys to play the rolls of ordinary gangmembers. Regardless of their purpose, NPC's that are classified as "civilians" make use of these alternative rules.

Civilians do not make use of powers... typically, though if you feel a need to give a civilian perks/talents/powers, limit this to around 10 or 20 points in total.

As for gear or equipment, Civilians can have any number of things depending on the need or what the story requires. For example it is not uncommon for some people to have a small arsenal of firearms, or to have computer equipment that rivals what ever the federal government has to.

If you require points for special gear a civilian has, again, limit it to around 20 points.

CIVILIAN

:Characteristics:

STUN Threshold:	15	-HTH Damage-
BODY Threshold:	10	2d6 to 3d6
CV:	3 to 4	-PRE Attack-
SPD:	3	2d6 to 3d6

:Skills:

Unskilled:	8-
Skilled:	10-
Trained:	12-

:MOBS:

There are times when you need to handle large scale combat where it's 1 party member versus several NPC's. This is handled with a Mob Rating applied to the NPC. This rating is equal to the number of individuals making up the mob.

Even if an attack is one that targets only a single individual, that is not treated as such with a mob.

When you roll damage, you apply it vs. the target's threshold like normal. Now here is where the rules change. Damage that equals the threshold drops just one person in the mob. Damage the exceeds the threshold by an additional level of the threshold also reduces the mob by another person.

Thus if you hit a Civilian mob for 45 STUN damage, this will exceed the mob's Threshold by 3 times, and thus 3 members of the mob will be dropped of combat.

Mob sizes should be made into groups of around 10 points (1 point = 1 Person).

This is meant to help keep mob sizes manageable. Only Civilians & Specialists can be mobs.

SPECIALIST

NPC's that are more skilled or capable than your average civilian is what we will be calling a Specialist. Specialists are often individuals who are police officers, soldiers, firefighters, journeyman craftsmen, scientists and so forth.

Your skilled henchmen often fall into the field of the Specialist, where they are dangerous individuals, but often not too much of a danger on their own.

SPECIALIST			
:Characteristics:			
STUN Threshold:	20	-HTH Damage-	
BODY Threshold:	13	3d6 to 4d6	
CV:	4 to 5	-PRE Attack-	
SPD:	3 to 4	3d6 to 4d6	
:Skills:			
Unskilled:	8-		
Skilled:	10-		
Trained:	12-		

Specialists will typically have something in the ways of skill levels, combat skills or the like that helps to differentiate them from normal civilians.

In addition to this, do not forget to add in perks and talents that are appropreate for your specialists.

Finally there is gear, be sure to add gear that you may need for your specialist to be effective.

Specialists can be in a mob.

LIEUTENANT

Need an NPC that is just a step short of being equal to the player characters, then the lieutenant tier is where you are going to look.

What you will need to keep in mind is that while a Lieutenant is still made miecemeal like Civilians & Specialists, they are meant to be decent challenges or threats against PC's, enough so that they cannot be apart of a mob.

SPECIALIST			
:Characteristics:			
STUN Threshold:	25	-HTH Damage-	
BODY Threshold:	15	3d6 to 5d6	
CV:	5 to 6	-PRE Attack-	
SPD:	3 to 5	3d6 to 5d6	
:Skills:			
Unskilled:	8-		
Skilled:	10-		
Trained:	12-		
Highly Trained	14-		

Lieutenants will generally have an array of Skill Levels, Combat Skill Levels, and so forth. In addition to this, lieutenants will typically possess equipment/gear that should be built off points and would be considered powers. While the point value noted previously is a suggestion, you may need to give these NPC's more points to round out what you need from them.

However, remember that lieutenants are supposed to be less powerful than the player characters.

As such, make sure that the points you actually give them never quite equal that of the players. The same applies with skill levels and such.
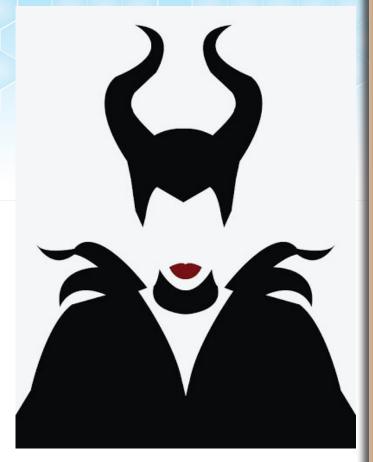
HERO

As was mentioned before, the hero tier is applied to any NPC who is built to be an equal to the player characters. In this tier you make a normal character to be used as your NPC.

The use of hero tier NPC's is for equal matchups, one on one fights or for an NPC character to join the player character party.

BOSS

One villian to rule them all, that is the mentality that comes with the creating of a boss tier opponents. They are an opponent that can fight all members of a party all by themselves. They are the big mads, the masterminds, the world enders, or gods that no mortal on their own has hope of besting.

The best way to build a Boss is to take the total number of points that all characters should have (or the character with the most points), and either double it or triple it.

More to Come...

This was only one section of the document that will deal with various alterntative rules that one can use for Hero System. As time goes on I will update this document to reflect new rules that I may come up with.