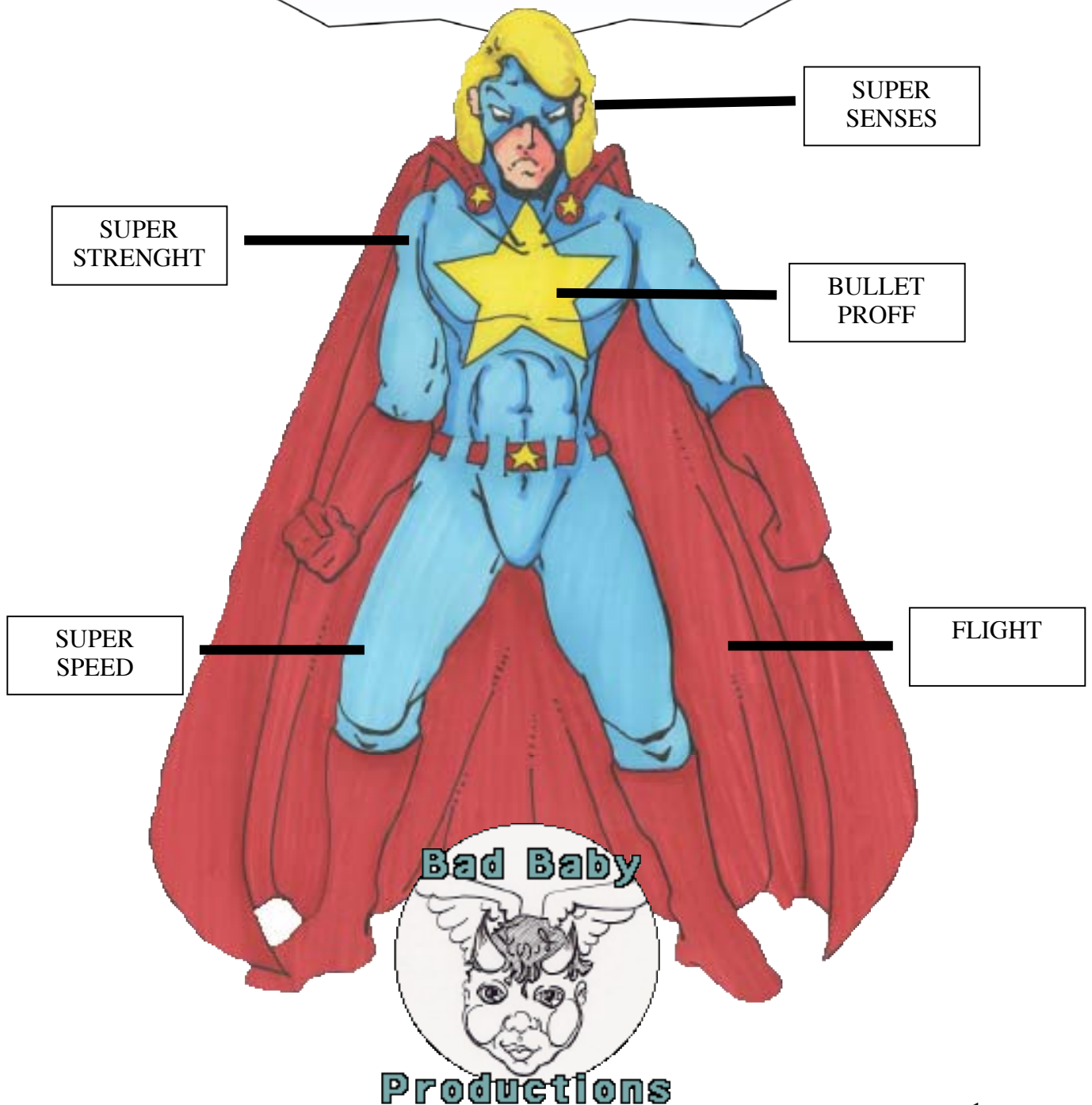


Heroes Inc Character Builder



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 Bad Baby 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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host09.ipowerweb.com/~arcanump/ArcanumPBM/Page3001.html

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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 cautions 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 than 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 Elite 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

Defense

This shows just how hard it is to touch or hurt the character. The higher the stat, the harder it will be to hit or hurt them. Note that the higher this stat, the less damage they will take over a period of time.

Base Stat	Cost	Overall Effects
0	-4	Immobile character, Someone tied up, Bound in some way.
1	-3	Wheel chair bound, Limited mobility, Children
2	-2	Very easy to hit character, either real slow, Crippled in some way
3	-1	Slow characters, Easily to hit people
4	0	Base stat level, Common man on the street
5	1	Hard to hit, Fast, Agile
6	2	Very hard to hit, Either real fast, Skilled or Acrobatic
7+	3 or more	Ethereal, Blinding fast, or Near impossible to touch

Strength

Just how strong the character is. As a general rule, super strong characters will have a power that allows them to boost their strength for limited periods of times. The stat shows the general ability. Note that super strong characters do not hit any harder than normal folks.

Base Stat	Cost	Overall Effects
0	-2	Very weak, Very old or Frail people.
1	-1	Weak characters, Kids
2	0	Base stat level, Common man on the street
3	1	Strong, Athletes, Trained weight lifters
4	2	Super Strong, the upper limits of human ability
5	3	Hyper Strong, the beginnings of hero level strength. Able to lift cars and brake through walls
10	8	God like strength, Able to lift buses and the like
15+	Generally gain as a power	Crazy strong

Speed

Just how fast the character can react and move. The higher the number, the faster they can take an action, and the more actions they can take. The first number is the base Speed of the character, each new action and its number is then added as additional points spent.

Example

Ted wants his to go three times in a turn, with a speed of 6 / 3 / and 1. The base speed of 6 will cost him nothing (Its set at the base level), but the speed of three will cost him three points and the action set at speed one will cost him and additional one point.

Base Stat	Cost	Overall Effects
1	-2	Nearly unable to react at all, Very slow to take an action
3	-1	Very slow reactions
5	0	A bit slow to react
6	1	Base stat level, Common man on the street
7	2	Fast reactions
9	3	Very fast reactions, Goes before most others even think about doing something
12	8	Blinding fast goes before anyone else will.

Movement

This shows just how far a character can move with a single action. Note that some abilities will allow you to fly, float or swim, which allows special movement when a move action is taken.

Base Stat	Cost	Overall Effects
0	-4	Immobile character, Someone tied up, Bound in some way.
1	-3	Wheel chair bound, Limited mobility
2	-2	Very slow on their feet, Crippled
3	-1	Slow characters, Not very mobile
4	0	Base stat level, Common man on the street
5	1	Fast runner
6	2	Animal speed, Fast horse
7+	3 or more	Like a bullet, Very quick on their feet, able to move great distances

Power Points

The nuts and bolts of a super hero, power points allow your characters to perform their special power and abilities. The more power points you have, the more abilities you can use in a game and the more effective they can be.

Base Stat	Cost	Overall Effects
0	-2	Nothing special can be achieved by this character
1	-1	Little can be done, but one thing once
2	0	Base stat level, Common man on the street
3	1	Some powers can be used, but not often
4	2	The general level of most super powered people
6	4	High end super powers and abilities will require this level of power
8	6	Very powerful character will need this level of power points
10+	8 or more	Only the most powerful character needs this much power.

Will

This is often used for metal abilities and magical stuff.

Base Stat	Cost	Overall Effects
0	5	God like will power
1	4	Impossible to brake or scare
2	3	Mystical willpower
3	2	Very strong willed, Near impossible to frighten
4	1	Super willed
5	0	Base stat level, Common man on the street
6	-1	Very poor willpower

Health

Just how much damage the character can take before being put out of the game.
The base is 10, although less can be given to weak, or frail characters.

Base Stat	Cost	Overall Effects
8	-2	Young Teen, Weak old man
9	-1	Weak, common person
10	0	Base stat level, Common man on the street
11	1	Some Combat Training, Big man
15	5	Skilled fighter, Damn tough
20	10	God like endurance, Hard to take down
25	15	Near impossible to knock out.

Powers and Abilities

Powers and abilities do not cost you any points, but are just assigned as you see fit. This can of course be abused, so keep an eye on what you are creating when you assign powers. Generally a good rule is to have one power per power point of the character.

Here are a few general rules for assigning power point costs to powers you create on your own.

1 Power Point

Does a Base 2D6 Ranged Attack, or offers a +1 Attack Dice, -2 Attack Score, +2 movement what not.

2 Power Points

+2 Attack Dice, base 3D6 Ranged Attack, Burst or Spray effects.

3 Power Points

Mega Burst or over the top affects.

New Characters

Wild Thing (Hero)

Jill Faust was born different, and by her early teens she knew why. Jill could take the shape of any animal she had even seen, and with this ability her life changed forever. Now a student at a new High School, and a fledgling super hero, she tries to balance school, life as teenage girl and crime fighting.

Cost:	5
Attack:	4
Defense:	5
Strength:	2
Speed:	6 / 2
Movement:	4
Power Points:	4
Will:	5
Health:	10



Powers and Abilities:

1. Change Form (Move, 1)

Able to shift her form into an animal, the heroine can change her form almost at will. While in the new form, she can perform the abilities given for that form. Note that her stats generally remain the same, although some forms will alter one or more of her stats.

Lioness, +2 Strength, +1 Speed, +2 Movement, 3D6 melee attacks.

Eagle, Flight movement at 10, super senses, Can detect hidden objects and character up to five squares away)

Gorilla, +4 Strength, can climb object and thus can use her full movement to move past such objects.

Monkey, Acrobatics (Can move through blocked squares as if they were not there, can disengage from close combat with a -2 to her Attack Score)

Mouse, gains Stealth (Can remain hidden as long as she is two or more squares away for all foes.)

Notes:

1. Some Times Member of the All Star Squad

Wild thing is a sometimes member of the All Star Squad (She cannot buy any of their abilities, but her presence does not negate other s of the All Stars form buying them)



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Arcanum

Is 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 two expansions.

The Abyss

A game where players take on the role of a demon lord in their struggle to rule the entire Abyss. The game is played in fast turns, with each player collecting essence, and then spending it to increase their demon lord's power and to build massive armies. Players then may enter into quickly run battles to defeat their foes and conduct others nasty actions that will slow down or harm their many foes.

Battle Tiles

Battle Tiles, by Bad Baby Productions, 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 roleplaying 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 than 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.

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.

Crystalmaner

Crystalmaner is a strategy card game of magic, power, luck and politics. A game where players struggle to be the first to hold enough of the mystic crystals to rule over the world, for he that holds enough of the mystic crystals is the only true Crystalmaner. Players will take on the role of a mighty wizard, one that seeks to collect the many mystic crystals that lay about the fantasy landscape. These crystals hold magic power, power that will allow you to summon great magic, and to control mighty beasts. These crystals are thus used to wage mystical war on your foes, all in the hope of defeating them and their own goal of possessing the needed crystals to become your master instead of you becoming theirs.

Dragon Lords

Dragon Lords is an exciting and very different type of board game. Using a unique card based system to create the playing area, and so each game is both different from the next, and a challenge, for players will need to lay down a path that will gain them access to the many special locations that will allow them to possibly draw more dragons.

The game comes with well over 350 2X2 inch cards, counters and a fully illustrated set of rules.

Enjoy a night of bloody mayhem and adventure and play Dragon Lords.

Junkyard Wars

Is a game of tactical battle among programmable robots. Seek out valuable resources and battle your foes as you seek to dominate the Junkyard World and all the Junk it holds.

Using a unique system of program cards and a very different turn based system than anything else out there, Junkyard Wars seeks to make the typical strategy based war game, well something new.

So join the fun and jump into Junkyard Wars.

Mini-Games

Bad Baby 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 though, 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.

Mystic Adventures

A fast paced game of heroic adventure, war and struggle. Be the one to stand over the fallen bodies of your foes and rule the known world.

Mystic Adventures is a board game for 2 to 6 players, and comes now with five expansions to increase your gaming fun.

Web of Tears

Web of Tears is a game of politics, intrigue, struggle and conquest. Web of Tears allows players to take control of a Dark Elf noble house, where they then must compete with other Dark Elf houses as each tries to achieve multiple victory conditions and goals. Can you train your nobles to their ultimate in skill, or will you need to amass a great army of slaves and skilled warriors. Maybe you will need to work the political side of the social order and have yourself proclaimed the queen of the city.

Web of Tears uses a unique system of influence peddling, intrigue, political plotting and all out war to allow players to interact in the nastiest of ways.

Can you out smart, out fight and out survive your foes?

Worlds of Wonder

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

After 30 some years of playing, running and designing games, be they RPG's or board games, we at Bad Baby have come to one conclusion. Its not the game's rules that make it enjoyable, but the people your 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 they spend together playing, well worth the time spent.

Yes Worlds of Wonder will offer you a detailed combat system, and several magic options, but the majority of the information presented will deal with the creation of your character and the many options that will be open to you.

What we have tried to present to you with Worlds of Wonder is a detail means of generating the kind of characters that you will both find enjoyable, and a system that will keep you thinking on just what to do next with those characters.

Worlds of Wonder offers players, and GMs, a fully developed RPG system. The core system rules comes with the following...

- * A fully illustrated set of rules, completely booked marked for easy use.
- * Rules for generating and running a game using the WoW System,
- * An RPG system that is fully expandable, and easy to use.
- * 15 Skill Sets, each with 4 skills and 10 levels of advancement within each skill.
- * Over 100 Arcane spells, set within 5 schools of magic.
- * Over 100 Divine spells, set within several generic faiths.
- * 20 fully detailed monstrous foes to battle, with hundreds more coming soon.
- * A full color character sheet.
- * Lifetime updates should we upgrade and or revises the system in any way.
- * A full copy of the core rules set in a print friendly format.

Besides the core system, we here at Bad Baby are also including, for free, a copy of our most popular Battle Tile sets, Dungeon Chambers. Use these full color battle tiles to liven up your RPG games and to run the many battles you will encounter while adventuring in Worlds of Wonder.

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.

