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*The HERO System 6th Edition* contains all the rules you need to create any sort of character, power, gadget, spell, vehicle, monster, or weapon you can think of. The *HERO System Advanced Player's Guide* expands on those rules, offering more information and options for dedicated **HERO System** gamers.

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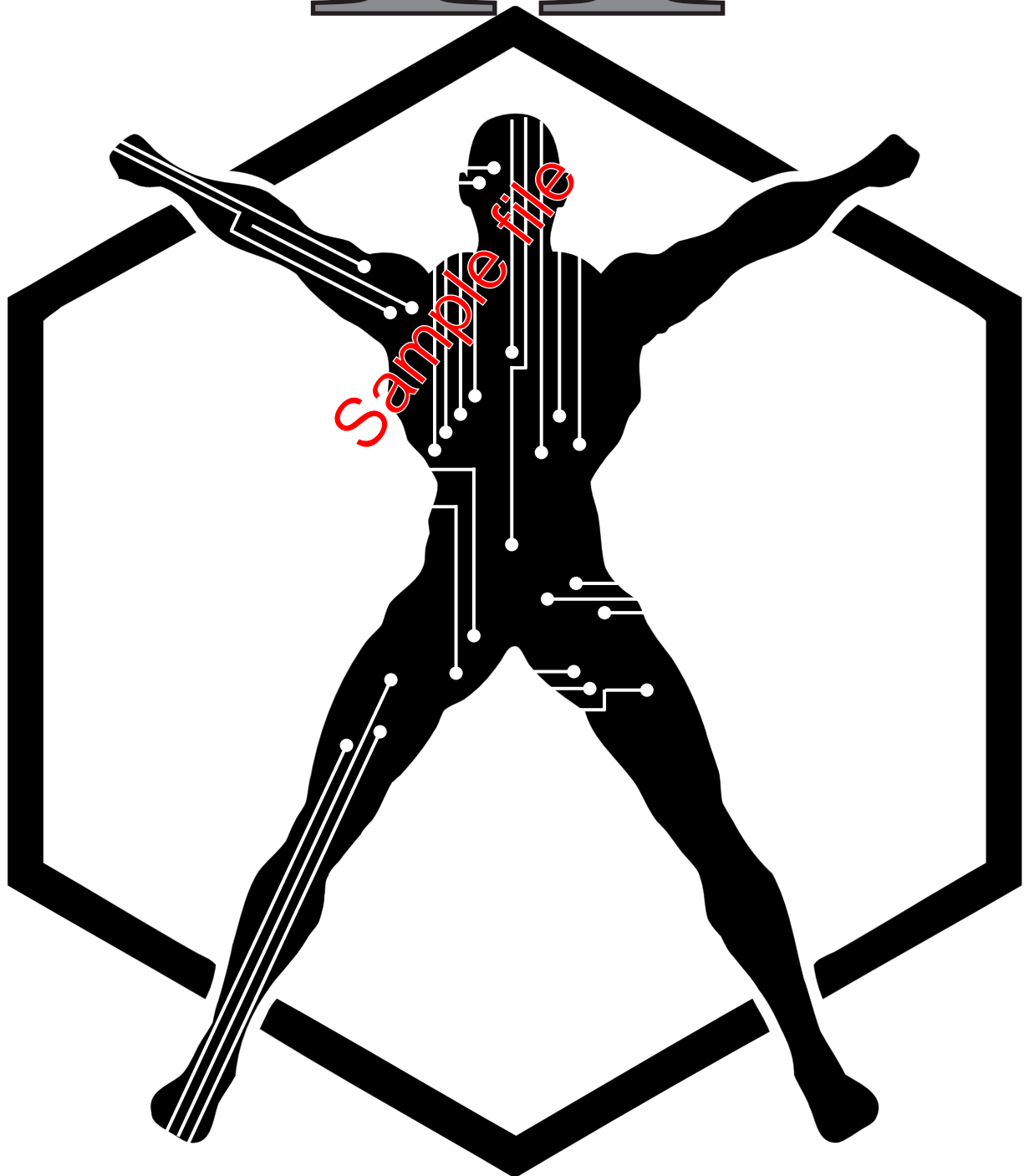
- ❖ rules for resolving Skill use like combat, and for changing combat to work like the Skill system
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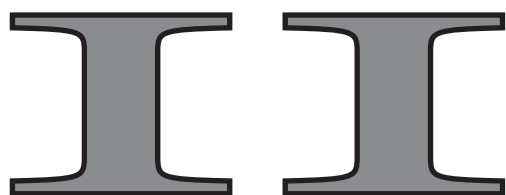
# THE HERO SYSTEM ADVANCED PLAYER'S GUIDE

## III



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Sample file

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# INTRODUCTION

## ABBREVIATIONS

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

**6E1:** *The HERO System 6<sup>th</sup> Edition, Volume I: Character Creation*

**6E2:** *The HERO System 6<sup>th</sup> Edition, Volume II: Combat And Adventuring*

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

**FH:** *Fantasy Hero*

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

**HSEG:** *The HERO System Equipment Guide*

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

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

**HSS:** *HERO System Skills*

**HSV:** *HERO System Vehicles*

**SH:** *Star Hero*

If there's any one fact about die-hard *HERO System* fans that tends to be true, regardless of campaign type or play style, it's this: they love rules, and tinkering with rules. They love expansions of existing rules, ideas for replacing one rule with another, optional new rules, and variants of the current rules. For gamers like this, who are always looking for ways to improve their games and making playing more enjoyable, all the rules in *The HERO System 6<sup>th</sup> Edition* rulebook aren't enough. And all the additional rules in *The HERO System Advanced Player's Guide* aren't enough. They also need *The HERO System Advanced Player's Guide II*!

The "APG2" is just what you need if you're looking for more detailed rules for some specific aspect of *HERO System* play, where you feel like a different approach to an important rule or section of the rulebook will benefit your game, or if you simply enjoy reading and trying out new, optional, and variant rules. It's divided into chapters based on different game elements of the *HERO System*.

Chapter One, *Characteristics, Skills, Perks, And Talents*, covers those four parts of the *HERO System*, including such things as an expanded STR Table, rules for Skill quality, and some additional options for Danger Sense.

Chapter Two, *Powers, Power Modifiers, And Complications*, has rules clarifications, options, and expansions for some of the most-used elements of the *HERO System*. It includes some new Powers, expanded rules for Psychological Complication, and information on some unusual Power-Advantage combinations.

Chapter Three, *Combat And Adventuring*, is one of the largest in the book. In addition to new, optional, and expanded rules for basic physical combat, it includes some advanced rules for Mental Combat and Social Combat. They're ideal for campaigns that want to emphasize those forms of character interaction, even when it's not strictly combative.

Chapter Four covers *Environment And Equipment*. Among other things, it features an optional system of expanded rules for creating Foci that allows you to more precisely define their BODY, defenses, mass, and size.

All of the new rules (as opposed to clarifications of existing rules) in APG2 are *optional*. The GM isn't required to use them if he doesn't want to, and should consider them carefully before allowing them in play. They may be just the thing for creating certain types of characters and creatures for your campaign... or they may cause serious game balance problems based on your style of play. Players should check with their GMs before using any APG2 rules to build characters.



## **CHAPTER ONE**

# ***CHARACTERISTICS, SKILLS, PERKS, AND TALENTS***