

(GM Article)



## "The Hero Factor"

*Keeping the Hero in Your Hack*

*By Big E*



Hacktastic D/20 Fantasy is a game of heroes. Sure they may be tarnished, They steal, kill, intimidate, but they are still heroes. This can be a hard thing to keep constant at you table, but that is where THE LUCK OF HEROES comes in. Trust me H/20 is pretty hardcore when it comes to PC death, that is why we put in the Luck of Heroes Table in the first place. If your players are not acting like heroes then, they should not benefit from the Luck of Heroes. That is what separates the PCs from the rest of the game world. They can live through horrible injuries and still keep on going. They are the stars of the action, they are the main characters in the story, but If they want to act like villains treat

them like villains. Villains get their asses kicked or die! Take away their Luck of Heroes. Don't be shy, tell them that if they take a certain action that it will cost them, if they still want to do it so be it. Stick to your guns, don't make empty threats. Your players need to respect your decisions and learn that there are consequences for their actions. Also be consistent, You can't penalize one PC and then turn around and let another get away with the same behavior in another game session. The rules are the same across the board. With that said don't just take it away on a whim. They really need to mess up. Thieves are going to steal, but they don't need to rob some poor peasant blind just because they can. Assassins are going to kill, but they don't just go sticking their blades in some fellow because they don't like the way they looked at them.

## ***May 2009 BEHIND THE SCREEN: "The Hero Factor"***

Here is how I handle it before I take away The Luck of Heroes. First if your PCs want to be bullies, flexing their big muscles and acting like badasses, show them who the real badass is. Put them in their place, noting shows an uppity PC who is in charge like a good ass kicking or stealing a prized magic item. Big, Bad warriors want to intimidate every guy in the bar, well one of those guys probably has a few tough friends he can call or They got to sleep sometime. Don't hold back, kick the crap out of them while they sleep. Another option is you can always sick the law on them. Nothing pisses off adventurers like the law. Lets face it many things that happen on an adventure can be considered breaking the law. Robbing tombs, breaking into houses, killing people. It is pretty hard to find big loot or get a job when your face is on every wanted poster in the kingdom. Try traveling to a dungeon with a posse or some nasty bounty hunters on your tail. Better still jump them when they are coming out of a dungeon. They are all beat up, and have used many of those cool talents and abilities already. Players need to learn that there can always be someone bigger or tougher than they are, hell you the GM. You have a screen, enough said.

Reminding Players to act like heroes can be much more entertaining than just stripping their Luck of Heroes rolls, but if it needs to be done you need to do it. Strip them for an entire adventure or if they persist just take it away indefinitely. Make them earn it back, by acting heroic. Look at it this way the Luck of Heroes is a privilege not a right. Sure it may piss off some players, but you can always say you warned them. They made the choice to not be a hero. That is on them, not you.

Until Next Month Remember, When all else fails: Roll Some Dice and make some Crap Up!

Big E