

Hero 8 TM

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What is Hero 8?

Hero 8 is the world's simplest RPG/dice game. It is designed to be very simple, yet fun and entertaining, for less serious gaming. It may be played either alone or with others. Hero 8 is set on a modern day Earth with comic book superheroes.

In Hero 8, you get to play a superhero. Unlike all other RPGs, Hero 8 doesn't place an emphasis on attributes, complex statistics, and equipment. Instead, it is just a simple, interactive dice game.

How to Play

Hero 8 is easy to play. The objective of the game is to score points using three six-sided dice. Depending on what is rolled, the superhero scores points. The superhero must score as many or more points than his opponent has before his opponent can score as many or more than he has.

Rolls	Points Scored
Two numbers are the same For example, 2,2,6 or 1,5,5	1
All rolls odd or even 1,3,5 or 2,4,6	2
Consecutive numbers 1,2,3 or 2,3,4 or 3,4,5 etc.	4
All the same number 1,1,1 or 2,2,2 or 3,3,3 etc.	6
All other rolls score no points.	

Everything is figured out using these rolls, from fighting supervillains to using special powers and talents.

Rounds

Everyone involved in the story gets to take a turn, that is gets to roll their dice. When everyone has had his turn, the round is finished and you move on to the next.

What can my hero do in a round?

Anything he wants, he may use his powers, talents, or any equipment that he has. He may even choose to do nothing.

Who goes first?

Before any action begins, roll one six-sided die, whoever has the highest number, goes first, working in a descending number to the lowest, who goes last. If two people roll the same number, they go at the same time. This is sometimes referred to as initiative.

Fighting

Fighting is big part of Hero 8. Your character has a statistic called points. Points act as an indicator of the hero's power and toughness. His opponent must score that many or more points to beat him in a fight. Once a superhero is beaten, he is out of the story.

To be played again, the hero must permanently subtract one point, before the next story, or the hero must be discarded, never to be played again.

More than one?

On occasions, the hero may be forced to fight more than one individual at a time. Multiple opponents may attack one at a time or as a team. However, they choose to attack, the rules remain the same.

Confrontation

During a fight, confrontation occurs when a hero faces off against another individual. The individual may be a thug, a villain, or another hero. If the hero beats his opponent in the confrontation, he may move on to the next.

At the end of a confrontation, if the hero is able to rest for more than what would be considered three rounds, he gains all his points back. Otherwise, he gains only three per round.

Special Attack: Called Shot

Heroes may make a called shot, meaning that they are aiming at a particular part of the body, such as the head. This requires the character making a successful roll with either all consecutive numbers or all three numbers the same. If the attack scores more than twenty percent of the hero's points, he is automatically beaten.

Note on Confrontation Rolls

On occasions, heroes may have the chance to roll an additional die to attempt to make a successful roll. The hero is still only required to make a combination of three

numbers for a success. The most dice a hero may normally roll to attempt a success is 6.

The only exception to this is a power that allows the hero to roll double the normal amount of dice once per confrontation. Regardless of how many dice are rolled, the hero always keeps the best combination.

Combat note on Range

When not using ranged weapons, opposing individuals are considered to enter the confrontation when they are one turn away from one another, however, they can not attack one another until they are face to face. Ranged weapons may be used when the referee rules that the opposing individuals have entered confrontation. Players may be up to 5 turns away to enter confrontation with ranged weapons.

Example of a Round

Blademoon, a 2nd level superhero with 12 points, using a sword and wearing armor type 2, is fighting Corona, a 2nd level villain using Morph: Fire and has 9 points.

Blademoon rolls a 4. Corona rolls a 2. Blademoon goes first. Blademoon rolls a 2, 2, 5, scoring 1 point. Corona rolls a 3,3,3 scoring 6 points! The round is over.

Blademoon still has to score 8 points to beat Corona, while Corona only has to score 6 to beat Blademoon.

The Superhero Character

Your superhero in Hero 8 has only two primary statistics, Level and Points. Level indicates the power of the hero. Points act as an indicator of the hero's power and toughness. His opponent must score that many or more points to beat him in a fight. Once a superhero is beaten, he is out of the story.

Creating Your Hero

Level

Your hero starts at first level. Depending on the number of battle points your hero has earned, your hero may increase in levels. The highest level possible is 8.

Points

Your hero starts with 15 points. These points are used to purchase powers, talents, and gear. When a character desires to purchase a power, talent, or gear, he subtracts the points listed under the cost, and gains the bonus listed under that power. **Remember that your hero's points are the number your opponent has to score in a**

confrontation to beat you. If you spend to many points on powers, you'll be easily defeated.

Level	Battle Points	Points
1	0	20
2	20	+5
3	50	+6
4	100	+7
5	300	+8
6	800	+9
7	2000	+10
8	5000	+12

*For every 200 battle points beyond 5000, the character earns one point.

The points listed on the chart above are how many points are added at that level. If the hero is second level, he gains +5 points for a total of 25. The hero may purchase powers, talents, or gear at any time.

Battle Points

Whenever a hero gets in a confrontation, he earns battle points. Normally, he earns one point per level of the opponent he defeats. The chart above defines the number of battle points required to reach any given level. When a hero reaches a new level, he gains more points with which he may purchase powers, talents, and gear.

Powers, Talents, and Gear

There are many different powers, talents, and gear that the player may choose from to make his hero. Each of these abilities alters the hero in some fashion, somehow giving him a bonus in the game.

Under cost, each listing is marked with a P, T, or G, representing whether it is a power, talent, or gear. The number at the beginning is the cost, or number of points subtracted from your hero when he purchases that ability.

Some abilities are marked with an asterisk (*). These abilities are considered to be ranged, meaning that the hero and his opponent do not have to be in close confrontation to use these abilities on one another. This is mainly part of the role-playing aspect.

Cost	Ability	Description
4/P	Fly	Hero can leave a confrontation anytime he desires, if he stays away more than three rounds, he reenters with full points, however, so does his opponent. The hero may choose not to

	leave the confrontation, and may just hover in the air, meaning he may only be hit by ranged attacks.		
3/T	Dodge Hero may dodge one attack that scores points for the opponent once per confrontation.	4/P	Regenerate Hero regains 1 point per round during a confrontation. This does not require the hero to use his turn. Points regained may not exceed the hero's normal maximum.
5/P	*Morph: Fire Hero can turn into a being of fire, may use this power as a ranged attack. The hero may also set someone on fire with this power. This can only be done once per confrontation. The opponent loses points equal to the hero's last successful attack and does not get to roll that round.	2/P	*Laser Gun May be used as a ranged attack. Scores +1 point with successful rolls.
5/P	*Morph: Ice Hero can turn into a being of ice. May use this power as a ranged attack. Once per confrontation, the hero may use this power to freeze someone, or make them slip, meaning that they do not get to make a roll that round.	3/T	Summon Henchmen Two henchmen come to the aid of the hero. These henchmen have no powers. Successful rolls score normal points against the opponent. Scoring 4 points against a henchman beats him. This talent may only be used once per confrontation.
5/P	*Morph: Air Hero can turn into a being of air. May use this power as a ranged attack. When attacking the hero, opponent scores 1 point when a successful roll is made.	3/T	Summon Police Two policemen come to the aid of the hero. These cops have no powers. Successful rolls score normal points against the opponent. Scoring 4 points against a policeman beats him. This talent may only be used once per confrontation.
5/P	*Morph: Water Hero can turn into a being of water. May use this power as a ranged attack. The hero is immune to fire attacks, meaning they score no points against him.	4/T	Sidekick Hero may call on his sidekick to enter the confrontation. The sidekick is a 1 st level hero. When this talent is purchased, the player must purchase any powers, talents, or gear he desires the sidekick to have.
5/P	*Morph: Rock Hero can turn into a being of rock. The hero can punch scoring +1 point and gains +5 points. These points can not be used to purchase more powers.	2/G	*Grenade All opponents have 3 points scored against them. This gear may be purchased up to three times and each grenade may only be used once per story.
4/P, G	Force Field Once per confrontation, the hero can negate one roll that scores points against him. He also gains +3 points. These points can not be used to purchase more powers.	4/G	*Super Grenade Everyone in the entire confrontation, meaning all the heroes and their opponents in the area, has 3 points scored against them. This gear may be purchased twice, and may only be used once per story.
3/G	Armor Type 1 This armor may appear however the hero desires. It protects the hero, causing the opponent to score 1 point from successful rolls.	2/T	Lucky: Glancing Blow The hero is lucky, he may force his opponent to subtract 2 points scored against him. This requires using the hero's turn.
2/G	Armor Type 2 This armor may appear however the hero desires. It provides him with +3 points. These points can not be used to purchase additional powers.	3/T	Lucky: Near Miss The hero is lucky, he may negate the points scored from any single hit from the opponent. This requires using the hero's turn, and may only be used once per confrontation.
1/G	Knife When used with the throw talent, it scores +1 point with successful rolls.	3/P	Probability Manipulation I The hero may roll, once per confrontation, double the normal number of dice attempting to make a successful roll!
2/T	*Throw Hero has the ability to throw things great distances. Allows him to use objects as ranged attacks.	4/P	Probability Manipulation II The hero ALWAYS gets to roll four six-sided dice to attempt to make a successful roll.
1/G	*Bow May be used as a ranged attack.	2/P	Strong When not using a ranged attack, the character scores +1 point against an opponent with a successful roll. The character also rolls an additional die when attempting feats that require strength.
1/G	Sword If the hero is strong or mega-strong, the sword scores +1 point.		
1/G	*Gun: Pistol May be used as a ranged attack.		
2/G	*Gun: Rifle May be used as a ranged attack. Scores +1 point with successful rolls.		

- 4/P **Mega-Strong** When not using a ranged attack, the character scores +3 points against an opponent with a successful roll. The character also rolls two additional dice when attempting feats that require strength.
- 2/P **Tough** The hero gains +3 points. These points may not be used to purchase more powers.
- 3/P **Mega-Tough** The hero gains +6 points. These points may not be used to purchase more powers.
- 3/P **Fear** Once per confrontation, the hero can incite fear in his opponents. He must make a successful roll against each opponent. Those rolls that are successful result in the opponents running away for a number of rounds equal to one roll of a six-sided die.
- 3/T **Lucky: Auto-Hit** The character is lucky. Once per confrontation, he can spend his turn and choose to automatically score 4 points against his opponent.
- 4/P **Invisibility** Once per confrontation, the hero can turn invisible. The hero may choose to either leave the confrontation, or attack his opponent. If he attacks his opponent, he may choose to either automatically score 2 points, or roll attempting to score more, with the chance he may miss. If the hero attacks while invisible, the invisibility is canceled.
- 1/P **Body Weapon** Hero can create non-ranged weapons out of his arms and hands. Any weapon scores +1 point on a successful roll.
- 2/P **Leap** The hero may leave the confrontation at any time.
- 5/P **Super Speed** The hero gets two turns every round.
- 3/P **Intangible** While the hero is using this power, no points may be scored against him. However, he may not score any points.
- 5/P **Control Others** This power allows the hero to control one other opponent for a number of rounds equal to one roll of the six-sided die. The hero may have the controlled opponent do whatever he desires.
- 3/P **Growth** The hero grows in size. Any successful rolls against an opponent score +2 points.
- 3/P **Shrink** The hero shrinks in size. While using this power any opponent making a successful roll against him score 2 points.
- 5/P **Temporarily Invulnerable** For the first three rounds of a confrontation, the hero can not have any points scored against him.

- 4/P **Slow Motion** The hero can make any single individual move in slow motion. That person receives only one turn every other round.
- 5/P **Multiple Selves** The hero can make multiples of himself. He may make up to one additional self per level. All the other selves have the same powers, talents, and gear as the original hero, however, the hero's points are divided equally among each of his selves.
- 4/P **Fast Attack** The hero gets two turns in all the even numbered rounds.
- 2/P **Quick Attack** Once per confrontation, the hero may take a second turn in a single round.
- 2/P ***Attack: Energy** May be used as a ranged attack.
- 3/P **Absorb Energy** The hero may subtract 1 point from any points scored against him, or he may opt to negate one single successful roll during a confrontation.
- 5/T **Mysterious Death** Normally, if the hero is beaten in a story, he is out for the rest of the story. If he has the Mysterious Death talent, he may rejoin the story after one confrontation has passed.
- 2/T **Medic** The hero has the talent to restore +2 points per round to any individual in a confrontation. This however requires him using his turn.
- 3/P **Engineer** The hero has the ability to create items, such as vehicles, or exosuits. Later expansions will discuss these aspects.

Types of Play

Player Vs Player

Two players may engage in a confrontation against one another.

Player Vs Non-Player

This is when a player has a confrontation against an opponent(s) that is either controlled by no one (solo story) or the referee (group story or campaign).

Story: Solo

Players may play heroes in solo games. The player merely reads the story and makes decisions. The player's hero will eventually be faced with a confrontation. The rules for fighting are the same, except the player will be required to roll the dice for his opponent.

Story: Group / Campaign

This is when a group of heroes are lead through story by a referee. The players play the roles of their heroes, using dialogue, taking turns in confrontations, etc. just as with any other RPG.

Some of the RPG elements that can be used to make Hero 8 a little more complex are the use of feats. A feat may be used in or outside a confrontation. The hero may try any feat he desires, so long as it makes sense that he could do it. This requires a little common sense. For instance, if a hero wanted to lift up a truck, he'd have to have the mega-strong power. If he wanted to create a new type of armor, he'd have to have the engineer talent, or an armorer talent. He'd also have to make a successful roll on that talent.

The referee may decide, if the feat is incredibly hard, to change the roll required, for instance, instead of any successful roll, the hero would have to make a roll of all three numbers being the same.

Also, if there is a talent that the player wants his hero to have that isn't listed, and most aren't, the referee must first approve it, then assign its cost. The same applies to gear and powers.

The referee may also add additional minor rules to handle situations, for instance how many points are scored if the hero is hit with a car, or if he were to fall off a building. Although these points may not go to the opponent, unless he pushed the hero off the building or ran over him, the points can be put in a **Garbage Pool**. A point pool for points that belong to no one. The hero can be defeated by the garbage pool.

Following the above given examples, the normal rule is that if a character is pushed off a building, the garbage pool gains one of his points for every ten feet he falls. In the case of being run over, the garbage pool gains one point for every ten miles per hour.

The referee may decide to grant the heroes an additional battle point or two for difficult stories.

