

Fighter Skills:

All combat levels (8, 5, 3, and 2 pts). Non-fighters are allowed to purchase 10 points in combat skills maximum, and only one rank in each specific type. Penalty skill levels (e.g. range levels) are not restricted, but do count against this maximum. Additional ranks given beyond the base by specialization or by classes other than Fighter do not count towards the maximum allowable points.

Thief Skills:

Breakfall, Climbing, Concealment, [Critical Strike](#), Decipher Script, Disguise, Eavesdropping, [Envenom](#), Forgery, Stealth, Lipreading, Lockpicking, Security Systems, Shadowing, and Slight of Hand.

Non-thieves are allowed to purchase a maximum of 12 points in these skills total (4 of the 15). No additional ranks are allowed unless otherwise stated. Additional ranks in thief skills allowed by certain races or classes besides thieves (e.g. ranger or monk) do not count towards the character's maximum allowable points.

Other Restricted Talents, Powers, and Skills:

- Tracking: Non-rangers/druids are not allowed to devote any ranks in tracking.
- Combat Maneuvers: Rapid attack, defense maneuver, and all martial art maneuvers are restricted.
- Talents: All talents are restricted except ambidexterity, combat sense, cramming, double-jointed, immunity, luck, perfect pitch, resistance, speed reading, lightning reflexes, berzerk fury, and fearless.
- Powers: All powers are restricted except running (10" max) and enhanced perception (+3 max.).

Italics indicate a power or skill that can be increased from that point onward, unrestricted, free of additional charge, and unique to that class.

It is not recommended to use this system to convert pre-existing D&D characters to Hero. This is especially true since the classes detailed herein typically reach their maximum at 5th level and go no further. Use this document as you see fit, but remember that it is intended for the creation of entirely new Fantasy Hero characters.

There are no "packages" with "package bonuses" in this system. Typically, it is not necessary to buy every power or skill that falls within the class or classes your character chooses (the Paladin class being an exception), and there will be no "bonus" in points for choosing to do so in any event. I don't use any packages per se in my campaign, and I don't believe they fit with this system.

Multiclassing is intended to be completely unrestricted, except as up to the GM, of course. These classes are just pools of restricted skills/powers; they don't generally have the connotations associated with them that classes in D&D do, for example.

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Last update: **2006/02/19 10:53**

