

CHAMPIONS

THE **SUPER** ROLE-PLAYING GAME®



Including dozens
of full-color
playing pieces!



THE GAME THAT KNOWS NO BOUNDS!

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. *Champions* is all that's needed to bring the four-color heroics of comic-books to life!

The *Champions GM Screen*[™] is useful for both Gamemasters and players. Packed with *Champions* charts and play aids, this 34''x11'' color screen provides everything you need for instant heroics.

It contains:

- 60 stand-up superhero and supervillain playing pieces in full color
- A 22''x17'' hex grid for super battles

A 48-page booklet featuring:

- A character creation summary that contains costs for all Skills, Talents, Perks, Powers and Power Modifiers
- A combat "quick-sheet" to speed fights
- Character sheets with additional Super Poses

- New campaign sheets
- Small hex sheets for easy mapping.
- And much, much more!

What are you waiting for? Go out there and BE A HERO!



**Produced & distributed by
ICE, Inc.**

P.O. BOX 1605
CHARLOTTESVILLE, VA 22902

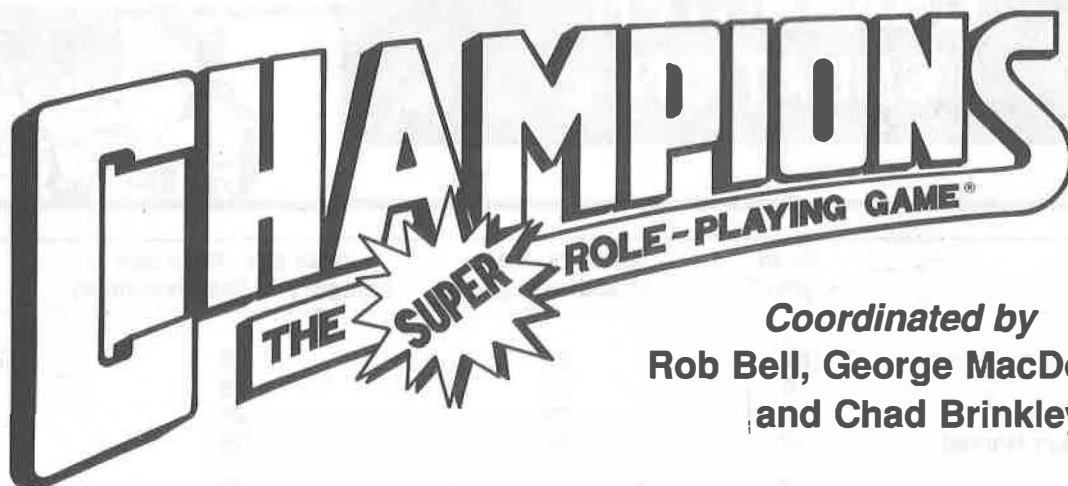
Printed in U.S.A.

#401



ISBN 1-55806-040-5

Gamemaster's Screen and Accessories for



Coordinated by
**Rob Bell, George MacDonald,
 and Chad Brinkley**

CREDITS

Additional Contributions: Aaron Allston, Coleman Charlton, John Brunkhart, and Chad Brinkley

Cover Art: George Perez

Interior Art: Rob Davis, Denis Loubet, Shawn Sharp, Jason Waltrip, Mike Witherby.

Cardboard Character Art: Denis Loubet

Project Specific Contributions: *Series Editor:* Rob Bell; *Pagemaking:* Jennifer Kleine, Kevin Williams; *Layout:* Eileen Smith, Cheryl Kief, Andrew Christensen; *Cover Graphics:* Cheryl Kief.

Dedication: This project is dedicated to Eric "battle mumble" Howard — for being left out of the hardcover, and to the fans at GENCON '89, for their enthusiasm.

ICE MANAGEMENT — *Production Manager:* Terry Amthor; *Sales & Customer Service Manager:* Deane Begiebing; *Art Director:* Richard Britton; *Editing & Development Manager:* Coleman Charlton; *President:* Peter Fenlon; *CEO:* Bruce Neidlinger; *Controller:* Kurt Rasmussen.

ICE STAFF — *Licensing:* Kurt Fischer; *Marketing Consultant:* John Morgan; *Print Buyer:* Bill Downs; *Production Supervisor:* Suzanne Young; *Art & Graphics Staff:* I. Haines Sprunt; *Editing & Development Staff:* Terry Amthor, Kevin Barrett, Rob Bell, Pete Fenlon, Leo LaDell, Jessica Ney, John Ruemmler; *Production Staff:* Andrew Christensen, Kevin Dalton, Cheryl Kief, Jennifer Kleine, Leo LaDell, Paula Peters, Eileen Smith, Kevin Williams; *Operations Staff:* Marc Rainey; *Sales & Customer Service Staff:* John Brunkhart, Heidi Heffner, Becky Pope, *Shipping Staff:* John "Frat" Breckenridge, Robert "Crennie" Crenshaw, David "Big Dave" Johnson, Corey "EU" Wicks.

TABLE OF CONTENTS:

Character Creation Summary	2
Characteristics	2
Skill Enhancers	3
Skills	3
Perks	4
Talents	4
Powers	5
Power Advantages	10
Power Limitations	11
Power Frameworks	12
Disadvantages	13
Automaton Powers	16
Character Creation Quick Sheet	17
Champions Campaign Ground Rules Sheet	20
Adventure Recap Sheet	22
Pull-out Combat Sheet	23
Vehicle and Base Creation Summary	27
Vehicle Creation	27
Vehicle Disadvantages	28
Base Creation	29
Vehicle Record Sheet	30
Base Record Sheet	31
Combat Record Sheet	32
Agent Control Sheet	33
Stronghold Guest List	34
Character Sheets	35
Character Bio Sheet	45
Hex Sheets	46

GM Screen and Accessories™ is Hero Games' trademark for its superhero GM screen using the Hero system. Champions® and Champions, The Super Roleplaying Game™ are Hero Games trademarks for its superhero roleplaying game using the Hero System. Hero System™ is Hero Games' trademark for its roleplaying system. Mind Games Copyright © 1989 Hero Games. All rights reserved. Champions Copyright © 1981, 1984, 1989 by Hero Games. All rights reserved. Hero System Copyright © 1984, 1989 by Hero Games. All rights reserved.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying (except Character Sheets for personal use only), recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA 22902.

Printed in U.S.A., First Printing 1989

Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

STOCK #: 401

ISBN 1-55806-040-5