

Conversions to the Hero System

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2300 AD

Detailed conversion notes, including Characteristics, Skills, Package Deals and Weapons:

- <http://users2.ev1.net/~redroach/ad2300/Hero.htm>

(NOTE: The “Space Military” Package Deal will have to be highlighted to be read.)

ABERRANT

Characteristic and power conversion guidelines:

- <http://www.herogames.com/oldForum/Champions/001538.html>

Conversions of specific powers:

- <http://www.herogames.com/oldForum/H...ion/001328.html>

How to handle Taint:

- <http://www.herogames.com/forums/showthread.php?p=627252>

[See also “Published Character Conversions” below.]

ADVENTURE!

Adaptation of the world setting and some of the game mechanics, plus fully statted period weapons, and writeups for NPCs including Hero Designer files:

- <http://home.earthlink.net/~ddoecke/index.html>

AMBER

Writeups for Amberite abilities:

- <http://www.herogames.com/oldForum/O...res/000115.html>

Discussion of shadow walking and changing probability:

- <http://herogames.com/forums/showthread.php?t=15810>

ARDUIN

PDF files converting character creation, magic, cults, weapons and equipment, and some of the game mechanics:

- <http://www.herogames.com/forums/sho...0275#post480275>

BABYLON 5

Full setting sourcebook:

- <http://www.starherofandom.com/b5/index.php>

BATTLETECH/ MECHWARRIOR

Collection of links to character stat conversions and numerous tech writeups:

- <http://www.herogames.com/forums/showthread.php?t=21572>

BIG EYES, SMALL MOUTH

Detailed character conversion notes for BESM Tri-Stat:

- <http://surbrook.devermore.net/herosource/besm.html>

Full writeups for characters from *El Hazard*, *Sailor Moon*, *Tenchi Muyo!* and many other manga/anime series:

- <http://surbrook.devermore.net/adapt.../animechar.html>

BUFFY THE VAMPIRE SLAYER/ ANGEL

Full writeups for a number of characters from the series:

- <http://surbrook.devermore.net/adapt.../moviechar.html>

This website includes HERO writeups for many regular and guest characters, plus some converted spells and several Package Deals:

- <http://angel.fcpages.com/>[then scroll down to "Nightspawn & Champions RPG," second "paragraph."]

CALL OF CTHULHU/ DELTA GREEN

Character and creature conversion notes (under heading “Silent Mobius Zeta”):

- <http://surbrook.devermore.net/smz/smzcoc.html>

Guidelines for writing up magic spells from the Lovecraft Mythos:

- <http://www.geocities.com/TimesSquar...t's%20Magic>

[See also “Published Character Conversions” and “Published Creature Conversions” below.]

CYBERPUNK 2020

HERO stats for all the cyberware/bioware, weapons and armor from the CP2020 core rulebook:

- <http://www.herogames.com/forums/showthread.php?t=29816>

DC HEROES

MEGS system conversion notes:

- <http://www.herogames.com/forums/showthread.php?t=20759>[starting at post #4]

DC Heroes Third Edition conversion notes:

- <http://www.mactyre.net/scm/articles/Dcconv.html>

[See also “Published Comic Book Characters” below.]

DRAGONBALL Z

Worldbook with background, racial templates, numerous character writeups, powers and tech:

- <http://surbrook.devermore.net/dbzhero/dbzhero.html>

DUNGEONS AND DRAGONS 3E/ AD&D

Detailed conversions of character classes and races, magic, feats, and how to handle Levels:

- <http://www.killershrike.com/Fantasy...onversion.shtml>

Notes on converting characters from the *Forgotten Realms* setting, including many racial Package Deals and spell/ magic item design guidelines:

- <http://www.yamoslair.com/frhero.html>

Conversion of numerous game elements, with emphasis on those specific to the *Forgotten Realms* - Bloodlines, Feats, Races, Classes, Skills, Spells, and Magic Items, in both Hero Designer Prefab and HTML format:

- <http://homepage.mac.com/badger3k/BadgerHero/>

A partial conversion of the *World of Greyhawk* setting, including a selection of races/creatures, magic spells, and psionics:

- <http://www.hierax.com/hero/fantasy/grey/>

Converted PC races and prestige classes from the *Eberron* setting, and game stats for Dragonmarks:

- <http://www.herogames.com/forums/showthread.php?t=24164>

Notes on converting AD&D creatures:

- <http://surbrook.devermore.net/adapt.../ADND2HERO.html>

Wide-ranging conversion from First Edition AD&D to 4E HERO - character classes and races, most of the old spells and monsters, and a unique approach to levelled advancement:

- <http://www.planetx.org/%7Ejoed/gaming/dh.html>

[See also “Published Creature Conversions” and “Published Race Package Deals” below.]

EXALTED

General conversion notes and discussion, plus specific charm, magic weapon and published character writeups:

- <http://forum.rpg.net/showthread.php?t=148203>

FADING SUNS

Conversion of a number of setting and game-mechanic elements:

- http://www.bcholmes.org/fading_suns/index.html

FENG SHUI

Converted Fu Schticks:

- <http://surbrook.devermore.net/herosource/fu.html> Guidelines for writing up spells of //Feng Shui// "geomancy": *

[[http://www.geocities.com/TimesSquare/Castle/9529/Gaming_stuff/Grimoire/magic_systems.htm#Modern%20Magicians]|http://www.geocities.com/TimesSquare/Castle/9529/Gaming_stuff/Grimoire/magic_systems.htm#Modern%20Magicians]

[See also “Published Character Conversions” and “Published Creature Conversions” below.]

FUZION

System conversion notes:

- <http://www.herogames.com/oldForum/Champions/000129.html>

Alternate conversion notes:

- <http://www.herogames.com/oldForum/H...ion/001175.html>

GAMMA WORLD

The following five links are to a complete world sourcebook (using 4E HERO).

Introduction and Conversion Guidelines:

- <http://www.geocities.com/heartland/...440/player.html>

Weapons and Armor:

- <http://www.geocities.com/heartland/...40/weaparm.html>

Setting Details:

- <http://www.geocities.com/heartland/...40/settout.html>

Combat and Adventuring:

- <http://www.geocities.com/heartland/...40/gmguid.html>

Bestiary:

- <http://www.geocities.com/heartland/...0/whbeasts.html>

The bottom of this page has links to NPCs, adventures and adventure seeds for GW:

- <http://www.geocities.com/heartland/park/3440/rpgs.html>

Website with 5E HERO writeups for a number of *Gamma World* setting elements, and direct conversions of character stats and basic concepts from several editions of GW:

- <http://www.hierax.com/hero/star/gamma/>[I recommend navigating from the links on the menu to the left of the homepage.]

This website has illustrated character sheets for several GW creatures (in 4E HERO), notes on running

Cryptic Alliances, and several detailed hex-grid maps of “Meriga”:

- <http://www.thewarp.net/war/tiger/gamhero.html>

[See also “Published Race Package Deals” below.]

GURPS (Third Edition)

GURPS Characteristics, Advantages, Disadvantages and Skill conversions (based on *GURPS Supers*, but widely applicable):

- <http://surbrook.devermore.net/herosource/gurpshero.html>

More specific GURPS Disadvantages:

- <http://surbrook.devermore.net/herosource/newdisads.html>

Champions to *GURPS Supers* (mostly one-to-one mapping, so usable in either direction):

- <http://www.sjgames.com/gurps/Rolepl...eroToGURPS.html>

Weapon conversion notes, and converted weapons from *GURPS Ultratech*:

- http://www.geocities.com/ac_jackson/hero/ultrahero.html

Many converted characters from *GURPS Wild Cards*, based on the series of novels:

- <http://surbrook.devermore.net/wildcards/wildcards.html>

4E HERO character stats for the GURPS Supers adventure *School of Hard Knocks*, by its author Aaron Allston:

- <http://www.mactyre.net/october/HEROCHAR/Files.html>[then download KNOCKS11.ZIP]

Translation of the unofficial GURPS adaptation of *3×3 Eyes* into 4E HERO:

- <http://surbrook.devermore.net/3x3eyes/3x3.html>

[See also “Published Character Conversions,” “Published Creature Conversions” and “Published Race Package Deals” below.]

HARN

Text file with detailed Harn character chargen guidelines, and conversions of a number of setting elements and HarnMaster conventions:

- <http://home.interlynx.net/~brand/harn/harnhero.doc>

Archive of downloadable HERO System adventures set in Harn, with NPCs and magic writeups (for 4E

HERO):

- http://www.usandacat.com/herohq/file_downloads.htm

Characters from another campaign set in Harn, plus a selection of creatures from the setting, fully statted (in 4E HERO):

- <http://www.geocities.com/Area51/Und...701/harndex.htm>

HEROES UNLIMITED

Character conversion guidelines:

- <http://www.herogames.com/oldForum/Rules/000322.html>

[See also "Published Character Conversions" below.]

HIGHLANDER

General discussion and guidelines for converting elements of the setting:

- <http://www.herogames.com/oldForum/F...ero/000008.html>

PDF file with background information, rules, character construction guidelines, powers, how to handle the Quickening, and package deals:

- http://www.starherofandom.com/h_highlander/index.php

Fully statted writeups for Duncan Macleod and Methos:

- <http://www.herogames.com/forums/showthread.php?t=11867>

LORD OF THE RINGS

4E HERO writeups for many of the main characters, based in part on their MERP/Rolemaster stats:

- <http://surbrook.devermore.net/lotr/lotrchar.html>

5E writeup for Boromir:

- <http://www.herogames.com/forums/showthread.php?t=27155>

5E interpretation of an Ent:

- <http://surbrook.devermore.net/adapt...iction/ent.html>

MARVEL SUPER HEROES

First Edition conversion notes:

- <http://www.mactyre.net/scm/articles/MSH-1.html>

Alternate First Edition conversion notes:

- <http://www.hierax.com/hero/super/marvel.html>

SAGA System conversion notes:

- <http://www.sysabend.org/champions/r...0to%20Hero.html>

[See also the thread under “DC HEROES/ MEGS system” above for alternate SAGA conversion notes (post #5), and “Published Comic Book Characters” below for writeups.]

MUTANTS AND MASTERMINDS

4E HERO writeups for many of the characters from the M&M sourcebook *Freedom City*, by FC author Steve Kenson:

- <http://members.aol.com/talonstudio/...ity/fchero.html>

5E writeup for the Centurion, from *Freedom City*:

- <http://www.herogames.com/forums/showthread.php?t=14907>

Conversion of M&M Characteristics, Skills, Feats and Superfeats, and Super-Power points:

- <http://www.herogames.com/forums/showthread.php?t=23471> [particularly Post #13]

Discussion comparing character and weapon damage capability between M&M and HERO:

- <http://www.herogames.com/forums/showthread.php?t=14626>

PRIME DIRECTIVE/ STAR FLEET BATTLES

Character conversion notes and profession/race packages for the First Edition of *Prime Directive*, plus examples and guidelines for gaming in the Star Fleet Universe:

- <http://www.seenar.com/games/primedirective/prime.html>

[See also the listing for STAR TREK below.]

RIFTS

Discussion board thread and links for conversions of game concepts, character types, Coalition weaponry, and ley line magic:

- <http://www.herogames.com/forums/showthread.php?t=4648>

Other approaches to MegaDamage:

- <http://www.herogames.com/forums/showthread.php?t=28271>

Palladium cybernetic implants:

- <http://www.angelfire.com/scifi2/mat...cybernetic.html>

Palladium psionic abilities:

- <http://www.angelfire.com/scifi2/mat...ro-psionic.html>

Vehicle conversion notes:

- <http://www.herogames.com/forums/showthread.php?p=6294>

RIFTS character profession Package Deals:

- <http://www.angelfire.com/scifi2/mat...s.html#packages> [left-hand column, "Occupation Packages"]

(NOTE: The links on the webpage above are sometimes cranky and may take you to the author's homepage instead. Just go Back and try the link again.)

[See also "Published Race Package Deals" below.]

ROBOTECH

Writeups for numerous mecha from the various Robotech series, character type Skill Packages, optional Robotech mecha Hit Locations and rank Perks:

- <http://www.herogames.com/forums/showthread.php?t=23404>

Most of the above in downloadable HTML and HDC files:

- http://www.starherofandom.com/h_robotech/index.php

HERO stats for the Gallant H-90 multi-weapon system:

- <http://www.herogames.com/forums/showthread.php?t=32232>

Website for a Robotech HERO campaign (must be member of or join Yahoo! to view most areas):

- http://games.groups.yahoo.com/group/champions_Robotech/

ROBOT WARRIORS

Notes on using the old *Robot Warriors* book with the HERO System Fifth Edition:

- <http://home.comcast.net/~archer7/rw2hero.html>

ROLEMASTER/ SPACEMASTER

PDF with detailed character stat conversions, plus conversion guidelines for magic weapons and armor:

- <http://www.hierax.com/hero/shadow/>

Converted Rolemaster “Scar Unbinding” spells, in both Hero Designer Prefab and HTML format:

- <http://homepage.mac.com/badger3k/BadgerHero/4/4.html>[under the appropriately-named links]

RUNEQUEST/ HEROQUEST

Character templates, Characteristic and Skill conversions, translating RQ game mechanics, many magic writeups, and fully statted NPCs:

- <http://www.geocities.com/markdoc.ge...t/heroquest.htm>

SENGOKU

Complete web sourcebook for adventuring in this era of feudal Japan:

- http://www.geocities.com/TimesSquar...front_page.html

Numerous characters from a campaign based on the sourcebook above, plus more cultural and historical details and game mechanics:

- http://www.geocities.com/Area51/Und...ngoku_index.htm

A more mythic/magical approach to gaming in this setting, including spells, Package Deals and optional rules:

- http://members.tripod.com/~hawk_wind/hero/rissun.html

SHADOWRUN

General concept discussion, character conversion guidelines, and writeups:

- <http://www.herogames.com/forums/showthread.php?p=6060>

Detailed and comprehensive worldbook conversion:

- http://www.starherofandom.com/h_shadowrun/index.php

SKYREALMS OF JORUNE

Comprehensive PDF conversion document (to 4E HERO):

- http://www.jorune.org/files/Jor_HERO.pdf

SPACE 1889

Character conversion notes, chargen guidelines, and campaign logs:

- <http://ourworld.compuserve.com/home...1889/mygame.htm>

Alternative character conversion notes:

- <http://www.geocities.com/TimesSquare/532/victor.html>

STAR FRONTIERS

Converted races, weapons and spaceships:

- <http://www.herogames.com/forums/showthread.php?t=814>

STARGATE SG-1

SG team, jaffa and tok'ra character templates:

- <http://www.herogames.com/oldForum/StarHero/000143.html>

Discussion of character design and universe concepts:

- <http://www.herogames.com/forums/showthread.php?t=23472>

Discussion and stats for weapons:

- <http://www.herogames.com/forums/showthread.php?t=17627>

Full character sheets for SG-1 team members, in HTML and Hero Designer format, plus martial art package prefabs:

- http://www.starherofandom.com/h_sg2/index.php

STAR TREK

Full campaign sourcebooks for Original Series and Next Generation/ DS9:

- http://www.starherofandom.com/h_trekhero/index.php

[See also the listing for PRIME DIRECTIVE above.]

STAR WARS

Website with 4E HERO writeups of character races and archetypes, weapons, ships, droids, and of course the Force:

- <http://www.sysabend.org/champions/c...Wars/index.html>

Many profession and alien character Package Deals, weapons and equipment, and detailed Force writeups, in PDF and DOC formats:

- <http://mysite.verizon.net/nevenall/>

Collected links to discussion and writeups for various *Star Wars* elements (some duplication of above):

- <http://www.herogames.com/forums/showthread.php?t=18766>

Another detailed and comprehensive writeup for the Force, synthesizing several elements from the examples above:

- <http://www.herogames.com/forums/showthread.php?t=29217>

Website with background and detailed character generation notes for a Sith-based campaign:

- <http://www.austenandrews.com/SithKnights/index.html>

Character conversion notes for SW D6 and D20:

- <http://www.hierax.com/hero/star/wars/>

TORG

Guidelines and examples for converting a number of game concepts and mechanics:

- <http://www.herogames.com/forums/showthread.php?t=28212>

TRAVELLER

Character templates plus weapon/armor and starship writeups:

- <http://www.travellerhero.com/>

More starship and vehicle, robot and other tech writeups:

- http://www.starherofandom.com/h_traveller/index.php

General discussion of concepts in *Traveller*, plus character conversion tables (Post #14), converted Skills (Post #73), and racial and professional packages:

- <http://www.herogames.com/forums/showthread.php?t=28992>

Broadbased conversion of classic *Traveller* into 4E HERO:

- <http://maps.travellercentral.com/hero/>

Detailed 5E HERO stats for weapons, starship construction and conversion, and Package Deals for major and minor races:

- <http://www.starherofandom.com/forum/viewforum.php?f=12>

VILLAINS AND VIGILANTES/ LIVING LEGENDS

Detailed conversion notes, as a Document file (post #3) and as a spreadsheet (post #21):

- <http://www.herogames.com/forums/showthread.php?t=24210>

Writeups for the Crusaders, from *Crisis at Crusader Citadel* (more a HERO interpretation than an exact translation):

- <http://www.bcholmes.org/rpgs/crusaders/index.html>

Numerous V&V character writeups (more “experienced” or otherwise altered from the published game versions):

- <http://mywebpages.comcast.net/proditor/vandvindex.htm>

Writeup for Surge, from the *DNAgents Sourcebook*:

- <http://www.herogames.com/oldForum/H...ion/001309.html>

Additional published V&V characters, including Hero Designer files:

- <http://www.herogames.com/forums/showthread.php?t=26137>

4E HERO writeups for the Destroyers villain team, from *Death Duel with the Destroyers*:

- <http://www.patric.net/morpheus/cast/legend/destroy.html>

4E HERO adaptation of Dreamweaver, from *Crisis at Crusader Citadel*:

- <http://www.patric.net/morpheus/cast/legend/dream.html>

4E adaptation of Shrew, from *Crisis at Crusader Citadel*:

- <http://www.patric.net/morpheus/cast/legend/shrew.html>

4E adaptation of Adamantron, from *Most Wanted Vol. 1*:

- <http://www.patric.net/morpheus/cast...adamantron.html>

4E adaptations of several villains from *Most Wanted Vol. 1*:

- <http://www.patric.net/morpheus/legend/blegion.html> [Scroll down to character name links.]

4E adaptation of Super Nova, from *Most Wanted Vol. 3*:

- <http://www.patric.net/morpheus/cast.../supernova.html>

WARHAMMER 40,000

Weapon conversion notes, and many converted weapons and defenses:

- http://www.angelfire.com/ok3/markdo...tor_weapons.htm

More weapon and equipment conversions, character sheets for races, and notes on running adventures in the WH40K universe:

- <http://www.tigerseyemedia.com/tiger/40khero.html>

Even more weapons:

- <http://www.herogames.com/forums/showthread.php?t=19799>

Space marine Package Deal:

- <http://www.herogames.com/oldForum/O...res/000061.html>

Discussion and writeups for Space Marine abilities and implants:

- <http://www.herogames.com/forums/showthread.php?t=20232>

Tyrannid writeups, including Hero Designer files:

- <http://www.herogames.com/forums/showthread.php?t=26098>

WARHAMMER FANTASY RPG (First Edition)

Conversion notes and guidelines, and converted character writeups:

- <http://www.herogames.com/forums/showthread.php?t=14355>

Alternate stat conversion notes, and discussion of Warhammer spells:

- <http://www.herogames.com/oldForum/F...ero/000079.html>

Detailed conversions for most elements of the game: Characteristics, Skills, Careers, Races, Professions, Disadvantages, Magic, Armor and Weapons, plus numerous converted NPCs from published adventures:

- <http://www.herogames.com/forums/showthread.php?t=24971>

5E HERO writeup for Gotrek, with commentary thereon:

- <http://www.herogames.com/forums/showthread.php?t=4106>

WHEEL OF TIME

Discussion and guidelines for The One Power, Ogier, Angreal, Ter'angreal and Sa'angreal, Channelling and Burnout, cutting one off from the Source, Linking and Circles, and the Blademaster Arts:

- <http://www.herogames.com/forums/showthread.php?p=2338>

Magic system writeups:

- <http://www.herogames.com/forums/showthread.php?t=24376>

Full writeups for Lan, Mat, and an Average Warder:

- <http://www.herogames.com/forums/showthread.php?t=12881>

Writeup for Myrddraal:

- <http://www.herogames.com/forums/showthread.php?p=604498>

WORLD OF DARKNESS (First Edition)

Detailed 4E HERO conversion notes for almost the entire original WoD game line:

- <http://surbrook.devermore.net/whitewolf/WODHERO.html>

A 5E version of the conversion for *Vampire: The Masquerade* from above:

- [wod](#)

Detailed 4E conversions for *Vampire: The Masquerade*, *Werewolf: The Apocalypse*, *Revenant: The Risen*, and the 'Breed:

- <http://members.tripod.com/~HRCLark3...eplaystuff.html>

The creator of the website above has updated his *Vampire* conversion to 5E HERO, as a straight PDF download and as a ZIPped PDF:

- http://www.geocities.com/myndovamad...asquerade_A.pdf *
http://www.geocities.com/myndovamadda/HERO_VAMP.zip

[See also "Published Creature Conversions" below.]

PUBLISHED CHARACTER CONVERSIONS

A selection of characters from ABERRANT, CALL OF CTHULHU/ DELTA GREEN, EXALTED, FENG SHUI, GODLIKE, GURPS Supers, HEROES UNLIMITED and SUPERWORLD:

- <http://surbrook.devermore.net/adaptionsrpg/rpg.html>

PUBLISHED CREATURE CONVERSIONS

Beasties from CALL OF CTHULHU, DUNGEONS AND DRAGONS, FENG SHUI, GURPS Fantasy, and the World of Darkness:

- <http://surbrook.devermore.net/adapt.../creatures.html>

PUBLISHED RACE PACKAGE DEALS

Packages for races and creatures from DUNGEONS AND DRAGONS, GAMMA WORLD, GURPS Aliens, and RIFTS:

- <http://www.angelfire.com/scifi2/mat...s.html#packages>[center column, "Racial Packages"]

(NOTE: The links on the webpage above are sometimes cranky and may take you to the author's homepage instead. Just go Back and try the link again.)

PUBLISHED COMIC BOOK CHARACTERS

Some of the best websites for writeups of characters from the main publishers and several smaller ones.

The Great Net Book of Real Heroes, perhaps the largest collection on the net. Mixture of 4E and 5E writeups:

- <http://www.sysabend.org/champions/gnborh/>

Deejay's Champions Writeups, another large, well-organized archive. Mostly 4E:

- <http://www.mactyre.net/scm/deejay/champs/writeups.html>

Matt's Champions Page has character writeups over a wide range of power levels, but particularly many 250-pt. versions of famous characters. Mostly 4E:

- <http://www.angelfire.com/scifi2/mathew/champions.html>

(NOTE: the links on the webpage above are sometimes cranky and may take you to the author's homepage instead. Just go Back and try the link again.)

This section of *The Wild Hunt* campaign website has very good X-Men and related character writeups. Mixture of 4E and 5E:

- <http://x-men.the-wild-hunt.org/>

Surbrook's Stuff is particularly strong in characters from smaller publishers. All written for 5E:

- <http://surbrook.devermore.net/adapt.../comicchar.html>

The *Character String* thread from Hero Games's "Old Forum" archives is for 4E, but notable for detailed discussion of the design rationale for many of the writeups, and the formulas to convert them from the versions published in other RPGs.

Because the internal links between pages no longer function, I've linked to each page separately:

- <http://www.herogames.com/oldForum/Champions/000434.html>
- <http://www.herogames.com/oldForum/C...s/000434-2.html>
- <http://www.herogames.com/oldForum/C...s/000434-3.html>
- <http://www.herogames.com/oldForum/C...s/000434-4.html>
- <http://www.herogames.com/oldForum/C...s/000434-5.html>
- <http://www.herogames.com/oldForum/C...s/000434-6.html>
- <http://www.herogames.com/oldForum/C...s/000434-7.html>
- <http://www.herogames.com/oldForum/C...s/000434-8.html>

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