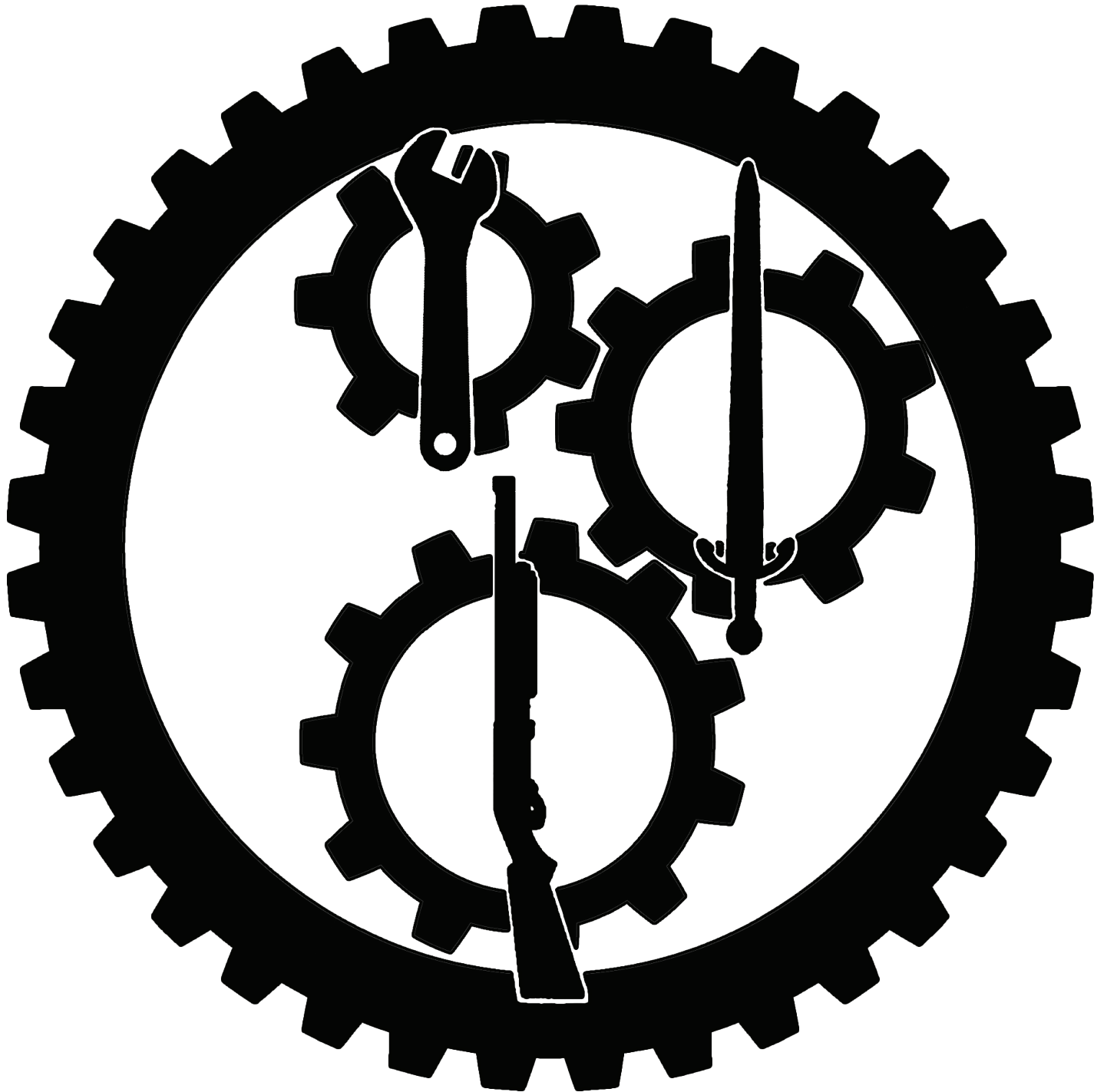


# HERO SYSTEM EQUIPMENT GUIDE



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# INTRODUCTION

## ABBREVIATIONS

This book uses the following abbreviations to refer to other *HERO System* books:

**6E1:** *The HERO System 6th Edition, Volume I: Character Creation*

**6E2:** *The HERO System 6th Edition, Volume II: Combat And Adventuring*

**APG:** *The HERO System Advanced Player's Guide*

**HSB:** *The HERO System Bestiary*

**HSG:** *The HERO System Grimoire*

**HSMA:** *HERO System Martial Arts*

**HSS:** *HERO System Skills*

**R**egardless of their powers, spells, or Skills, characters often have to have just the right tool to get a job done... and this is the book where you'll find just what they need!

*The HERO System Equipment Guide* contains hundreds of pre-generated weapons, defensive devices, sensors, communication devices, movement devices, and other gadgets for use in your *HERO System* games. It includes only personal equipment — the sorts of weapons and devices characters might carry themselves on their adventures. It doesn't have any vehicles, siege engines, robots, or similar devices; other *HERO System* books cover those.

Each chapter of *The HERO System Equipment Guide* features a specific category of equipment:

- weapons
- defensive equipment
- movement devices
- sensory and communications equipment
- miscellaneous equipment

Within each chapter, the equipment is organized by genre/time period:

- *Fantasy*, covering the sort of equipment typically found in Fantasy-era games (*i.e.*, that found in the ancient through medieval/Renaissance periods of human history, or approximating such technology).
- *Modern*, covering the sort of equipment found in games set during the late twentieth and early twenty-first centuries. (Chapter One has a related section on Historical Firearms.)
- *Superheroic*, covering the super-technology found in Comic Book Superhero stories and the like. This section also covers the “Weird Science” technology found in Pulp-era campaigns (which can easily be converted into “Steampunk” gadgets suitable for Victorian-era games with a fantastic twist). Additionally, many of the Superheroic devices are appropriate for high-technology Science Fiction campaigns (such as most Space Opera games).

- *Science Fiction*, covering the sort of equipment found in games set in the far or near future. In many cases this section of each chapter is a little shorter than the others, since the Superheroic equipment can also be used in Science Fiction games (perhaps with a few changes to appearance or special effect).

Of course, not every chapter covers each genre/time period equally. Every genre has plenty of weapons, but movement and sensory devices are nonexistent or rare in Fantasy settings, for example.

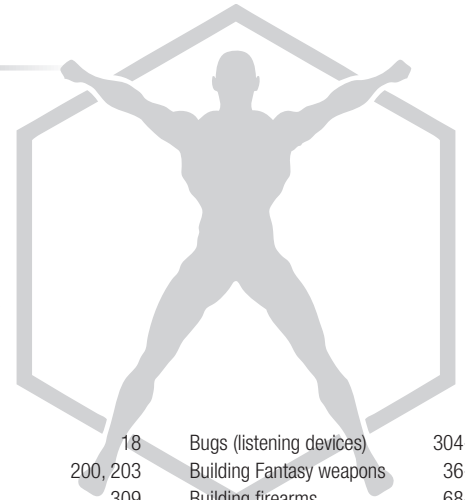
## USING THIS BOOK

The “HSEG” has two primary purposes. First, it's a time-saver. If you have to generate a character quickly, or you don't want to take the time and effort needed to create all of a character's gadgets from scratch, *The HERO System Equipment Guide* provides you with the shortcut you need. Just open to the appropriate section, select the sort of gadget you want, tweak it to taste, and in seconds you've got a new device for your character.

Second, it's an idea generator. If you're at a loss for what type of character to play, you can flip the book open at random and see if anything on that page catches your attention. If you already have a general idea of the type of gadget-based character you want to create, some of the more unusual gizmos may inspire you to take the character in new and intriguing directions.

Although many of the gadgets come with a list of options, don't feel constrained by what the book says. You can easily alter a gadget to suit the character you have in mind, and in most cases substitute one special effect for another with only slight alterations. And for many gadgets, increasing or decreasing the number of Active Points always remains an option.

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