Heroes Inc
Character Builder

An S&G Genre Game

Avalon Games

Tired of using the same heroes over and over again? Are you looking to expand your Heroes Inc. games? Well here you go, by your own request, we here at Avalon Games are offering you, Hero Builder, the newest expansion for the Heroes Inc. game system. Now you can use these simple rules to create new, dynamic heroes and villains for your game. Explore your inner hero and see what sort of super powers you can create.

This is not a complete game and requires that you have a copy of the Heroes Inc. game system.

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Contents

Introduction	**Page 3**
Getting Started	**Page 3**
The Basics	**Page 3**
Stats	**Page 4**
Powers and Abilities	**Page 7**
Rounding It All Out	**Page 14**
Random Charts	**Page 15**
New Characters	**Page 19**
Character Cards	**Page 23**

Introduction

Hero Builder is a simple to use system for creating characters for the Heroes Inc. game system. While the guidelines offer here are meant to help you come up with your own characters, they are not hard and fast rules, so feel free to add or alter the methods and rules presented here.

Getting Started

Hero Builder offers you a simple system for generating either random character for Heroes Inc, or more detailed, customer generated heroes and villains. Offered is a point based purchase system for buying stats and powers with a brief outline of some of the possible power and abilities available.

A word of causes should be given at this point. This system can be very unbalanced, and characters can be created which are well outside the norm. You should use some self control when creating a character; otherwise you may break the game when these over powered, uber characters, hit the battlefield.

The Basics

Each character within the game is generated using character build points. These points then show the over all character's abilities and powers, and are used to then "Buy" that character for use in a game. Thus a character built with 20 character points will cost you 20 points to play in a game. There is no limit, or structure, to this over all point cost, and you are more then welcome to build odd pointed characters. Generally all characters present by Bad Baby are set in five point blocks, eh costing 5, 10, 15, or so points. You can though, build 11 point characters or 27 point characters if you wish.

Character points are then spent to buy that's character's stats. Note that powers and special abilities are not bought with these points (See Powers and abilities for details.)

Each character within the game has a set, base level to their stats. This is the starting point for all characters, be they heroes or normal people. Using your character

points, you may then increase these stats, spending a single character point for each single increase of a given stat, above and beyond its starting point.

Example:

Ted wants his hero to have a strength of five. As the starting strength of any character is two, he will have to spend three of his character points to reach the desired level of strength.

Stats can be made lower then their starting level, which in turn then offers you more points to spend.

Characters over all power levels

Total Point Cost	Character's Over all Power Level
0	Common Man on the Street
2	Trained Henchmen, Police Officer, Soldier
5	Low Level Hero, Well Trained Henchmen, Military Special Forces Soldier
10	Average Powered Hero or Villain
15	Experienced Hero or Villain, Powerful characters
20	Very Experienced Hero or Villains, High powered characters
25	Very Powerful Heroes and Villains, the Elate characters
30+	Uber characters, World powers and earth shakers

Stats

All of the stats are presented below, as well as comments on their levels and general uses.

Attack

This stat shows just how good the character can hit others and the lower the stat the better they are at combat. No character can have a negative attack stat, and zero is very rare. (Only the best of the best could get that good)

Note that a low Attack stat means that not only will they hit more often, but that they will also do more damage over a period of time.

Base Stat	Cost	Overall Effects
0	4	Near mystical fighters, God like abilities
1	3	Master Martial Artists
2	2	Well Trained Fighter, Martial Artist, Very experienced characters
3	1	Trained Fighter or Experienced character
4	0	Base level and the starting point for all characters Common Man on the Street
5	-1	Poor fighters, Unskilled, Out of shape characters, Young teens
6	-2	Child like fighting abilities, Very poor physical abilities
7+	-3 or more	Wheel chair bound, Limited mobility

Avalon Games

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Arcanum
An exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters. Now with four great expansions.

Board Games
Avalon makes some great board games, great games at a great price. Arcanum, Mystic Adventures, Dragon Lords and Junkyard Wars are but a few of our great titles.

Battle Tiles
Battle Tiles, Avalon Games, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for role playing games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less then fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Avalon Clip Art
Avalon has tons of artwork, all ready for you to use. Great art for a great price is our goal, so grab a handful right away.

Character Portraits
Need a fast picture of what your character looks like. These professional, full color works will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get 'em.

Mini-Games
Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

Worlds of Wonder
Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

Worlds of Wonder Expansions
Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

Arcana
Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

Game Geek
Avalon's Monthly game magazine, inside you will find tones of gaming goodness, Free game, add on materials for many of Avalon's titles, and a monthly section dedicated to S&G, Battle Ax and Arcana. Great game stuff each and every month.

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If you liked this game, then try one of Avalon Game's great games, such as

Arcanum

(Click here to visit this products page at RPGNow)

Your training in the great halls of magic is now over, the years of hard work and difficult study finally coming to an end. Tomorrow you will begin your long journey, one each graduate of the tower must take, a journey of adventure, danger and riches. You will need all your skills to survive this quest, but you are ready, for your magic is strong and your will is like iron.

Arcanum is a simple to play, but complex game of adventure and magic, a game where players seek out the destiny of their character as they travel about the many magical lands on a unique game board. Players will need to achieve a set of victory conditions if they wish to win the game, conditions that they have set for themselves before the game even begins. Encounter monsters, dangers and companions to aid you in your quest, and along the way you may even join other players as you each try to achieve some great deed. That or you may find that you have to battle these players as they seek to steal from you all your gathered magic and riches. Allies can turn into enemies with a blink of the eye, so you must walk your path with caution.

Arcanum uses a unique system of "Chips" to resolve all conflicts, so no dice are ever used. This creates a game where luck has no place in the final outcome, but rather your skills at thinking ahead and planning determining whether you will win the game or not.

***Arcanum comes with 15 fully illustrated, full color map tiles.**
***16 full color, stand up character counters, each an illustrated portrait of a different character.**
***Over 80 spells, from four different fields of magic.**
***Over 100 other game cards, each offering information on quests, treasures, equipment, companions and more.**
***A fully illustrated rules book of over 30 pages full of charts, rules and information on how to play the game.**
***Player charts, handouts and other game aids to make the experience a faster, smoother game.**

S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and rocs, or blast off into the cold hard future with space marines and aliens.

Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.