D6 HERO:
TRUTH, JUSTICE, & MEN IN RED SPANDEX

4.1.1. D6 Hero: Truth, Justice, & Men In Red Spandex

Being a comic book hero is hard work and d6 Hero tries to make it as easy as possible for crime-fighters to hit the dirty streets as quickly as possible. Before characters do, players need to know how the super-power rule works.

4.1.2. Super-power Rule

The chance for successfully using a super-power in d6 Hero is based on one of two possible actions: One, the character is using the power in a direct challenge against another character's abilities or, two, a predetermined Success Level (SL).

Most attack-oriented super-powers require a very straight-forward success role in which an appropriate attribute bonus is used versus a base attack (SL) of 12. Other powers provide a bonus to a success test (for instance, ultra-vision is used as a perception bonus in darkness).

For attacking, the hero receives an additional bonus of the power's minimum level plus the attribute bonus towards succeeding.

All powers are considered to "work" though a character may fail an attempt using a power. Powers that involve shape changing or matter manipulation "work" though a character may fail all uses of that power. For instance, a character with shape change wishes to turn into a bat. They do. However, when that character attempts to fly or use echolocation or any other ability possessed by a bat, the attempt will require a success role against a target number based on the desired outcome. To fly, it may be the level of power versus body for instance.

4.1.3. Damage,/ Volume/ Duration

Each super-power in d6 Hero possesses a level such as 1D6, 2D3, etc. This level indicates the amount of damage inflicted or stopped, the volume of substance created or affected, or the duration of the effect. All super-powers possess at least one of these three characteristics: Damage, volume, or duration (abbreviated as D/V/D or Dam/Vol/Dur). In most cases, the super-power specifies which category its level depicts.

- *Damage*: Unless specified, each level is an indication of physical damage with inertia as applicable.
- *Volume*: Unless specified, each level indicates a single 3′ x 6′ space.
- *Duration*: Unless specified, each level indicates a single combat round.

4.2.0. Creating a Hero a.k.a. Getting Nuked

D6 Hero requires the addition of one attribute: Reaction Adjustment. The goal of every hero is to stop crime and fight evil. However, being popular runs a close second.

4.2.1. Reaction Adjustment & D/V/D

Reaction Adjustment gives a starting attribute bonus for a character based on their origin (human through alien) and appearance (attractive through monstrous). When dealing with the press, police, or an unruly or frightened mob, Reaction Adjustment provides the interaction.

Depending on the character's origin, the public at large can have dramatically different views of the hero's work. If the character is 'human', then their powers are considered to be from mechanical devices.

Table 4.1 provides a quick reference. By rolling first for the origin (2D6) and then rolling for appearance (2D6), character's can get a quick judge of the public's reaction to their efforts.

***Example. Calculating D/V/D.** Our boy Rutherford has seen better days: An altered human with a disturbing appearance carries a –1 Reaction Adjustment.*

He rolls 2D6 for the strength of his first power and gets a "10" which gives his first power a strength of 2D6, good start. If he'd been normal in appearance, the power would only have a strength of 1D6.

Rutherford can choose to have several super-powers, but the muses only recommend up to three powers (see vulnerabilities). He would roll on the table 4.5 for each (we'll randomly determine powers later).

It does pay to be ugly some days...

Table 4.1. Reaction Adjustment

				Origin			
Random	**	2-3	4	5-7	8	9	10-12
**	**	Human	Cyborg	Altered	Robot	Alien	Mutant
2	Attractive	+10	+7	+5	+3	+1	0
3-4	Exotic	+7	+5	+3	+1	0	-1
5-7	Normal	+5	+3	+1	0	-1	-3
8-9	Altered	+3	+1	0	-1	-3	-5
10-11	Disturbing	+1	0	-1	-3	-5	-7
12	Monstrous	0	-1	-3	-5	-7	-10

(leftmost column label reads vertically: Appearence)

For those who look like monstrous-freaks-of-nature, good news! You'll be compensated with more power! That's right, the more the crowd is afraid of you, dislikes you or is otherwise uncomfortable in your presence the stronger your powers.

Roll 2D6 then cross reference the number with your Reaction Adjustment value to determine the strength of each of your super-powers.

Table 4.2. Calculating Damage/ Volume/ Duration										
Reaction Adjustment										
D/V/D	+10	+7	+5	+3	+1	0	-1	-3	-5	-7	-10
1D2	2-4	2-3	2	2	2	2	--	--	--	--	--
1D3	5-7	4-6	3-5	3-4	3-4	3-4	2	2	--	--	--
1D6	8-11	7-11	6-11	5-11	5-10	5-6	3-6	3-4	2-5	2-5	--
2D3	12	12	12	12	11	7-9	7	5	6	6	2
1D6 +1D3	--	--	--	--	12	10-11	8-9	6-8	7-8	7	3-4
2D6	--	--	--	--	--	12	10-11	9	9	8	5-7
4D3	--	--	--	--	--	--	12	10-11	10	9	8-9
2D6 +1D3	--	--	--	--	--	--	--	12	11	10	10
5D3	--	--	--	--	--	--	--	--	12	11	11
3D6	--	--	--	--	--	--	--	--	--	12	12

4.2.3. Vulnerabilities a.k.a. Getting Screwed

It never fails, you're tougher-n-nails and about to take down the bad guy with a solid optic blast when some nosy reporter gets in the way. You take some lumps, they take some pictures, and the evil super-villain takes some money. All in a hero's day.

The following table can be used if you don't have the free Hero Character Generator. A Character can have up to three powers, the first one is free. The next super-power and for each thereafter requires a roll on the Vulnerabilities table. For each additional roll, players should add +2 to the total roll for vulnerability type and re-roll duplicates unless a player has a new twist for the vulnerability.

***Crowd Reactions**. If a hero fails to make their reaction adjustment roll, what happens?*

D6
1   When Crowds Attack, *crowd physically assaults the hero, mistaking them for the enemy.*

2   Call the Police, *crowd squeals to the police about your activities.*

3   Run Away, *crowd feels threatened by the hero or situation and immediately attempt to flee.*

4   Fame, *the crowd hopes to be on TV and so actively attempt to stay with the action.*

5   Ignored, *the hero is completely ignored.*

6   Gawk, *crowd thickens as more come to rubber-neck.*

***Reaction Adjustment**. When attempting to get the public to support their efforts (asking police to circle the building or give you forensic information, or asking the public to clear away), a success test using the SL of the crowd at the moment (base SL 10) versus the Reaction Adjustment bonus of the character.*

Hero motivation.
What makes Batman "Batman" (other than the cool car and tights), his psychotic desire for vengeance and penchant for themed equipment The following table provides a quick background filler for characters who need to "find" their motivation.

D6
1 Responsibility,
The hero feels a responsibility to use their powers for good.

2 Revenge,
The hero seeks revenge against criminals for some dark reason.

3 Vigilante,
The hero sees himself as the only true weapon against crime.

4 Fame,
The hero wants to be famous.

5 Fortune,
The hero hopes to make money off of endorsements.

6 Insane,
The hero has no justification due to a lack of common sense.

Vulnerabilities come in several flavors: from minor irritations to deadly sensitivities to substances. To roll vulnerability type, roll 1D6 for type, 1D6 for the severity, and 1D6 again for the specific vulnerability.

Table 4.3. Feeling Vulnerable		
D6	**Vulnerability Type**	**Description**
1	**Personal Life Complication**	Hero has personal like problems that interfere with heroing such as having no money, a job, a secrete identity, etc...
2	**Body Issues**	Hero is "differently" abled.
3	**Little Twitchy**	Hero's mind is unstable and consequently they suffer from a psychological disorder.
4	**Control Issues**	Hero has trouble controlling their emotional 'urges'.
5	**Loss Vulnerabilities**	Certain substances remove a hero's powers.
6	**Sensitivities**	Certain substances cause the hero damage.

Not all vulnerabilities affect all heroes equally and can be the difference between not wanting to be stung by a bee to not wanting to die from being stung. After rolling for the type of vulnerability, roll 1D6 to determine its strength. Use common sense to determine whether the strength reflects number of occurrences, SL for decision making[1] (save the girlfriend or dismantle the bomb that's going to blow up the city), or damage.

Table 4.4. Suffering							
	Damage / Volume / Duration						
Random Roll 1D6 (1D6)	1D2	1D3	1D6	2D3	2D6	5D3	3D6

For each vulnerability, turn the page and find the way it specifically manifests itself on the corresponding tables.

[1] *We recognize the inherent lack of common sense common to most players so remember this fundamental rule—the ref is always right.*

Table 4.3.1. Personal Life Complications: Personal needs always interfere each game

Nosy Report that you must save	1 (1)
Need money	1 (2-3)
Girl/Boy Friend makes a great hostage	1 (4)
Secrete Identity	1 (5-6)

Table 4.3.2 Issues with your Body: Level indicates an increase in Success Levels during appropriate tests

Conjoined Twin	2 (1-2)
Dwarf	2 (3)
Near-Sighted	2 (4)
Deaf	2 (5)
Obese	2 (5-6)

Remember, imagination is the key—if a player has a funny, weird, or different idea for a vulnerability, let them do it. Spice of life is everything. The Hero CG includes some very different vulnerabilities.

Table 4.3.3. Little Twitchy: Mental Problems manifest on rolls of 7 or 11 and remain for a random duration

Delusions of Grandeur	3 (1)
Paranoid	3 (2)
Obsessive Compulsive	3 (3)
Phobic	3 (4)
Exhibitionist	3 (5)
Manic Depressive	3 (6)

Table 4.3.4. Control Issues: 7 or 11 and the Hero succumbs to a disturbing need

Berserker	4 (1-2)
Cannibal	4 (3)
Megalomaniac	4 (4)
Addiction to common substance (i.e. chocolate or coffee)	4 (5)
Munchausen Syndrome By Proxy	4 (6)

Example. Kid Wonder's vulnerabilities.
Kid Wonder is fighting the diabolical The Mighty Grunge. Unfortunately, Grunge has caught Kid in a secluded part of the park with no bystanders nearby. Without an audience, the Kid is unable to use his powers. So he runs.

Table 4.3.5. Loss Vulnerabilities: Hero loses power in the presence of the item (level equals distance)

Specific Element (i.e. fire, water, light /dark, cold, chemical, etc…)	5 (1)
Diurnal or Nocturnal	5 (2)
Power requires a medium (device, a mineral, a token, etc….)	5 (3)
Drain's random other character's Health or Mind	5 (4)
An NPC audience (requires an audience or fears an audience—agoraphobia)	5 (5)
Hero must be naked	5 (6)

Table 4.3.6. Sensitivities: Character takes extra damage when attacked or in contact with substance

Specific element (I.e. fire/ heat, cold/ ice, water, mineral, etc…)	6 (1)
Light/ Dark	6 (2)
Electricity or magnetic fields	6 (3)
Sound	6 (4)
Psychic (mental) contact or attack	6 (5)
Drain's Hero's Health or Mind	6 (6)

4.2.4. Getting Powers

Getting bit by a radioactive wombat while flying in a ship through cosmic rays with your college pals and being sucked into an alternative dimension is fun, but is it practical? There is a wonderful world of powers for the energetic mutantagenic cybernetic techno-wizard. To develop powers, a character randomly rolls a, you guessed it, a d6 on the table 4.5. below to discover the caped hero hidden within.

Table 4.5. Suping Up!		
D6	**Power Type**	**Description**
1	**Mental**	Powerful psychic forces stem from the character's mind changing what you think you know. Bending spoons and reading other people's minds.
2	**Movement**	Care to fly, move faster than a speeding bullet, or teleport? Six ways to move from point A to B
3	**Defense**	Armadillo Man, force fields, and other ways to avoid being damaged or recovering quickly from it.
4	**Body**	Human Rubber-bands and Lon Chaney. Miscellaneous uses for the human body.
5	**Perception**	Peering through walls, smelling a doughnut spore in a crowd of cops, and other ways to experience the world.
6	**Attack**	Blast the &*%$s into their next life.

Remember, that the first power comes with no strings attached. Each additional power requires the player to randomly generate a vulnerability for their character using the vulnerability tables.

4.2.5. Parting Shots

Sometimes do powers not only fail, they fail with deleterious (word brought to you by the museland society for expansive vocabulary) effect on the hero, the hero's friends, passerby, and most of the tri-state area.

For natural 2's and natural 20's be sure to refer to d6 RPG Appendix A: Fumbles & Criticals. The entire d6 RPG system can be used in conjunction with d6 Hero, so if you need the value for weapons and gadgets, refer to Appendix C; for hero background, Appendix B and so on.

4.5.1. Mental:

Telepathic	1 (1)	Level versus knowledge in a challenge roll to read someone's mind
Mind Control	1 (2)	Successful challenge versus Knowledge
Mind Drain	1 (3)	Hero can drain another's mind
Telekinetic	1 (4)	Level indicates weight (body) that can be moved
Illlusionist	1 (5)	Level versus perception to fake someone out
Mind Blast	1 (6)	Hero can 'blast' another's mind
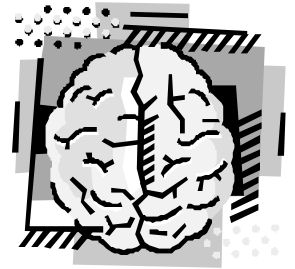
### 4.5.2. Movement: Levels are used for movement speed

|		
Flight	2 (1-2)	Level equals speed
Super-agility	2 (2)	Hero's agility is a bonus in climbing, jumping, and dodging attacks
Wall-Crawler	2 (3)	Level indicates speed or weight (body) above hero's
Running	2 (4)	Level is added to base movement speed
Leaping	2 (5)	Level is distance traveled up and forward
Teleport/ Warp	2 (6)	Level indicates distance/ Level indicates number of objects that can pass through (only ref and hero know)

4.5.3. Defense:

Skin Armor	3 (1)	Level is subtracted from physical damage
Force Field	3 (2)	Automatically stops damage equal to level or less; must make challenge roll of dam versus level if dam exceeds. Dam wins, field collapses
Regenerate Body	3 (3)	Character automatically regenerates level amount each round
Ghost (lower density)	3(4)	Challenge roll versus physical attacks. Attacker must still exceed 12 and win challenge to hit
Invisibility	3 (5)	Level is used in challenge roll to see character
Damage transference	3 (6)	Character can pass damage to other random character when attacked; this is taken as a Success roll with SL equal to the points of damage + the body of the intended victim versus the level of the power.
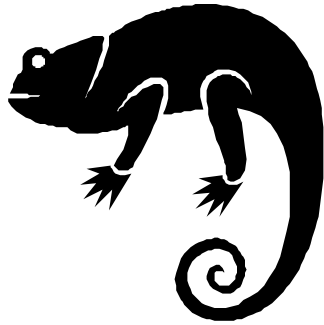
4.5.4. Body: unless noted, the level of the ability is the hero's chance to succeed using the listed power and the

Shape Change/ Morph	4 (1)	Change into animal shapes or objects
Elastic	4 (2)	Hero can stretch portions of their body a distance equal to level; absorb damage on challenge roll
Molecular Control	4 (3)	Can mimic any natural substance with characteristics equal to level (fire burns; Metal resists damage)
Claws	4 (4)	Character possesses claws, thorns, teeth or other suitable projections
Living Bomb	4 (5)	Character can explode causing damage equal to level; must reform a # rds equal to damage
Mimic Power/ Animal	4 (6)	Character can mimic the powers of a character or an animal within range to the level
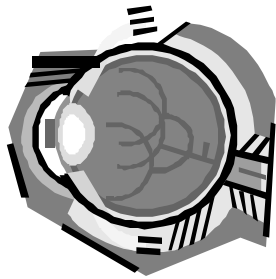
4.5.5. Perception: Levels are added to a hero's Perception during a skills test

Animal Senses	5 (1)	All natural senses are heightened
Ultra-vision	5 (2)	Hero can always see (Perception is always a minimum of power's level); can see through illusions
Remote Senses	5 (3)	Character can project senses a distance equal to level including through materials/ walls
Radar Sense	5 (4)	Character has a 360 degree perception
Post-Cognition	5 (5)	Hero can do a perception check to see an objects "history"
Null Senses	6 (6)	Hero can null the senses of another

4.5.6. Attack:

Control Substance	6 (1)	Hero can control a specific substance (see vulnerabilities) and use it to attack
Health Drain	6 (2)	Hero can drain another's health
Projectile	6 (3)	Hero projects a substance or item
Acid Touch	6 (4)	If acid is greater than body, it continues to damage at −1 point per round
Adhesive	6 (5)	Hero projects a sticky substance or glue whose body is equal to the level
Super-Strength	6 (6)	Level equals damage when attacking or is added to body for challenge rolls (if damage > hero's body, then they are damaged)