

Random Heroes

Using random generation methods to create a world in which to play Hero System.

Players

- [Nate](#) - Playing Rhys Goodin, Sherpa Guide to Adventure!
- [Alex](#) -
- [Daumantas](#) - Playing a Waterfall Knight
- [Mike M](#) - Playing a Master Weaver.
- [Charles](#) - Playing a Devious Shepard looking for a legendary weapon.
- [Alex H](#) - Playing Lokgarr, a construct that knows how to create weapons of power.
- [Character Template](#)

Places

- [Kingdom of Caldeland](#)

System Notes

- [Hit Locations](#)
- [Combat Maneuvers](#) and Common Modifiers
- [Time Chart](#)
- For a list of Everyman skills see:
<http://fitz.jsr.com/roleplay/hero/fantasy/highfantasyhero/everyman.html>
- For a list of tons of sample Psych Lims, Phy Lims, and Soc Lims, see:
<http://www.cellularsmoke.net/rpgs/masterlistdisads.php><http://www.cellularsmoke.net/rpgs/masterlistdisads.php>
- [No Break Point Hero](#)

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