

Here's our *Champions!* It's 3rd edition with some specs and tweaks.

Don't think of a fictional universe, but of a single comics title that someone is buying and reading issue by issue, old-school. The setting is "Earth Now," meaning, everything that's going on is going on, just play superheroes in it and don't sweat why, or what can or can't happen.

Cultural identity for your hero as a guy or gal is very good. Nothing too fancy, but a nice solid 2-D characterization to start in plain social terms.

Be fun.

- Be as grim or as light as you want for the character, but for you, this is something you'd turn the page for.
- Never mind the origin story, or if you absolutely must, maybe 50 words.
- Don't try to impress anybody. A good idea is a good idea, but a generic idea + a drive to do something is better.
- Don't be practical. Don't consider some ideal notion of effectiveness, "have to hit for this much," "need defenses of this much," "this is support character," "the team needs a mentalist," et cetera.
- Ignore all considerations of character class: "brick," et cetera – they are evil.

Only get about halfway for our first meeting. Don't nail down all the points & stuff yet, let's start with the concepts and the half-built things, and take it from there.

Stay easy with the totals, too, anywhere from 230 to 250 points is fine. When it's done, I'm setting the Active:Real point ratio maximum at 116, which we'll discuss later.

Attributes

Just buy the base ones (STR through COM), and enough to round SPD up to the nearest whole number. Don't spend any more on the derived ones. Yes, this will leave you with very low PD and ED – we can mess with that later.

Skills

Only use the ones in the core book. Remember, nearly everything about your hero as a person is a special effect. It costs no points to be filthy rich, the ruler of a nation, et cetera; all skills besides the very few listed ones are totally free. You don't have to list any such thing. If it matches your hero's look and feel and identity, he or she can do it without a roll, or if in a fight or something, with an INT or DEX roll.

To repeat, ignore all the skills in the supplements, let alone the lists in the Hero System – we are not using the Hero System as defined in 1987 even a little.

Powers

Crucial point: all powers have Special Effects, all the time. Fire will burn things, et cetera. By definition, any use of a power is a stunt in modern gaming terms, so each one is already packed with advantages and limitations as we see fit in the moment. Only choose Modifiers for powers for things you really want to bring forward as a plot point.

- You're going to be spending END. Don't try to find ways to save or reduce it.
- Review Elemental Control and Multipower carefully – the former is better. The "multiple attack multipower, all ultra slots," is ass. Just pick a damn attack and pay for it.

- Limitations should be chosen for fun, to nail down a special effect that you really like.
 - We're drastically changing the rules for Limited Uses (Charges). They are an Advantage, not a Limitation.
 - Iron Man's armor is not a focus. Thor's hammer is not a focus. Wolverine's claws are not a focus.
 - Not all Linking is a Limitation – think of it as a small power riding on a big one, not as a way to double-dip full-size attacks.
- Double-check with me regarding anything in the supplements. Damage Reduction is expressly prohibited and some of the other stuff is kinda stupid.
 - Except for the Variable Power Pool. Please feel free!
- No Killing Attacks. They're annoying. No Mind Control either.
- Consider only one special defense (Flash, EGO, whatever). One big one makes you special; all of them make you boring. Same goes for senses.

Disadvantages

- Try to have them make sense toward one another; a given Psychological Limitation ought to fit with a given Hunted, and with Secret or Public Identity, e.g. Someone reading it would say "oh, I see."
 - Think across to the basic special effect of your powers, to whichever attributes you went big on, and to any signature Advantage or Limitation – hook something up here, conceptually.
- Get either public or secret identity (or both). See how it makes sense with the other stuff.
- Go big on any single item with customizable cost, e.g. no point in plus-half damage on Vulnerabilities, go for double.
- No generic Hunteds ("bad guys") or DNPCs, and nothing strictly fantasy ("aliens") – they need names and some cultural substance.