

Meriquai Falls

Free RPG Day 2018



An Adventure Book For Superheroic Adventuring
Uses The Hero System Under License From Hero Games

Dale W. Robbins



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Illustrations

Due to a limited budget, this supplement contains no illustrations. However, please feel free to check out Dale's DeviantArt Gallery for fan art illustrations of various Meriquai Falls characters created using online applications such as HeroMachine and Fabrica de Herois.

Necessary Material

To best use the Meriquai Falls setting, all you will need is the material you would need for a Champions campaign: some friends, a handful of six-sided dice, paper, pencils, and the **CHAMPIONS COMPLETE** core rulebook. The following books will also be extremely useful, though not necessary:

THE HERO SYSTEM 6TH EDITION CORE RULEBOOKS
CHAMPIONS: THE SUPER ROLEPLAYING GAME
CHAMPIONS POWERS • HERO SYSTEM BESTIARY
HERO SYSTEM EQUIPMENT GUIDE
HERO SYSTEM GRIMOIRE • HERO SYSTEM MARTIAL ARTS

All of these books and many more can be found at the Hero Games' website, www.herogames.com.

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Grandmother Spider, the Manitou, and the Totems of Retribution are inspired by the work of Dean Shomshak.

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Dedication

This book is dedicated to my four children (Jennifer, Gabriel, Zechariah, and Nathaniel),
who are always in my heart and who drive me to do better in everything at all times.

Printing

The general statement above notwithstanding, DWR Game Studio grants each purchaser of Meriquai Falls: Free RPG Day 2018 permission to make one (1) printed copy of this supplement.



Meriquai Falls

Meriquai Falls is a modest metropolitan city located in the Midwest region of the United States. It started as a trading post catering to trappers from the north traveling down the Meriquai River and from the west traveling down the Missouri River. It grew from there, taking all three shores of the confluence and expanding outward. The city has had its growing pains throughout its history: the Great Depression, strong Mafia influences, two vicious economic recessions, a massacre tragedy, and political infighting. However, in spite of it all, the city continues to be one of the shining jewels of the United States.

Eight Characteristics of Meriquai Falls

1. Native American Spirits Are Active

The totem spirits honored by the Native Americans have a very real and active impact on the superhuman culture of Meriquai Falls. In fact, many characters' powers come directly from such spirits.

2. So Are Many Other Types Of Spirits

Just as the Native Americans must contend with non-Native cultures, so must the Native spirits contend with non-Native spirits. Celtic, Greek, Egyptian, Nordic, African, and Oriental spirits all have an impact on the city in addition to Native American spirits.

3. The Heart of the Grandmother Spider Influences The City

Unbeknownst to almost all, a spiritual artifact known as the Heart of the Grandmother Spider is buried deep under Meriquai Falls. It is the fate of this artifact that fuels many of the heroes and villains who now inhabit the city... and is the reason why there are so many of them.

4. Unlike More Traditional Superhero Settings, The Spirit Plains and The Faerie Realm of Arcadia Have More Influence On The Setting Than Extra-terrestrial Cultures

While the Heliosaani Star Empire and its servitor races have an impact on the campaign setting, the extra-dimensional realms from where the various spirits hail are of more immediate concern to most of the heroes and villains of the campaign setting.

5. Recent Tragedies Tore The Heroes Apart... Twice

The *Great Meriquai Falls Massacre* years ago killed much of the city's leadership and destroyed the Legend Force team in the process. More recently, the *Fall From Grace* cast the hero Crimson-Hawk as a rapist and a murderer... and practically destroyed the Omega Legion hero team in the process.

6. The Myste Nearly Destroyed the City

Recently, an ancient spiritual evil known as the Myste attempted to take advantage of the city's negative emotions after the *Fall From Grace*. It almost succeeded. A small band of independent heroes managed to reunite the remaining heroes and villains in a titanic battle against the Myste. Crimson-Hawk gave his life during this battle.

7. The Remaining Heroes Have Formed A League

In the aftermath of the Battle of the Myste, the hero Vixen has reformed the Omega Legion as an informal league rather than a organized team. Many of the remaining heroes are now a member of this league. Maybe your PCs are members of this league as well?

8. The "Comic Book Ages" In Meriquai Falls Are Not Traditional

Superheroes did not appear in Meriquai Falls until the late 60s, although there was a rich culture of pulp-style mystery men within the city beforehand. Eras in Meriquai Falls is better measured in decades rather than "ages."

The Heroes of Meriquai Falls

The City of Spirits (which it is often called due to its cultural influences) is most famous for two things. The first is its strong Native American flavor. The Meriquai Reservation is nearby and the Meriquai people have a strong presence in the city itself, which shows in its décor and architecture. The second thing is the influence of a great many superhumans. Many a people marvel that such a humble Midwest city could host such a collection of heroes and villains to rival those of more prominent coastal cities.

Some scholars of the matter claim that the reason such superhumans exist in the area is because of the strong totem spiritual activity in the area. According to these scholars, these totem spirits became particularly active at the turn of the 20th century, claiming human hosts and playing out their agendas regardless of (or perhaps for) the consequences.

At first, these influences were subtle. From Wild West heroes like Marshal Frazier Davenport and the Missionary Man to pulp era heroes like The Haunt and The Scrapyard Bulldog to World War II heroes like Sergeant Decker and Striker Kellerman, totem-inspired heroes exemplified the men and women who were a cut above the rest. But they were not superhuman by any stretch of the imagination. After the Second Red Scare and the emergence of the superstrong, flying paragon hero Lady Falcon, that all changed.

Meriquai Falls exploded with superhumans over the next two decades, until the active heroes of the city agreed to form a league to support each other and to take on threats greater than themselves. Thus, in 1980, Legend Force was born. Lady Falcon was joined by the lucky marksman Shotgun Rider, the beautiful shaman Prairie Maid, the mysterious vigilante Blood Shadow, the sonic energy projector DeeJay, the cybernetic speedster Doc Bionic, and the sea goddess Tethys.

Legend Force protected Meriquai Falls for many years against the likes of the Manitou, Count Dredmaus, Sigmund Winters, Paohmaa, Winter Wolf, and the Solar Succubus. With the death of Prairie Maid sixteen years ago, Legend Force slowly fell apart. Ten years ago, the Great Meriquai Falls Massacre that killed many prominent city residents also killed Blood Shadow, Doc Bionic, DeeJay, and Tethys. Only Lady Falcon, with her super-toughness, and Shotgun Rider, with his incredible luck, survived. Legend Force was no more.

That's when the Omega Legion rose up to fill in Legend Force's shoes. The shamanic warrior, Crimson-Hawk, led the team, which included the psychic Amethyst, the mecha suit pilot Reverb, the therianthropic Masquerade, the martial artist Silver Phoenix, and acrobatic speedster Vixen, for the next eight years. Then Amethyst accused Crimson-Hawk of rape and incited the Fall From Grace. Crimson-Hawk and Amethyst disappeared and the rest of the team disbanded. Only the teenage Vixen stayed true to the team and was able to eventually form a new team of heroes — the pyrokinetic Backdraft, the fey mystic Nastarius, the shamanic warrior Thunderbird, the florakinetik Black Willow, and the gadgeteer Tripwire II.

During the five years that Crimson-Hawk was in hiding and Amethyst was missing, several things came to light. Amethyst suffered from multiple personality disorder and was being controlled by an evil personality calling herself Nadine, or also the Mind Mistress. The Mind Mistress kept her husband, Vengeance, under a psionically-induced coma to keep him from interfering. Crimson-Hawk, hiding under the identity of the Forsaken, had teamed up with Sworddancer in her crusade against the Servants of Darkness. While other villains pursued their own capers, the Servants of Darkness, led by the vampiric Demagogue, gathered the seven Sin Stones to release the insanely powerful demon called the Myste from its millennium-old prison.

An odd chain of events involving Vixen and her friends distracted the Mind Mistress just long enough for Vengeance to break out of his coma. Vengeance helped Crimson-Hawk confront Mind Mistress and save Amethyst from herself. From there, all of the known heroes of Meriquai Falls (and some villains) gathered to stop the Servants of Darkness from summoning the Myste.

But the cost of defeating the Myste was high. Crimson-Hawk sacrificed his own life to empower the ritual cast by the Meriquai elder Theodore Owl-speaker that sealed the Myste back into its mystical prison.

Now, Vixen leads a new Omega Legion, one that is a league of heroes rather than an insular superteam. Will your heroes be part of this new team?

The Villains of Meriquai Falls

While Meriquai Falls has had its share of heroes, it has had much more than its fair share of villains.

The most frightening of them all must be the Manitou. Leader of an Native American terrorist group known as the Totems of Retribution, his goal is nothing short of the complete genocide of non-Native Americans. Each scheme has been more grandiose and terrifying than the last. With the swift flier Eagle, illusionist Coyote, the superstrong Buffalo, and the precognitive Bear at his beck and call, he has been beaten by only the barest of margins many times in the many years he has been active.

The most powerful of them all might be Count Dredmaus. A powerful fey wizard from ages past who specializes in weather magic, Count Dredmaus has been pulling many strings behind the scenes since his first appearance ten years ago. He possesses vast resources, both magical and mundane, that make him very dangerous. Why he focuses his attention on Meriquai Falls over more politically influential cities is a mystery many heroes hope to solve before it is too late and Count Dredmaus achieves his goals.

The most tenacious of them all must be Galvakar. An elastic shapeshifter and leader of the villain group known as the Imperions, Galvakar wants nothing less than to transcend mortality and achieve godhood. He seems to know that he needs some particular artifact to do this, but he must locate it. Each of his schemes have been centered on getting to this mysterious artifact or building a doomsday-like device meant to get to the artifact. Both the Legend Force and the Omega Legion have had to face and defeat Galvakar and his Imperions (the were-spider Arachne, the strong and swift Cougar, the cybernetically enhance magician Cyber Dreamer, the monstrous energy projector Incandentus, and the teleportive Nexus) many times since 1987.

Other master villains the city has had to face include the ruthless billionaire Sigmund Winters and his assassin daughter Dominique Winters, the time-traveling tomb raider Professor Epoch, the reality warping Refractor, and the criminal mastermind Night Sparrow.

Then there are other villain groups, like the monstrous Servants of Darkness, the military terrorist organization FENRIS, the mysterious and shadowy Black Dragon Clan, the vicious and mercenary Hands of Domination, and the ancient Celtic gods of the Mythos.

Finally, the city cannot define its master villains and villain teams without having its cadre of solo villains. From the duplicating mercenary Myriador to the speedster burglar Jetfire, from the fusion energy controlling alien Solar Succubus to the cyberkinetic information broker Short Circuit, from the android archer Huntress to the fey lunatic Pooka King, the city has its fair share of trouble that today's heroes can barely keep up with.

The City of Meriquai Falls

Meriquai Falls is a small metropolitan area that surrounds the confluence of the Missouri and Meriquai Rivers. The metro area is generally considered to consist of nine districts — independent municipalities that are still influenced to one degree or another by the government of the City of Meriquai Falls proper. With a population of over two million residents, the metro area boasts to be a relatively small but diverse cultural epicenter of the region.

Meriquai Falls (Midtown): This is the “downtown” area of the metropolitan area. Most of the metropolitan government is located here, as well as most of the old-money banks and the Meriquai Falls Police headquarters. While it has some of the oldest businesses in the area, it is also rife with gang activity.

Blue Hills Park: This is the “upper middle class” district of the metropolitan area. Corporate offices abound, as do suburban residential areas and businesses that cater to such residents. The Omega Legion headquarters is here, as well as several corporate headquarters.

Eagleview: This is the “college” district of the metropolitan area. The Meriquai Falls University campus is here, as well as middle class residences and the businesses to cater to them.

North Meriquai Falls (Northtown): This is the “ethnic” and the “industrial” district of the metropolitan area. Factories line both shores of the Meriquai River. The population is mostly (though certainly not exclusively) Hispanic and Korean-American. Gang activity here is rich in the associated cultural trappings and mores and residents often look after those gangs.

Revolution: The location of a famous Civil War battle, this is the “tourist attraction” district of the metropolitan area. Theme parks, museums, monuments, and a zoo all sit within this district among lower-middle class residences and the businesses that cater to them.

Riverfax: Riverfax is the Meriquai town north of the metropolitan area proper. It sits on the Meriquai Falls reservation and features various tax-free Native American offerings (including tobacco and gambling) amongst a surprisingly diverse residency.

Smith's Gate: This is the entertainment district of the metropolitan area. Night clubs, theaters, comedy clubs, baristas, and other such fare highlight a culture rich in musicians, poets, writers, and artists. It also boasts the most visible LGBTQ community in the area.

South Havenfield: This residential district exudes a definitive “Southern charm” and also features the Meriquai Falls River Market. Not only does it feature farm-fresh foods, it also features many Native and Asian wares. The residency here is mostly middle-class.

Wolfburgh Ridge: This upper-middle class residential district specializes in waterfront residencies, hobbies, and activities. Much of the district is carefully tended forest parks that overlooks high cliffs along the Missouri River.

Characters In Meriquai Falls

Starting player characters in Meriquai Falls are assumed to be built on 400 Character Points, with 75 points in matching Complications and a maximum of 40 points awarded from a particular type of Complication. Use the guidelines for Standard Superheroic characters as detailed in *Champions Complete*. The characters detailed in Meriquai Falls products are built on these guidelines.

Meriquai Falls liberally uses the Heroic Action Points (HAPs) system detailed briefly in *Champions Complete*. HAPs measure how much favor the spirits bestow on a player character. Every player rolls 2d6 at the start of every game session to determine his character's HAP total for that session. The Luck Power adds to the number of dice a player rolls at the beginning of each game session while the Unluck Complication takes away from the number of dice a player rolls at the beginning of each game session. In addition to other uses for HAPs, players may spend HAPs in place of rolling a Power Skill check to perform an unusual power stunt. The number of HAPs spent depends on the difficulty of the power stunt and the GM's discretion.

Pre-Generated Heroes

How To Use These Pre-Generated Heroes

Champions Complete has a robust, versatile Character Point (CP) based character creation system. With it, a player can create any sort of character, with any sort of concept, from any sort of genre he or she can think of. This system is one of the hallmark strengths of *Champions Complete*—and is one of the hallmark strengths of the HERO System in general.

It can also be quite intimidating, especially to new players. There are tools published by HERO Games that can help: both the Hero Designer software and the Superhero Gallery chapter of the *Champions: The Super Roleplaying Game* genre sourcebook (Steven S. Long, Aaron Allston; 2010) make superhero creation significantly easier. But with so much to consider, creation can still take time, especially if only a one-shot adventure is planned.

Therefore, this supplement offers five pre-generated heroes for the players to choose to play. Each one is built as a balanced character, using a 400 CP base with 75 CP in Complications. Each one also comes with a brief character description so that it is easy to slip into that character's role. A player just chooses one of the five characters and he or she is ready to play for the evening.

A player isn't even restricted to the included character descriptions, either. There is nothing wrong with a player choosing a particular character sheet and giving that character a new name, new appearance, and new background, thus making the character his or her own. Players should not be afraid to be creative! These pre-generated characters are tools, not constraints.

Vixen's Group Of Friends

Members: Vixen (leader), Backdraft, Nastarius, Thunderbird, and Cricket are presented herein. Other members include Black Willow and Corvus.

Background/History: After the *Fall From Grace* which tore apart the premier hero team, the Omega Legion, junior member Vixen was left adrift. Most of the other members of the team had retired in one way shape or form: Crimson-Hawk and Amethyst were both missing, Masquerade quit adventuring altogether to pursue her law career, Reverb committed himself to military operations exclusively, and Silver Phoenix withdrew to focus on her martial arts dojo and to protect the slums of North Meriquai Falls.

That left just Vixen to carry on with the team's original mission: to protect the City of Meriquai Falls as a whole and to also protect the world.

Vixen tried her best, with mixed success, for two years. And then, suddenly, the winter spirit known as Shakok attacked the city. Even though fellow heroes Backdraft and Nastarius were present, Shakok was far too powerful. Fortunately, vlogger Suzie Kawano was there with timely information about Shakok and Michael Twofeathers arrived with the power of the Thunderbird spirit to aid him. Using a plan devised by Vixen, the group was able to work together to exploit Shakok's weaknesses and defeat him.

Since then, the five heroes have worked together time and again to overcome various threats greater than themselves. In a recent adventure, Suzie accidentally bonded with an experimental portable computer, making her a full-fledged superhero in her own right. And other new heroes have joined the fray, including the florakinetik Black Willow and the *bean-sidhe* spirit Corvus.

Vixen has yet to recognize her circle of friends as a formal hero team. The loss of the Omega Legion is still too fresh in her mind. In spite of that, the group works well together and they all recognize Vixen as an excellent leader. It should only be a matter of time before they are formalized.

Group Relations: Vixen is generally seen as the undisputed leader of the group, due to the fact that she's had the most field experience as a hero out of everyone there. She does have a solid head for tactics and is able to keep a firm accounting of what is happening around her, so the others trust her with this. Backdraft still resents Vixen for constantly hogging the spotlight (something she does quite unintentionally), but he is slowly working past that. Thunderbird is still coming to terms with his role as a hero and his need to work outside of his social norm, but he too is working past that. Cricket is a bundle of excitable energy still in awe of her newfound role as a hero. And Nastarius works tirelessly to be the calm in the center of this storm.

In spite of this diversity in personalities, the members of the group have all developed strong friendships and they all work well together. The media has even started referring to them as a team, even though Vixen has yet to recognize the group as one.

Tactics: Thunderbird is *the* front-line fighter, hands down. He will usually attempt to confront the strongest villain head-on once a battle commences, soaking up that villain's punishment while dealing out plenty of his own. Backdraft, Nastarius, and Cricket will then proceed to dish out ranged damage while Vixen harasses and distracts any stragglers and keeps a constant assessment of the battle situation. Vixen will attempt to stay in communication with everyone else in the group if at all possible.

Backdraft focuses on pure damage. Nastarius is a healer and a crowd controller as well as a damage dealer. Cricket is good at surprise positioning, thus making her good at coordinating her attacks with the others. And all three have wall-like powers that can be used to great effect.

Campaign Use: These characters are presented as pre-generated characters that may be used in any adventure designed for characters built on a 400 CP base and 75 CP in Complications. As noted above, these characters can be renamed and reskinned as players see fit in order to make them their own.

A more experienced version of Vixen (150 CP worth of experience!) is presented alongside three of her nemeses in *Meriquai Falls: Vixen*, a sourcebook available from DWR Game Studio. Other such books for the other characters in the group are planned in the future.

Associates, Allies, and Adversaries: As an extension of Vixen's desire to protect the city, the group does enjoy fair relationships with law enforcement agencies, including the MFPD's Metahuman Task Force (MHTF), the FBI, the NHS, and IRON. While Vixen's refusal to register the group as a formal team chafes at the other three agencies to some degree, the MHTF usually has the group's back (probably due in no small part to Vixen's personal friendship with the MHTF captain, Melina Ordóñez). Vixen herself still maintains contact with Masquerade, Reverb, and Silver Phoenix as best as she can, though none of the three are available to help nearly as often as Vixen would hope.

Most of the villains of Meriquai Falls can safely assume that they are enemies of this group.

Vixen

Background/History: Trina Sullivan is the alternate-future daughter of the heroes Vengeance and Amethyst. She is also a hero in her own right. As a child, she was thrust back in time to ten years ago by some mysterious time traveling force. Once there, she helped found the Omega Legion team and remained a member until the *Fall From Grace* two years ago.

Now she is simply trying to protect the city of Meriquai Falls with what little resources and what few friends she has available. Her newfound friendships with Backdraft, Nastarius, Thunderbird, and Cricket help her to carry the day when the odds seem to be stacked against her.

Personality/Motivation: Vixen's outlook has a balanced mixture of optimism and realism. In one hand, she's seen her family fall apart twice (the first time by animalistic massacre by the Imperions and the second time by infighting) and that weighs constantly on her soul. On the other hand, she is still young and she possesses a "never say die" attitude and a solid determination toward any adversity she faces. In spite of the fact that she never really had a childhood, she can often be the most well-adjusted person in any group.

Quote: "Look, I didn't ask for any of this to happen. But it did. So, I'm going to buck up and push on. What are you going to do?"

Powers/Tactics: Vixen is superhumanly dexterous. She parlays that ability into being a supremely talented parkour artist and martial artist.

Her reaction speed is phenomenal. She can run very swiftly, pacing many motor vehicles. She can leap long distances. She can even run and leap along and between vertical surfaces (such as the sides of buildings) so long as she has window ledges, flag outriggings, awnings, balcony, or the like to start and end her movement on. As long as she has things to rebound and leap from, she is extremely mobile.

That same acrobatic ability fuels her martial arts style. She's a defensive fighter, dodging and avoiding blows until an opening to counterstrike offers itself. In fact, she has little in the way of defenses, so she tries to avoid blows whenever possible, preferring to set opponents up for others to take down.

Vixen is also a superb tactician. She has been in the hero business for well over ten years. She's learned quite a bit of strategy and leadership in that time. As a result, she is very good at coordinating her team.

Appearance: Vixen is a lithe, athletic Caucasian woman in her early twenties, with long red hair worn in a ponytail, green eyes, and lots of freckles. Her costume is a full body stocking spandex suit that is red with white highlights. A pair of white-tinted goggles protects her eyes from high-speed friction.

Vixen

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
25	DEX	30	14-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
12	PD	10		Total: 12 PD (0 rPD)
12	ED	10		Total: 12 ED (0 rED)
12	REC	8		
75	END	11		
10	BODY	0		
40	STUN	10		Total Characteristic Cost: 210

Movement:	Running:	12m/24m
	Flight:	48m/96m
	Leaping:	4m/8m
	Swimming:	4m/8m

Cost	Powers	END
48	<i>Hyper Dexterous Movement:</i> Flight 48m, No Turn Mode (+¼); Must Start In Contact With A Surface And Land Each Phase (-¼)	6
23	<i>Hyper Dexterous Dodge:</i> +7 DCV; Costs Endurance (-½)	3

Martial Arts: Acrobatic Fighting Style

Maneuver	OCV	DCV	Notes
4 Counterstrike	+2	+2	9d6 Strike, Must Follow Block
4 Escape	+0	+0	50 STR vs. Grabs
5 Flying Dodge	--	+4	Dodge All Attacks, Abort; FMove
5 Redirect	+1	+3	Block, Abort
5 Strike	-2	+1	11d6 Strike

3	Takedown	+1	+1	7d6 Strike; Target Falls
3	Throw	+0	+1	7d6 +v/10, Target Falls
16	+4 Damage Classes (already added in)			

Talents

3	<i>Beautiful:</i> Striking Appearance +1/1d6
5	<i>Hyper Dexterous Reflexes:</i> Lightning Reflexes (+5 DEX to act first with All Actions)

Skills

5	Acrobatics 15-
3	Breakfall 14-
3	CK: Meriquai Falls 12-
3	Charm 13-
3	Climbing 14-
3	Contortionist 14-
10	Defense Maneuver I-IV
3	Lockpicking 14-
4	PS: Dancing 15-
3	Persuasion 13-
3	Shadowing 12-
3	Sleight Of Hand 14-
3	Stealth 14-
9	Tactics 15-
5	Teamwork 15-
3	Tracking 12-

Total Powers & Skill Cost: 190

Total Cost: 400

400 Matching Complications (75)

15	<i>Hunted:</i> Flipside (Infrequently; As Pow; PC has a Public ID or is otherwise very easy to find; Harshly Punish)
20	<i>Psychological Complication:</i> Code of the Hero (Very Common; Strong)
15	<i>Psychological Complication:</i> Needs To Prove Self (Common; Strong)
10	<i>Social Complication:</i> Famous (Frequently; Minor)
15	<i>Social Complication:</i> Public Identity (Trina Sullivan) (Frequently; Major)

Total Complications Points: 75

Experience Points: 0

Backdraft

Background/History: The son of a successful Bolt Telecom executive and an influential socialite, Drake Roberts lived a comfortable but lonely life as a child. His parents did not intend to neglect him; it was simply that all of their other obligations constantly demanded their attention. He yearned for the attention of his parents and soon believed that he would only get it if he were even more successful in life than they were.

After a high school chemistry class accident gave Drake his powers, he strove to become the most famous, beloved, and successful hero in Meriquai Falls. Much to his chagrin, however, the hero Vixen always seemed to outshine him on every single one of those fronts. He grew to resent Vixen for constantly robbing him of his ability to earn his parents' love.

After the *Fall From Grace*, Drake was surprised to find Vixen calling on him more and more often for help in stopping capers. While Drake still resented Vixen's effortless public success, he had no intention of disappointing her when the battle against villains was at stake.

And now others have begun calling Vixen and Backdraft the "David and Mad-die" of the superhero scene... whatever that means.

Personality/Motivation: Drake can come off as seeming brash, hot-headed, and insensitive. He often misses social cues that others pick up on and he is prone to overly inflated braggadocio. This is all due to needing to be loud and proud to get his parents' attentions. He truly has a good heart and an earnest desire to do the right thing; he is simply overzealous in trying to show it. He has the makings of a strong leader—if he would just focus.

Quote: "Hot under the collar? Are you kidding me? I'm just getting started! Here, watch!"

Power/Tactics: Backdraft is a pyrokinetic with one distinction—he cannot project his flames beyond his person. As soon as the flames lose contact with his body, they are extinguished. As a result, Backdraft has been forced to be creative in his tactics. Instead of striking opponents with flames like other pyrokinetics like Emerald Flame, Backdraft superheats the air around him and then strikes his foes with that heated air. He has gotten quite skilled at doing this and has thus stopped being self-conscious about it.

In fact, he's so good at manipulating superheated air that he is easily the fastest flyer amongst the group that has formed around Vixen. While his in-combat speed does not match Thunderbird's, once he's built up to full speed out of combat, he is quite swift indeed.

Appearance: Backdraft is a young Caucasian man in his early twenties, just short of six feet tall and athletic in build. He has moppy red hair and brilliant blue eyes that shines a bright golden yellow when he invokes his powers. His "costume," such that it is, consists of sneakers, a pair of jeans, a t-shirt, and a letterman's jacket. The caveat is that all of these articles of clothing are red, orange, and yellow and sport a distinctive flame motif.

Backdraft

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	20	13-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
12	PD	10		Total: 12/32 PD (0/20 rPD)
12	ED	10		Total: 12/32 ED (0/20 rED)
15	REC	11		
60	END	8		
10	BODY	0		
40	STUN	10		Total Characteristic Cost: 180

Movement:	Running:	12m/24m
	Flight:	40m/160m
	Leaping:	4m/8m
	Swimming:	4m/8m

Cost	Powers	END
60	<i>Superheated Air Attacks:</i> Multipower, 60-point reserve	
6f	1) <i>Thermal Wind Blast:</i> Blast 12d6	6
6f	2) <i>Sweltering Heat Bomb:</i> Blast 8d6, Area Of Effect (18m Radius Explosion; +½)	6
6f	3) <i>Thermal Wind Trap:</i> Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks All Attacks (+½)	6
6f	4) <i>Withering Heat Wall:</i> Blast 6d6, Reduced Endurance (½ END; +¼), Area Of Effect (25m Long, 4m Tall, 2m Wide Line; +¾)	2

6f	5) <i>Thermal Air Control:</i> Telekinesis (40 STR)	6
40	<i>Flame Aura:</i> Resistant Protection (20 PD/20 ED); Costs Endurance (-½)	6
4	<i>Thermal Protection:</i> Life Support (Safe in Intense Cold; Safe in Intense Heat)	0
45	<i>Thermal Air Flight:</i> Flight 40m, x4 Noncombat	4
3	<i>Sense Temperature:</i> Detect Temperature 12- (Sight Group)	0
5	<i>Thermal Vision:</i> Infrared Perception (Sight Group)	0

Skills

3	Acrobatics 13-
3	Breakfall 13-
3	CK: Meriquai Falls 12-
3	Charm 13-
3	Combat Driving 13-
3	Combat Piloting 13-
3	Interrogation 13-
3	PS: Automotive Hobbyist 12-
3	Persuasion 13-
3	Streetwise 13-
3	Teamwork 13-

Total Powers & Skill Cost: 220

Total Cost: 400

400 Matching Complications (75)

20	<i>Hunted:</i> Dominique Winters (Infrequently; Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find; Mildly Punish)
15	<i>Social Complication:</i> Public Identity (Drake Roberts) (Frequently; Major)
15	<i>Psychological Complication:</i> Overconfident (Common; Strong)
20	<i>Psychological Complication:</i> Code of the Hero (Very Common; Strong)
5	<i>Vulnerability:</i> 1½ x STUN from Cold/Ice Attacks (Uncommon)

Total Complications Points: 75

Experience Points: 0

Nastarius

Background/History: Nastarius is the exiled court magician for King Auber-on of the Arcadian fey people. He continues to protect the mortals for whom he was exiled from mystical threats. He was the first to help Vixen carry the mantle of heroism after the Omega Legion disbanded.

Nastarius maintains a secret identity as Professor Nash Carter, an anthropology professor on tenure at Meriquai Falls University. It is here that he met his nemesis, the arcane trickster known as the Pooka King.

Personality/Motivation: Nastarius believes in the sanctity of all life, be it Arcadian fey, Meriquai spirit, Middle World mortal, or otherwise. In spite of his antiquated style of speech, he presents himself as intelligent and wise. His sage advice is almost always timely, useful, and considerate. It is this trait that has made Nastarius one of Vixen's closest confidantes.

Due to his being both asexual and aromantic, Nastarius is often called upon to help speak on behalf of the local LGBTQ community.

Quote: "I suggest thee stand ho, knave, 'r suffer mine own snuffs."

Powers/Tactics: Nastarius is a classic supermage, able to cast spells for a variety of effects. He is not a stand-up fighter, so he tends to use his spells to strike or impede his foes at range. Due to the restrictions of his exile, he must be able to use a magical brooch called the Eye of the Wyrd to cast spells.

Appearance: As Nastarius, he is a tall and splendid Sidhe elf, with long, flowing blonde hair, glowing green eyes, and dark, regal wizard's attire. The Eye of the Wyrd pins his cloak into place. As Nash Carter, he is an average looking middle-aged Caucasian man with an anachronistic outfit consisting of a dress shirt, slacks, suspenders, and Windsor glasses.

Nastarius

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6
18	DEX	16	13-	
18	CON	8	13-	
23	INT	13	14-	PER Roll 14-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 8/18 PD (0/10 rPD)
8	ED	6		Total: 8/18 ED (0/10 rED)
12	REC	8		
60	END	8		
10	BODY	0		
30	STUN	5		Total Characteristic Cost: 180
Movement:				
	Running:	12m/24m		
	Flight:	30m/60m		
	Leaping:	4m/8m		
	Swimming:	4m/8m		

Cost	Powers	END
40	Arcadian Mystic Arts: Multipower, 60-point reserve, all slots OIF (The Eye of the Wyrd; -½)	
4f	1) Mystic Bolt of the Sidhe: Blast 12d6; OIF (The Eye of the Wyrd; -½)	6
4f	2) Razor Claws of the Redcap: HKA 2 ½d6 (3d6 w/STR), Armor Piercing (+¼), +1 Increased STUN Multiplier (+¼); OIF (The Eye of the Wyrd; -½)	6
4f	3) Verdant Vines of the Ghille Dhu: Entangle 6d6, 6 PD/6 ED; OIF (The Eye of the Wyrd; -½)	6
4f	4) Guiding Hand of the Sylph: Telekinesis (40 STR); OIF (The Eye of the Wyrd; -½)	6
4f	5) Blinding Surprise of the Pooka: Sight Group Flash 12d6; OIF (The Eye of the Wyrd; -½)	6
4f	6) Enrapturing Song of the Satyr: Mind Control 12d6; OIF (The Eye of the Wyrd; -½)	6
4f	7) Bold Delirium of the Eshu: Sight, Hearing and Smell/Taste Groups Images, +/-4 to PER Rolls, Area Of Effect (16m Radius; +¾); OIF (The Eye of the Wyrd; -½)	6
4f	8) Impenetrable Barrier of the Ogre: Barrier 8 PD/8 ED, 8 BODY (up to 4m long, 3m tall, and ½m thick), Non-Anchored, Opaque Sight Group; OIF (The Eye of the Wyrd; -½)	6
4f	9) Shadowy Cloak of the Sluagh: Invisibility to Sight, Hearing, Smell/Taste and Touch Groups, No Fringe, Reduced Endurance (½ END; +¼); OIF (The Eye of the Wyrd; -½)	2
4f	10) Blessed Charm of the Boggan: Aid 5d6, Expanded Effect (two Characteristics simultaneously; +½), Variable Effect (any two Characteristics at any time; +½); OIF (The Eye of the Wyrd; -½)	6

30	Stalwart Shield of the Trolls: Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense); Costs Endurance (-½); OIF (The Eye of the Wyrd; -½)	6
20	Gossamer Wings of the Piskies: Flight 30m; OIF (The Eye of the Wyrd; -½)	3
10	Arcane Sight of the Nockers: Detect Magic 14- (no Sense Group), Discriminatory, Range, Sense; OIF (The Eye of the Wyrd; -½)	0
15	Fey Body: Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: Immortal)	0

Talents

3	Fey Beauty: Striking Appearance +1/+1d6
5	Fey Memory: Eidetic Memory

Skills

3	Acting 13-
3	Breakfall 13-
3	Bureaucratics 13-
3	Charm 13-
3	Cryptography 14-
3	Deduction 14-
3	Disguise 14-
3	High Society 13-
3	KS: Arcadian Lore 14-
3	KS: Arcane and Occult Lore 14-
3	KS: Medieval Anthropology 14-
0	Language: Arcadian (completely fluent; literate)
3	Language: English (fluent conversation; literate)
3	Oratory 13-
3	PS: Court Magician 14-
3	PS: University Professor 14-
3	Persuasion 13-
3	Sleight Of Hand 13-
3	Tactics 14-
3	Teamwork 13-

Total Powers & Skill Cost: 220

Total Cost: 400

400 Matching Complications (75)

10	Distinctive Features: Mystic Aura (Not Concealable; Noticed and Recognizable; Detectable By Uncommonly-Used Senses)
15	Hunted: The Pooka King (Infrequently; Mo Pow; Harshly Punish)
20	Psychological Complication: Code of the Hero (Very Common; Strong)
5	Psychological Complication: Must Speak In A Shakespearean-like Dialect (Uncommon; Moderate)
15	Susceptibility: Cold Iron (1d6 damage; per Phase; Uncommon)
5	Vulnerability: 1½ x STUN vs Cold Iron (Uncommon)
5	Vulnerability: 1½ x BODY vs Cold Iron (Uncommon)

Total Complications Points: 75

Experience Points: 0

Thunderbird

Background/History: Michael Twofeathers grew up with Darren Davenport, the man who would become Crimson-Hawk, on the Meriquai reservation. Michael resented Darren for being the pampered grandchild of the Meriquai chief, Theodore Owlspeaker, and yet still not having as full of an appreciation of Meriquai culture and history as Michael had. That resentment eventually extended to anyone who wasn't themselves Meriquai.

After the *Fall From Grace*, wherein Crimson-Hawk lost public favor and fled from legal justice, Michael was chosen by the Meriquai's patron spirit, Grandmother Spider, to become her next Champion. Instead of receiving his totem spirit directly as Crimson-Hawk had, Michael was gifted with a set of battle regalia that helped him channel the powers of the Thunderbird spirit.

Michael has had to temper his hatreds toward non-Meriquai in order to fulfill his duties. It's been a struggle for him, but a struggle with which his new friends have been a tremendous help in overcoming.

Personality/Motivation: Thunderbird can come off as being gruff and no-nonsense at times. He is the eldest of the group that has formed around Vixen, so he does have trouble following the much-younger Vixen's lead at times. However, underneath that contrary exterior lies a heart of gold. He truly does wish to help his fellow man. He simply needs to learn to properly channel the anger that he feels for the injustices done to his people so that it does not drive him to villainy like it has the likes of the Manitou.

Michael does have a softer side. He will gladly champion the underdog in almost any situation. He has a fondness for kittens that he tries to hide from his friends. He is an incredible chef and a talented Meriquai flutist; he hopes to be able to perform professionally someday on both fronts.

Quote: "I'm surprised you're not cracking jokes about thundersticks and fire water. Those would have actually hurt more than your weak-ass fighting skills. Where did you learn to throw a punch? From a dust bunny?"

Powers/Tactics: While wearing his regalia and performing acts of heroism that pleases his patron spirit, Thunderbird can channel the destructive forces of thunder and lightning for devastating effect against his enemies. He is also much stronger and tougher than a mortal man. The regalia's accessories also grant him a vicious talon-like attack and the vision of a mystical bird of prey. Thunderbird is definitely a front-line fighter in battle.

Appearance: Thunderbird is a tall and broad-shouldered Meriquai man in his late thirties. His tanned skin, chiseled features, and long raven-black hair boldly pronounce his heritage. His costume consists of traditional Meriquai battle regalia, a decorated leather outfit tailored specifically to please the Thunderbird totem spirit. It includes a totem mask in the shape of a mystical bird of prey and a feathery cloak that can be spread like wings.

Thunderbird

Val	Char	Cost	Roll	Notes
15+45*	STR	35	12-/21-	Lift 200 kg/100 tons; 3d6/12d6 [1/5]
15+3*	DEX	14	12-/13-	
15+10*	CON	12	12-/14-	
10	INT	0	11-	PER Roll 15-
10	EGO	0	11-	
15+10*	PRE	12	12-/14-	PRE Attack: 3d6/5d6
5+1*	OCV	13		
5+1*	DCV	13		
3	OMCV	0		
3	DMCV	0		
4+1*	SPD	27		Phases: 3, 6, 9, 12/3, 5, 8, 10, 12
10	PD	8		Total: 10/30 PD (0/20 rPD)
10	ED	8		Total: 10/30 ED (0/20 rED)
6+24*	REC	18		
30+105*	END	16		
12	BODY	2		
30+20*	STUN	12		Total Characteristic Cost: 190
* = OIF (Thunderbird Regalia; -½)				

Movement:	Running:	12m/24m
	Flight:	60m/120m
	Leaping:	4m/8m
	Swimming:	4m/8m

Cost	Powers	END
40	<i>Thunderbird Regalia Attacks:</i> Multipower, 60-point reserve, all slots OIF (-½)	
4f	1) <i>Lightning Bolt:</i> Blast 12d6; OIF (-½)	6
4f	2) <i>Lightning Strike:</i> Blast 8d6, Autofire (5 shots; +½); OIF (-½)	6
4f	3) <i>Thunder Blast:</i> Blast 8d6, Double Knockback (+½); OIF (-½)	6
4f	4) <i>Thunder Clap:</i> Hearing Group Flash 20d6; OIF (-½)	6
4f	5) <i>Thunder & Lightning:</i> Blast 8d6, Area Of Effect (18m Radius Explosion; +½); OIF (-½)	6
13	<i>Thunderbird Regalia Talons:</i> HKA 1d6 (1½d6 / 4d6 w/STR), Armor Piercing (+¼); OIF (-½)	2

40	<i>Thunderbird Regalia Protection:</i> Resistant Protection (20 PD/20 ED); OIF (-½)	0
6	<i>Thunderbird Regalia Camouflage:</i> Invisibility to Sight Group; Increased Endurance Cost (x5 END; -2); OIF (-½)	10
40	<i>Thunderbird Regalia Wings:</i> Flight 60m; OIF (-½)	6
3	<i>Thunderbird Regalia Mask:</i> Nightvision; OIF (-½)	0
8	<i>Thunderbird Regalia Mask:</i> +4 PER with all Sense Groups; OIF (-½)	0

Talents

3	<i>Handsome:</i> Striking Appearance +1/+1d6
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Skills

3	Breakfall 12- (13-)
3	Charm 12- (14-)
3	Conversation 12- (14-)
3	High Society 12- (14-)
4	KS: Arcane and Occult Lore 12-
3	KS: Meriquai Lore 11-
3	Oratory 12- (14-)
3	Paramedics 11-
3	Persuasion 12- (14-)
3	Survival 11-
3	Tactics 11-
3	Teamwork 12- (13-)

Total Powers & Skill Cost: 210

Total Cost: 400

400 Matching Complications (75)

15	<i>Hunted:</i> Skite'kmuj (Infrequently; Mo Pow; Harshly Punish)
15	<i>Psychological Complication:</i> Code of Honor (Common; Strong)
10	<i>Psychological Complication:</i> Distrust For Non-Amerindians (Common; Moderate)
15	<i>Social Complication:</i> Secret Identity (Michael Twofeathers) (Frequently; Major)
20	<i>Vulnerability:</i> 2x STUN from Arcadian Magic (Common)

Total Complications Points: 75

Experience Points: 0

Cricket

Background/History: Suzanne “Su-Z-QT” Kawano was a popular vlogger following various facets of superhero news and culture within Meriquai Falls and beyond. After she helped Vixen, Backdraft, Nastarius, and Thunderbird defeat the winter spirit Shakok, she began following the group into their adventures more often. During one adventure, she was inadvertently thrown into a government vault that held a prototype portable computer called a G.R.I.D. It bonded with Suzie before she could react.

Feeling the need to rise above the legacy of her father, the deceased gadgeteer villain known as Tripwire, Suzie learned to use the abilities of the G.R.I.D. to help Vixen and the others as Cricket, Meriquai Falls’ cutest superhero.

Personality/Motivation: Cricket is excitable and enthusiastic, full of geeky trivia and pop culture references. She is very much a “gamer grrl.” She often talks shop with Backdraft about gaming while she respects and admires Vixen for being an independent woman with her own passions. She is still starstruck about being a superhero now and it probably won’t die down soon.

Suzie insists she named herself after a powerful weapon from a pop culture classic movie. Her preference for green outfits makes this hard to believe.

Quote: “She shoots! She scores! Boom, head shot! Yeah, these scrags are high-key low-tier. L2P, YA NOOBS!!! ... What?”

Powers/Tactics: All of Cricket’s powers comes from the futuristic mobile computer strapped to her left forearm. Cricket calls it a G.R.I.D. (Graphical Reflection Integrated Device), but she insists the device itself informed her of that name. With her G.R.I.D., Cricket can shape solid photonic energy for various offensive and defensive uses. It even has a holographic screen she can summon to use as its GUI. It probably has a lot more uses, but Cricket is still exploring the possibilities of its capabilities.

Cricket can also use the G.R.I.D. for online gaming and general Internet research, but these are not reflected in the character sheet below.

Appearance: Cricket is a young and petite Japanese-American woman in her late teens. She has deep brown eyes and sports a long pixie-style haircut. Her costume usually consists of a fashionable yet durable romper jumpsuit in various shades of green along with a pair of green wrap-around sunglasses. Her G.R.I.D. is always strapped to her left forearm whenever she is on an adventure (and often when she’s not).

Cricket

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6
20	DEX	20	13-	
20	CON	10	13-	
25	INT	15	14-	PER Roll 14-
21	EGO	11	13-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
6	OMCV	9		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
5	PD	3		Total: 5/25 PD (0/20 rPD)
5	ED	3		Total: 5/25 ED (0/20 rED)
12	REC	8		
30	END	2		
10	BODY	0		
40	STUN	10		Total Characteristic Cost: 180

Movement:	Running:	12m/24m
	Leaping:	4m/8m
	Swimming:	4m/8m
	Teleportation:	60m/120m

Cost	Powers	END
40	G.R.I.D. (Graphical Reflection Integrated Device) Powers: Multipower, 60-point reserve, all slots OIF (G.R.I.D.; -½)	
4f	1) Photon Blast: Blast 12d6; OIF (G.R.I.D.; -½), 16 Charges (-0)	[16]
2f	2) Photon Beam: RKA 2d6, Armor Piercing (+¼), +1 Increased STUN Multiplier (+¼); 8 Charges (-½), OIF (G.R.I.D.; -½)	[8]
3f	3) Photon Enervator: Drain 4d6, Variable Effect (any one Characteristic at a time; +½); 8 Charges (-½), OIF (G.R.I.D.; -½)	[8]
3f	4) Photon Bombs: Blast 8d6, Area Of Effect (18m Radius Explosion; +½); 8 Charges (-½), OIF (G.R.I.D.; -½), Range Based On STR (-¼)	[8]
3f	5) Photon Shackles: Entangle 6d6, 6 PD/6 ED; 8 Charges (-½), OIF (G.R.I.D.; -½), Range Based On STR (-¼)	[8]
3f	6) Photon Flare: Sight Group Flash 12d6; OIF (G.R.I.D.; -½), Range Based On STR (-¼), 16 Charges (-0)	[16]
4f	7) Photon Resonance: Desolidification (affected by affected by Light attacks), Reduced Endurance (0 END; +½); OIF (G.R.I.D.; -½)	0

2f	8) Photon Cloaking: Invisibility to Sight Group, Reduced Endurance (0 END; +½); OIF (G.R.I.D.; -½)	0
3f	9) Photon Holograms: Sight and Hearing Groups Images, +/-4 to PER Rolls, Area Of Effect (8m Radius; +½); OIF (G.R.I.D.; -½), 30 Charges (+¼)	[30]
4f	10) Photon Field: Darkness to Sight Group 12m radius; OIF (G.R.I.D.; -½), 16 Charges (-0)	[16]
4f	11) Photon Barrier: Barrier 12 PD/12 ED, 8 BODY (up to 10m long, 4m tall, and 1m thick); OIF (G.R.I.D.; -½), 16 Charges (-0)	[16]
40	Personal Photon Force Field: Resistant Protection (20 PD/20 ED); OIF (G.R.I.D.; -½)	0
40	Photon Transference: Teleportation 60m; OIF (G.R.I.D.; -½)	6
5	G.R.I.D. ATS: +1 with Ranged Combat; OIF (G.R.I.D.; -½)	
7	G.R.I.D. HUD: Increased Arc Of Perception (360 Degrees) with Sight Group; OIF (G.R.I.D.; -½)	0
13	G.R.I.D. Translator: Universal Translator 14-; OIF (G.R.I.D.; -½)	

Skills

3	Charm 13-
3	Computer Programming 14-
3	Conversation 13-
3	Cryptography 14-
3	Electronics 14-
3	KS: Computer Games 14-
3	KS: Online Vlogging 14-
4	KS: The Superhuman World 15-
3	Oratory 13-
3	PS: Computer Gamer 14-
3	PS: Online Vlogger 14-
3	Systems Operation 14-
3	Teamwork 13-

Total Powers & Skill Cost: 220

Total Cost: 400

400 Matching Complications (75)

15	Hunted: The Huntress (Infrequently; Mo Pow; Harshly Punish)
10	Hunted: The Imperions (Frequently; Mo Pow; Watching)
20	Psychological Complication: Code Versus Killing (Common; Total)
15	Psychological Complication: Feels She Must Work Harder To Prove Herself Better Than Her Father (Common; Strong)
15	Social Complication: Public Identity (Suzanne Kawano) (Frequently; Major)

Total Complications Points: 75

Experience Points: 0

Other Resources

HERO Games

<https://www.herogames.com/>
<http://www.drivethrurpg.com/browse/pub/115/Hero-Games>

HERO Games is the publisher of official HERO System products, including *Champions Complete*, *Fantasy Hero Complete*, all manner of HERO System 6th Edition core books and supplements, and much more. HERO Games' online store also includes books and supplements written and published by many independent publishers supporting the HERO System.

Champions Complete

<https://www.herogames.com/forums/store/product/3-champions-complete-pdf/>
<http://www.drivethrurpg.com/product/107799/Champions-Complete>

This is the flagship book for the HERO System and the sourcebook for playing within the superhero genre. It is supported by over two dozen books and supplements for the HERO System 6th Edition by HERO Games itself, as well as dozens more third-party books and supplements.

Hero Designer

<https://www.herogames.com/forums/store/product/1-hero-designer/>

This is the premier character creation software for the HERO System. It is easy to use, performs all of the CP cost adjustments for you, and allows you to print your character using a variety of custom-made output templates. Many HERO System books and supplements include Hero Designer packs to easily modify and/or print out characters that you need for your game.

High Rock Press

<https://highrockpress.com/>
<http://www.drivethrurpg.com/browse/pub/770/High-Rock-Press>

High Rock Press is a publishing concern featuring many HERO Games alumni, helping independent authors to see their books and supplements realized. As they themselves say, "We publish books by our friends." They deal not only in roleplaying supplements, but in fiction as well.

HERO System books by High Rock Press include *Aaron Allston's Strike Force*, *Darren Watts' Golden Age Champions*, *Gestalt: The Hero Within*, *Kazei 5*, *Lux Aeternum*, *The Algernon Files*, and much, much more.

Tiger Paw Press

<http://www.tigerseyemedia.com/tiger/index.html>
<http://www.drivethrurpg.com/browse/pub/7004/Tiger-Paw-Press>

Tiger Paw Press boasts one of the largest selections of third-party supplements for the HERO System, supporting *Champions Complete*, *Fantasy Hero Complete*, and *Star Hero*, as well as other systems besides. The *Villainy Codex* series, *Forgotten Enemies*, and the *S.I.D.S. Report* series are some of their most popular books to date.

Evil Beagle Games

<http://www.evilbeaglegames.com/>
<http://www.drivethrurpg.com/browse/pub/4761/Evil-Beagle-Games>

Evil Beagle Games features some of the best rock stars in the roleplaying game industry, publishing quality adventures and supplements for HERO System, *Savage Worlds*, *Pathfinder*, *5e Fantasy*, *Prowlers & Paragons*, and more.

DWR Game Studio

<http://www.drivethrurpg.com/browse/pub/8940/DWR-Game-Studio>

DWR Game Studio publishes books and supplements for *Meriquai Falls*, one of the best superhero campaign settings for *Champions Complete*.

Peter Saga

<http://www.drivethrurpg.com/browse/pub/8357/Peter-Saga>

Artist Peter Saga offers a fantastic selection of stock art as well as the *Instant Villain* and *Instant Hero* series for use with *Champions Complete*.

Legendsmiths

<http://www.legendsmiths.com/>
<http://www.drivethrurpg.com/browse/pub/7624/Legendsmiths>

Legendsmiths publishes *Narosia: Sea of Tears*, a gorgeous, premium, and self-contained fantasy campaign setting rulebook using the HERO System.

