

The Blood of Heroes: Special Edition is essentially a combination of Pulsar Games' previously published materials: Blood of Heroes and Sidekick Sourcebook with various printing and grammatical errors fixed. Placing the two books under one cover allows for easier reference of the rules materials. Most of the rules changes that went into effect with the Sidekick Sourcebook have been incorporated into this printing. Various rulings that were slated for inclusion with the Gamemaster Screen product have instead been placed into this new rules compendium and are summarized as follows:

New Artwork

...including an incredible Dave Dorman cover!

Original Campaign setting

All of the characters, background, and campaign information have been rewritten for this edition.

Advantages

New Advantages include a comprehensive Language Advantage as well as Credentials and a set of Physical Advantages. Scholar and Expertise, Creepy and Distinct and Strange Appearances, and Irrational Attractions and Hatreds and Fears have been respectively combined. Familiarities are now optional and have been revised.

Drawbacks

The Drawbacks chapter also has some revisions of older Drawbacks as well as new Drawbacks including Debt, Cannot Heal, and many others. The introduction of rarities, new types of Vulnerabilities, and additions to Strange Appearance and Popularity are also present. An entire section is devoted to Linking and Linking techniques. Many of the Original Blood of Heroes Drawbacks have been clarified and expanded upon! Alter Ego Drawback has changed. New Drawbacks: Altered Anatomy, Enemy (replacing Arch Enemy), and Power Loss (replacing the now optional Loss/Gradual Loss Vulnerability and Power Restriction Limitation).

Bonuses

Power Bonuses have been revised and there are some new Bonuses including Charging, Indirect, and Trans-Dimensional! Multi-Attack and Targeting (formerly AV).

Limitations

New Limitations include Lack of Control and Time Limit. In addition information has been included which deals with removing limitations from Powers. Creativity-Based limitations.

New Powers

Adjustment Immunity, Adrenaline Surge, Alert, Anatomical Division, Animate Shadows, Chemical Attack, Color, Defensive Adaptation, Diminution, Drain Resistance, Electrical Control, Electric Being, Emotion Absorption, Enlarge, Fabricate, Fluid Form, Friction Control, Frostbite, Interface, Knockout Gas, Laser Beam (a renamed Heat Vision), Metal Manipulation, Mystic Blast, Obscure, Petrification, Probability Control, Scramble, Shouting, Sound Nullify, and Time Stop. (203 powers total now!)

Revised Powers

Revisions include clarifications to a Power's description, changes or adjustment to a power, and new Power-specific Bonuses and Limitations.

Analytical Smell/Tracking Scent, Animate Image, Attraction/Repulsion, Cell Rot, Damage Transference, Danger Sense, Darkness, Density Increase, Detect, Dismember, Disintegration, Dispersal, Energy Absorption, Extra Limb, Fabricate, Flight, Fluid Form, Force Field, Force Manipulation, Force Shield, Friction Control, Glue, Growth, Hypnotism, Ice Production, Invulnerability, Interface, Jumping, Mental Freeze, Mind Drain, Mind Over Matter, Molecular Chameleon, Mutation, Mystic Freeze, Neutralize, Omni Power, Paralysis, Petrification, Recall, Regeneration, Scramble, Sealed Systems, Self Link, Self Manipulation, Snare, Speak with Animals, Split, Spiritual Drain, Stretching, Superspeed, Suspension, Systemic Antidote, Time Control, Transform, Two Dimensional, and Vibe have been textually revised.

Clarifications of Kinetic and Energy Absorption and how they affect Power Reserve have been added including a chart in the Gamemaster section. Tesseract Limitation added to Dimension Travel. Swing Line Bonus added to Snare. Strength Bonus added to Magic Sense. Cost of Adaptation and Aura of Fear were changed to keep in line with Mimic and Broadcast Empath respectively.

Skills

There is a new Skill called Accuracy, and the addition of more than 5 new Subskills. New versions of Martial Artist and Weaponry are also present. Occultist Skill has been revised. Traversement Ability of Acrobatics, Photograph Interpretation and Martial Arts Emulation of Artist, Brainwashing Subskill of Medicine, and optional Weapon and Vehicle Specialization have been added. Martial Artist Subskills have been renamed, revised, and Techniques is now a Subskill.

New Rules

New Combat Maneuver including Bracing, Disarming and Ricochet. There are new Combat Situations detailed in the book including Crushing Damage and Attacking Grapplers. Optional Combat Rules include such topics as Distance Penalties and Power Tricks. Rules for Environmental Conditions are included to enhance battles.

Rules for playing villains and anti-heroes have been added. Villain and Anti-Heroic Character/Campaign information has been expanded. Removing Links and Limitations from Abilities through Character Experience has changed, and the Power Creation Guidelines have been revised.

The Hero Point multiplier no longer affects the cost or bonus of Advantages and Drawbacks, but does affect the bonus granted by writing Background. Background (Personal Data, History, Description, and Personality) now totals 50 Hero Points instead of 45 Hero Points.

New Rules (Gadgets)

Certain Gadget Advantages, including User Linking, have been altered. Information regarding Gadget Characters and Computers have been altered. Artifact and Ritual creation/use are moved to the Magic chapter. Costs have been added to all Gadgets. The Gadgetry Section includes new rules for Gadget Advantages (eg: Dart Bonus and Self-Repairing Gadgets), an improved Ammo Restriction Drawback, and Rules for building Weapons, Armor, and Computers.

New Rules (Magic)

Rituals now have a greater Hero Point Cost, details of which can be found under the Ritual Advantage and in the new Magic chapter. The way Mystic Linking works is different and the links of previously Mystical Powers have been altered to reflect this change. New chapter dedicated to magic rules added.

Game Situations

A Chapter has been devoted to Game Situations. This section is included to aid GMs with rules such as Aging and Personality Disorders.

Genre Rules

Genre Specific Rules for role-playing in unique settings are detailed. This section includes Genre specific Drawbacks, Advantages, and Powers.

Advanced Rules

The Advanced Rules section contains information for really customizing Characters as well as guidelines for creating new Powers and determining the Hero Point cost of previously published Characters.