

# HAUNTED HEROES™

*By: Edwin Millheim, Grant Scheiber and Krista Fells*



**HERO**  **GAMES™**

# HAUNTED HEROES <sup>TM</sup>

by: *Edwin Millheim, Grant Schreiber, and Krista Fells*

**HAUNTED HEROES Copyright ©1999 Donna and Edwin Millheim of Meridian Designs. All rights Reserved. Meridian Designs and HAUNTED HEROES names and logos used by permission. Copyright ©1999 by Hero Games. All rights reserved.**

*Hero System, Fantasy Hero, Champions, Hero Games and Star Hero* are all registered trademarks of Hero Games. Acrobat and the Acrobat logo are trademarks of Adobe Systems Incorporated which may be registered in certain jurisdictions. All other trademarks and registered trademarks are properties of their owners.  
Published by Hero Games.

## Hero Games

Hero Games is the manufacturer of fine games, dedicated to using the latest technology to bring products to our customers more efficiently, more rapidly, and at competitive prices. Hero Games can be reached at [steve@herogames.com](mailto:steve@herogames.com). Let us know what you think! Send us your mailing address (email and snail mail) and we'll make sure you're informed of our latest products.

**Visit our Web Site at <http://www.herogames.com>**

**Developed for Hero Games by: Meridian Designs Freelance Group**

**Published by:**

**Hero Games <sup>®</sup>**

P.O. Box 699

Aptos, CA 95001-0699

[steve@herogames.com](mailto:steve@herogames.com)

*Permission is granted to photocopy for personal use.*

*Permission is granted to out this document via Docutek or other method for personal use.*

# HAUNTED HEROES™

by: *Edwin Millheim, Grant Schreiber, and Krista Fells*

Project Manager: Edwin Millheim

Writers: Edwin Millheim, Grant Shreiber, and Krista Fells

Meridian Designs Head Editor: Donna Millheim

Project Editor: Doug Brunell, Kath'ryth Don

Rules Editor: Brian Allbee

Contributing Writer: Shael Millheim

Artists: Patricia Lightfoot, Phillip L. Lightfoot

Managing Editor: Bruce Harlick

DESIGNED BY:

MERIDIAN DESIGNS

P.O Box 385

Tallevast, FL 34270-0385

Whitelotus@aol.com



## TABLE OF CONTENTS

### 6..Introduction 6..Integrating Haunted Heroes with your Game

6..Vampires with a Twist  
7...*Wannabe Vampires*  
7...**The Bathori Sisterhood**  
9....*Typical Bathori Sister (HERO System)*  
9....*Typical Bathori Sister (Fuzion)*  
9...**The Roadhouse Wanderers**  
10...*Typical Roadhouse Wanderer (HERO System)*

10...*Typical Roadhouse Wanderer (Fuzion)*

10...**The Deluded**  
10...*Typical Deluded (HERO System)*  
11...*Typical Deluded (Fuzion)*  
11....**Kindergoths**  
11....*Typical Kindergoth (HERO System)*  
11....*Typical Kindergoth (Fuzion)*  
12....**True Vampires**  
12....**Old World Vampires**  
14....*Sbtriga*  
14....*Upir*

15.... *Typical Old-World Vampire (Minimum, HERO System)*

15....*Typical Old-World Vampire (Minimum, Fuzion)*

15....*Old World Vampire Powers*

### 15..Suggested Old World Vampire Powers

15..Darkness  
15..Desolidification  
15..Drain  
15..Enhanced Senses  
15..Flight  
16..Images  
16..Invisibility  
16..Mental Illusions  
16..Mind Control  
16..Multiform  
16..Summon  
16..Teleportation  
16..New World Vampires  
17..Typical New-World Vampire  
(Minimum, HERO System)  
17..Typical New-World Vampire  
(Minimum, Fuzion)  
17..New World Vampire Powers  
17..Mind Control  
17..Ego Attack  
17..Mental Illusions

17..Telepathy  
17..Darkness  
18..Desolidification  
18..Drain  
18..Enhanced Senses  
18..Flight  
18..Images  
18..Invisibility  
18..Multiform  
18..Summon  
18..Teleportation

### 18...Common Vampire Disadvantages

18..Susceptibility  
18..Physical Limitation  
18..Hunted  
18..Secret Identity  
18..Vulnerability  
18..Reputation  
18..Distinctive Features  
19..Vampires and Holy Symbols  
19..Particularly susceptible  
vampires  
19..Moderately susceptible  
vampires  
19..Mildly susceptible vampire  
19..Incubi  
19..Succubae  
20..Typical Incubus/Succubus  
(Minimum, HERO System)  
20..Typical Incubus/Succubus  
(Minimum, Fuzion)  
21..Lilith  
21..Lilith, Queen of the Succubae  
(HERO System)  
21..Lilith, Queen of the Succubae  
(Fuzion)  
21..Lamia  
21..Lamia (HERO System)  
21..Lamia (Fuzion)  
21..Mare  
21..Typical Mare (HERO System)  
22..Typical Mare (Fuzion)  
23..Other Creatures and Beings  
23..Imps  
23..Ghouls  
24..Typical Ghoul (HERO System)  
24..Typical Ghoul (Fuzion)  
24..Golems  
25..Homunculi  
25..Generic Homunculus I  
(HERO System)

### 25..Generic Homunculus I (Fuzion)

25..Another way to build a Homunculus

### 25..Animal People

### 26..Suggested powers for Animal People

26..Mind Link, Telepathy  
26..Mental Illusions  
26..Mind Control  
26..Mind Scan  
26..Skills  
26..Summon  
26..Clairsentience  
26..Werewolves  
26..The Demented  
27..Typical Demented (HERO System)  
27..Typical Demented (Fuzion)  
27..Skin Walkers  
27..Skin Walker Powers (HERO System)  
27..Wolf-form  
27..Human Form  
28..Skin Walker Powers (Fuzion)  
28..Wolf-form  
28..Human Form

### 28..Mind Projectionists

28..Mind Projectionist Powers (HERO System)

29..Mind Projectionist Powers (Fuzion)

### 29..Spirit Wolves

29..Spirit Wolf (HERO System)  
29..Wolf-form

30..Human Form

30..Spirit Wolf (Fuzion)

30..Wolf-form

30..Human Form

30..The Wolf Spirit (HERO System)

30..Wolf-form

30..The Wolf Spirit (Fuzion)

30..Wolf-Form

### 30..Spirits

30..Typical Spirit (HERO System)

30..Typical Spirit (Fuzion)

### **31..Haunting**

- 31..Spot Memories
- 32..Poltergeists
- 32..Banshees
- 33..Common Banshee
- 33..Bean Nighe
- 33..The Washer Woman
- 33..Shadow Creatures
- 34..Lesser Shadow Creature (HERO System)
- 34..Lesser Shadow Creature (Fuzion)

### **34..Powers of the Mind**

- 35..Science Gone Wrong
- 35..Alchemists

### **35..Necromancers**

- 36..Creators
- 36..Parapsychologists
- 37..Hunters

### **37..The Human Beast**

- 37..House of Psychopaths
- 38..Chateau de Sade

### **38..Witches, Warlocks and Shamans**

- 38..Witches
- 39..Shamans

### **40..Druids**

### **40..Warlocks**

### **40..Items and Artifacts**

- 40..Demon Urns
- 40..Demon Urn (HERO System)
- 40..Demon Urn (Fuzion)
- 41..The Malleus Maleficarum
- 41..The Bathori Vial

### **41..Pawns of Darkness**

### **41..Servants**

### **41..Cultists**

- 41..Direct worship of a godhead
- 42..Indirect worship of a godhead

### **42..Coven**

### **42..The Cursed**

### **42..Tools**

### **42..Creeps**

### **42..Subordinates**

### **42..Apprentices,**

### **42..Second Fiddles**

### **42..Selfless**

### **43..Selfish**

### **43..Soulless**

### **43..Shadow**

### **43..Prodigy**

### **44..Stooges**

### **44..Lost Souls**

### **44..Aggressively Possessed**

### **44..Demonically Possessed**

### **44..Spiritually Possessed**

### **44..The Damned**

### **44..Passively Possessed**

### **45..Vampirin**

### **45..Zombies**

### **45..Dupes**

### **45..Characters and Other Ideas**

### **45..The Church of Bedlam**

### **47..The Wolves of Loki**

### **48..Typical "Rabid" (HERO System)**

### **48..Typical "Rabid" (Fuzion)**

### **48..The Coven of Drakestone**

### **50..The Knights of Truth**

### **52..Characters**

### **52..Harvey Beer, Self-Made Monster**

### **52..Harvey Beer (HERO System)**

### **53..Harvey Beer Fuzion**

### **56..Dana Preston, Renegade Bathori**

### **56..Dana Preston, Renegade Bathori (HERO System)**

### **57..Dana Preston, Renegade Bathori Fuzion**

### **58..Erestus (Old World Vampire)**

### **58..Erestus (Hero System)**

### **60..Erestus (Fuzion)**

### **61..Adventures**

### **61..The Darwin Bomb**

### **63..Bear (HERO System)**

### **63..Bear (Fuzion)**

### **64..Enhanced Rats (HERO System)**

### **65..Enhanced Rats (Fuzion)**

### **65..Enhanced Cat (HERO System)**

### **65..Enhanced Cat (Fuzion)**

### **66..Flying Squirrel (HERO System)**

### **66..Flying Squirrel (Fuzion)**

### **67..Yeti (HERO System)**

### **67..Yeti (Fuzion)**

### **67..Darwin Bomb Part 2:**

### **68..Enhanced Giant Spiders (HERO System)**

### **68..Enhanced Giant Spiders (Fuzion)**

### **68..The First Team:**

### **69..Spades (Energy Projector, HERO System)**

### **69..Spades (Energy Projector, Fuzion)**

### **70..Onyx (Brick, HERO System)**

### **70..Onyx (Brick, Fuzion)**

### **70..Blackwulf (Acrobat/Martial Artist, HERO System)**

### **71..Blackwulf (Acrobat/Martial Artist, HERO System)**

### **71..FlashFire (Teleporter, HERO System)**

### **71..FlashFire (Teleporter, Fuzion)**

### **71..Paladin (Mentalist)**

### **72..Dr. Stephen Otto (HERO System)**

### **72..Dr. Stephen Otto (Fuzion)**

### **72..In Case Of Contamination.**

### **73..The Wax Golem**

### **75..Dr. Maurice Davis/The Wax Golem (HERO System)**

### **75..Dr. Maurice Davis/The Wax Golem (Fuzion)**

### **77..Story-line Springboards for Game Masters**



# Introduction

Sometimes, to put a little more of a curve in a game than is expected, a game master must turn to a source that is out of the ordinary. We will, over the course of this publication, give the game master something further from the ordinary than any players may have ever imagined. Super villains are, for the most part, easier to handle because they are part of the known. But what if the super villain had access to the unknown? Or was in fact part of the unknown? Being part of the supernatural is a step toward placing the villain into another class altogether. Now the heroes are forced to deal with something that is not so easily handled by conventional means.

*Haunted Heroes* is set up with a multitude of short adventures, adventure seeds, characters and backgrounds, creatures, artifacts, items, and the horrific. All of these have one thing in common: the supernatural and the horrific. From spirits and mad scientists to creatures that hide in the dark recesses of the heroes' nightmares, all of these reside within these pages.

Within, a game master will find dozens of things from the darkness to use as they are presented or incorporate into their own campaign. While we have tried our best to keep in good taste, there are certain things within these pages that could disturb some people. If you are weak of heart, easily shocked, or cannot grasp the difference between reality and a game world, go no further. This book is not for you.

Imagine the mayhem or outright confusion characters will suffer when a villain ends up with something of a supernatural origin. Perhaps the main villain in your game is of a supernatural nature. That being the case, it will be something that the hero characters are just not ready for, or that they just refuse to believe in what they are seeing, or deny what the evidence shows. Now bear in mind that these beings and/or items of a paranormal nature may not be in the villain's control at all. It could be that the villain, is being controlled by the object or being that they have sought to manipulate against the hero characters. However you end up using the information in this sourcebook, nothing should be taken for granted. Everything listed is deadly in its own right, and should be played that way.

One final note on this publication: We have not set out to offend anyone, nor have we tried to push any kind of beliefs. We set out to make a game tool, and that is all it is - a game tool. As a game tool, we invite game masters and players to take a walk to the dark side, and in some cases, the gray. For whatever Hero game this is used for, Hero Games and Meridian Designs invite you to have fun.

Enjoy.

We have a special thanks to Bruce Harlick for all the input. Thanks to Nancy Fortney for that time off from the real world work. Thank you to Shael for sharing her nightmares. Thanks, most of all to my wife Donna who never let me give up. Also thanks to our readers who made it known what they wanted.

Edwin Millheim



## Integrating Haunted Heroes with your Game

Many of the various sample characters in this book are built with a minimum of powers, disadvantages and skills (only those that are essential for the basic concept of the character), rather than trying to anticipate the needs of any given campaign they might be used in.

GMs are encouraged to add to or modify the characters to suit their campaign needs, especially in the area of character Disadvantages (for example, many of these creatures and characters could be Hunted by various anti-supernatural heroes, villains or agencies that are unique to your campaign). Modify anything you need to make it fit!