

Dark Champions

The core idea of this Urban Fantasy game is that it occurs, basically, in the real world. Normal NPCs and the normal world should adhere to campaign conventions. These are those conventions.

- Normal Characteristic Maxima: May pay double beyond 20 up to 25
- Normal Skill Maxima: 15-
- Combat Skill Levels: No one point levels allowed
- Martial Arts: All Martial Arts allowed. Player must have KS of all styles known

Skills

- Fastdraw: Must be purchased for each category of weapon.
- Systems Operations: Basic skill, specialized systems (biomedical) impart a penalty to the skill roll
- Parachuting is a PS

Talents

- Deadly Blow: Disallowed
- Combat Luck: 1 level only
- Rapid Healing: Disallowed
- Superskills: Reviewed on a case-by-case basis

New Systems

- [Luck](#)
- Weapons & Armor: Use of our campaigns standard weapons and armor
- Critical Hits and Fumbles: Use of our campaign standards
- [Equipment Allowance](#)

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