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HERO System Almanac 2TM

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It's not often I get a chance to do a dedication. But I'd like to say thanks to a few people.

Thanks to Mark Arsenault, Steve Barr, Geoff Berman, Amy Crittenden, Greg Lloyd, Steve Long, Bob O'Neal, K.C. Ryan, and Bruce Tong. You guys won't let me print *that* name, but thanks for all of your help and support. I can't tell you what it means to me.

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Introduction

Welcome to the *Hero System Almanac 2*, the second annual Almanac. The Almanac is a forum for optional rules, campaign information, and *Champions Universe™* updates. It is also a place where we can reprint some classic articles from the *Adventurers Club™* magazine.

As we mentioned in the first Almanac, these are *your* books. Your ideas help create them; your requests determine what material we select for these products. Your feedback will determine which of these optional rules may become official rules. So, please read over this book and then fill out the Survey located on the last page. This survey is important; it tells us what you liked and didn't like. This will help us improve the Almanac in the future. For you e-mail junkies, you can drop the editor in a line at: BRUCEHH@AOL.COM. We cannot stress this highly enough: your feedback is *very* important to us.

Some new rules are presented in this book. We stress once again that these rules are *optional*. They won't be used on published characters, and they aren't considered official. If you like them, let us know. We might make them official rules. If you don't like them, let us know so that we *don't* make them official. The Almanacs are a good place for us to come up with rules to plug various holes we've found in the rules. However, these holes often don't need plugging—not at the expense of making the *HERO System™* more complicated. So let us know how you feel. As usual, The Almanac is split into three sections. Here's what you'll find in each of them:

New Rules

In this section, you'll find some optional new rules. There is an article on environments in the *HERO System*, an examination of the "Requires a Skill Roll" Limitation, an article on senses in the *HERO System*, and one on drugs and poisons.

We can't stress strongly enough, though, that all of the rules presented in this section are *optional*. They are not intended, at this point, to become part of the permanent rules. They won't be used in any of our other supplements. Now, depending on your feedback, they might *become* part of the permanent rules. But for now, they are optional.

Our three sages are back, if somewhat briefly. These are the voices we use to give commentary on the various articles. The commentators only appear in the Environments article, but they'll be making future appearances. To refresh your memory:

The Storyteller

The Storyteller is the voice of the game master. She is interested in the rules, but she is mainly interested in telling a good story. She knows that there are times when the rules get in the way, and need to be ignored. She also knows that there are things that can be done with the rules that should not be done. The Storyteller looks at these new rules with an eye to plot and fun for her players.

The Game Mechanic

The Game Mechanic is the voice of the rules lawyer or power-gamer. He may be interested in the story, but his main interest is in the rules. If it is written, it can be done. If it can be done, it can be played. He's not really interested in game balance or the like; he just wants to push the system to the limit. And beyond. The Game Mechanic has read these rules with an eye towards their use and abuse.



Role Man

Role Man is the voice of the dedicated role-player. He is interested in the rules and writing up good characters. He is also interested in the Storyteller's story and plot, and likes to cooperate with her to get the story told. Role Man maybe attracted to the Game Mechanic's point of view at times, but is primarily interested in playing in a good game, and have a good time. Role Man has read these rules with an eye towards how they affect the player.

This commentary is there to help start the thought process about these new rules. Some of them can have quite far-reaching affects on your game. Read over the rules, and the commentary, and then decide what you want to use and what you can leave out. Remember, the choice is up to you.

Classic AC

This section reprints some of the best material from the *Adventurers Club* magazine. The AC has been published for over ten years, and a lot of good material has seen print and then faded out of sight. The Almanac will keep that material from vanishing forever.

This time we raid AC #5 for two articles: Greg Porter's *Send the Marines*, an excellent article for using the Armed Forces in a *Champions*™ game. Steve LaPrade's *Impossible Crimes* is the other offering from 1984; this article is full of good advice for running locked-room mysteries and the like. And finally, we are happy to reprint *Champions Minus*, a humorous look at the *HERO System*. This dates back to 1987, and AC #10.

By the way, the *Adventurers Club* is alive and well and still being published. If you haven't read it in a while, check it out. It is bigger and better than ever. And quarterly. Don't miss it.

Characters and Campaigning

This section contains articles on how to run your campaigns. We present two alternate campaign settings, complete with character generation systems. Try them for a different gaming experience. Also, both UNTIL and SAT get a make-over in this section. And Steve Long's fabled nuclear bomb finally sees print. So read and enjoy!



New Rules

This section contains all of the new rules. Remember, *all* of the rules in this section are optional. Please let us know what you think of them; your feedback is vital! We'll use your comments to determine which, if any, of these rules become official.

