

HEROES & HARDSHIPS[®]

UNIVERSAL RPG SYSTEM

NEWS

DISCOUNTS

FREE STUFF



SCAN OR CLICK THIS



**EARL OF FIFE
AUGUST 2022 NEWSLETTER
FOR HEROES & HARDSHIPS
AND OTHER GAMES**



HEROES & HARDSHIPS

UNIVERSAL RPG SYSTEM

HEROES & HARDSHIPS COMING SOON ON KICKSTARTER

Any Setting! Any Character! Any Adventure! Anything You Can Imagine!

Heroes & Hardships is a universal roleplaying game that allows gamemasters to craft any story they desire. Heroes & Hardships contains many options to facilitate diverse styles and genres of play; GMs can easily create standard fantasy, sci-fi, modern, historical, and super hero games. And of course, feel free to readily mix and match all of these genres in any way they see fit.

IN HEROES & HARDSHIPS YOU WILL FIND:

- A universal RPG system suitable for any setting or genre;
- Extreme customization, from optional rules to hundreds of character options;
- Tightly designed game systems that work seamlessly together or apart;
- Dangerous and tactical combat, with optional rules for simpler forms of violence;
- Two interconnected magic systems for wizards and super heroes alike;
- Vehicle creation and combat;
- A bestiary full of medieval, fantasy, modern, and sci-fi adversaries;
- Extreme quality, from AAA game industry artists, to hardcover book extras like a ribbon, soft-touch matte cover, and FSC paper.
- And much more!

\$50 **HARDCOVER**
+ PDF



PDF ONLY **\$20**



\$5 OFF MSRP

HEROES & HARDSHIPS®

UNIVERSAL RPG SYSTEM



- **248-PAGE HARDCOVER BOOK**
- **UNIVERSAL RPG SYSTEM**
- **HUNDREDS OF CHARACTER OPTIONS**
- **GRITTY & TACTICAL COMBAT**
- **DOZENS OF OPTIONAL RULES**

HEROES & HARDSHIPS

CORE RULEBOOK

HEROES & HARDSHIPS

UNIVERSAL RPG SYSTEM

CORE RULEBOOK
JASON DUFF

DID YOU KNOW?

Heroes & Hardships was nominated for the [most anticipated game of 2022 at ENWorld.org?](#)

Not excited yet?

Well, one of our playtesters wrote this forward for the *Heroes & Hardships Core Rulebook*. Hopefully Jarrod's explanation of our universal RPG will give you some insight on what it is like to play and run this game.

FORWARD

I've known Jason Duff, the creator of *Heroes & Hardships*, for over thirty years.

We probably first met on a playground or at Little League, but that's not where the real story begins. The real story begins in 1999, home from college, drinking cheap, warm, domestic beer in rural Ohio. Among the shadows of a friend's backyard, we admitted the obvious to each other: We were grown men who enjoyed playing make-believe.

In fact, we'd been role-playing together for years on a text-based server known as a MUSH (Multi-User Shared Hallucination) and not even known it. The coincidence was uncanny: Even in its prime, ElendorMUSH only featured a few dozen players across the globe. So, in a way, our gaming life was destiny.

Through college and early adulthood, we embraced our passion for RPGs on a level not appreciated by the average university student (who may see such dalliance as anathema to the more popular 'side quests' of a college education).

Fast-forward to our early forties: Jobs, spouses, and children encroached on our hobby like The Nothing from *The Never-ending Story*. But all was not lost...

With the advent of virtual table-tops, we formed a group of role-players with similar priorities and tastes in gaming. We were able to schedule escapes into the realm of make-believe and sample dozens of systems.

Game nights were back on the menu, boys, and real-life obligations were met. The realm was saved, and everyone was happy. As of early 2022, we've played nearly 100 different RPGs.

And thus *Heroes & Hardships* was conceived -- One System to Rule Them All, born of the best parts of the games we know and love.

Here's the lowdown on *Heroes & Hardships*: The rules are flexible and as crunchy as you want. The design is simple, yet adds depth to any encounter, and the fantastic artwork and layout of the current volume is beautiful and user-friendly. H&H does *many* things well and is uniquely suited to the GM who wants to create a world of their own or adapt a beloved IP.

First, consider the game's core mechanic. Inspired by other roll-and-keep systems, players perform skill checks by gathering a hefty pool of d10s based on attribute and skill levels, then roll and keep dice based on the skill's governing attribute. The result is compared to a target number (TN). Players may modify the dice pool in a multitude of ways. 'Benefit' dice provide an edge while 'Hardship' dice impose penalties. Can't remember a particular rule? Chances are, you'll be able to add Benefits, Hardships, or both to any dice pool in order to reflect a given situation.

Second, most of these dice explode. An exploding d10 provides that je ne sais quoi for an RPG system and, the bigger the dice pool, the more likely they are to happen. We find an exploding d10 creates the Goldilocks Zone of wow – common enough to affect the game, rare enough to be special, and occasionally epic:

GM: "Please tell me how you single-handedly pilot your starfighter past the space station's defenses and save the galaxy!?!"

But the flexibility and customizability of *Heroes & Hardships* doesn't stop with mechanics. In this core volume you'll find resources for science fiction, fantasy, modern, historical settings, and much in between. What's more, there are rules governing the 'Power Level' of any campaign. With a few easy changes, you could run a deadly and realistic game set in the Wild West (RIP sheriff Gundy; you only lived a few sessions, but they were great!) or an action-packed superhero adventure where it's literally impossible to die unless it serves the greater narrative.

Finally, I'd be amiss not to mention the attention to detail that went in to creating this book. Within these pages, you'll find dozens of inspired pieces of original art from leaders in the field. The layout and skillful organization make for easy reading and a comprehensive index will satisfy even the most rampant rules-lawyer.

In conclusion, I think you'll find entire worlds of fun here. I know we have. In hundreds of hours of playtesting we've saved the world, traveled through time, tamed the frontier, and fought 'The Long Defeat' against a Dark Lord. *Heroes & Hardships* hits all the right notes for a masterful RPG system, including flexibility, elegance, and customization to the style of play you prefer. Good gaming!

Jarrold Williams

February 2022

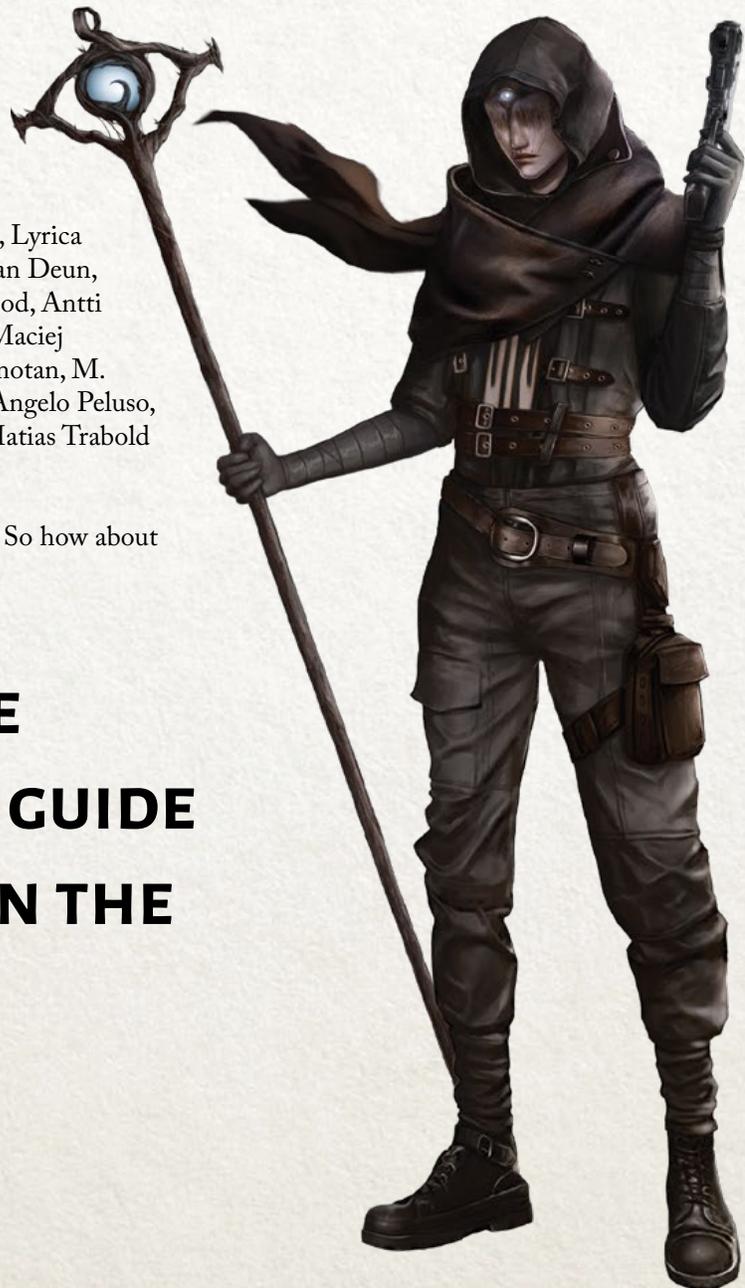
STYLE & SUBSTANCE

This book is packed with art!

Here's are current list of illustrators. Look any up and you are going to be impressed.

Mauro Aloci, Danilo Andric, Rachel Bonds, Leonardo Borazio, Matthew Brooke, Joanna Cichon, Lyrica Costello, Douglas Deri, Stanislav Dikolenko, Kim Van Deun, Shen Fei, Tony Foti, Anirban Ghosh, Nick Greenwood, Antti Hakosaari, James Hayball, Jack Hoyle, Marin Iurii, Maciej Janik, Jack Kaiser, Dániel Kovács, Raph Herrera Lomotan, M. Wayne Miller, Mirco Paganessi, Grzegorz Pedrycz, Angelo Peluso, Vincenzo Praticò, Scott Purdy, Christian Quinot, Matias Trabold Rehren, Bryan Syme, Andrey Vasilchenko, Ting Xu

There's just too many art pieces to show them all off. So how about this sci-fi wizard by Joanna Cichon?



**WE ALSO HAVE
A FREE QUICKSTART GUIDE
CLICK THE IMAGE ON THE
NEXT PAGE**

Heroes & Hardships

A D10 DICE POOL RPG SYSTEM

CLICK ME
I'M FREE



Quickstart Guide

WHAT ABOUT OTHER GAMES?

Fine, fine ...

We do like other games too.

Did you know that we recently updated our two Mothership adventure modules for 1E?

We did. We also reformatted them into a zine, instead of US Letter. We added and replaced art (No more wizard dude in Fear Factory V). Zine formats were printed at Mixam.com. They are really nice!

Here are the retailers that do, or will, have these modules soon.

TUESDAY KNIGHT GAMES

EXALTED FUNERAL

IGLOOTREE

You can get the PDFs on DrivethruRPG as usual. Right now, the Print-on-Demand is inactive on DrivethruRPG. We are considering bringing them back (They will be Perfect Bound, instead of Saddle-Stitched).

Is that something you want? I could see some places in the world wanting that instead for shipping concerns. (You can also get the 0E versions on Amazon.com, for what that's worth.)

HOW ABOUT A DISCOUNT FOR READING THROUGH THIS SUPER AWESOME CATALOG/ PROMOTIONAL PDF?

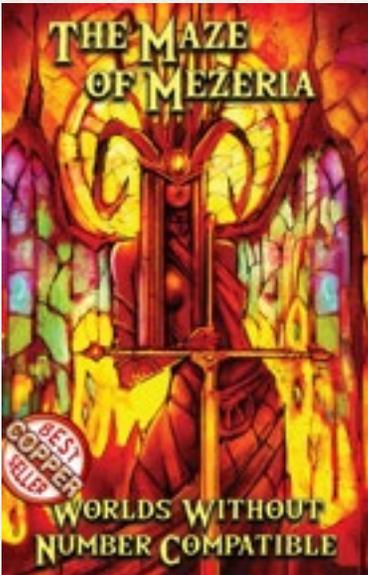
Let's spread the love around a little bit, shall we? Hop over to the next page and we will hook you up. Before you go, here's our socials, etc. Don't skip this. DON'T DO IT. Come say "hi".

PLEASE GO HERE



CLICK THE THUMBNAILS

THESE DEALS LAST UNTIL 8/31/22



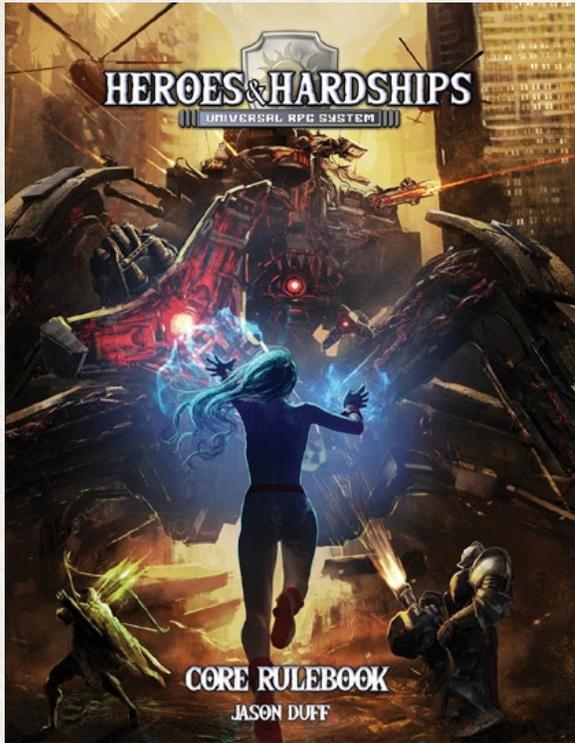
THE MAZE OF MEZERIA FOR WORLDS
WITHOUT NUMBER
62-PAGE ADVENTURE

\$5 / REGULARLY 7.95

FEAR FACTORY V FOR CEPHEUS
ENGINE
24-PAGE ADVENTURE

\$3 / REGULARLY 4.99





THE HEROES & HARDSHIPS CORE RULEBOOK

248-PAGE RPG SYSTEM!

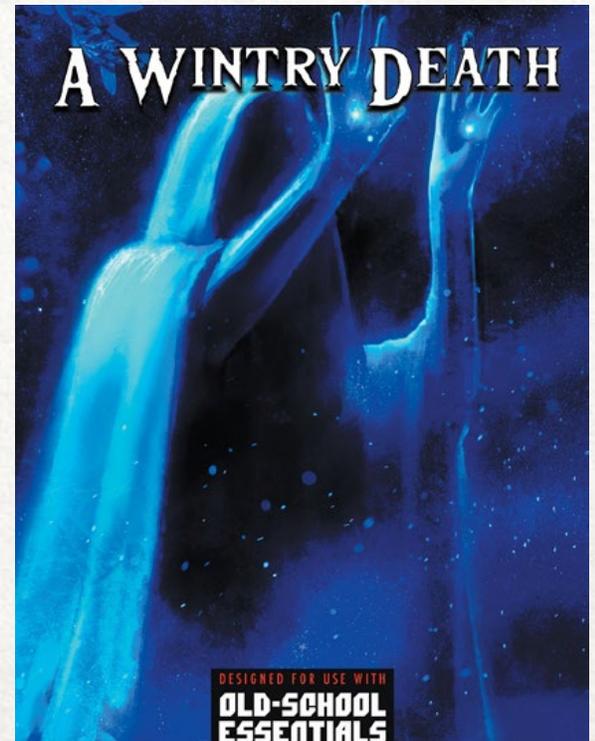
\$50 OR \$20 / REGULARLY \$55 OR \$25

PLUS THERE WILL BE LOTS OF STRETCH
GOALS. SO MUCH AWESOME

A WINTRY DEATH 24-PAGE ADVENTURE SCENARIOS

\$3 / REGULARLY 4.99

WHAT ELSE DO YOU WANT? YOU WANT
A DIFFERENT GAME? SURE. SURE. HOP
ONTO DISCORD AND LET ME (JASON)
KNOW. **I WILL HOOK YOU UP.**



- SUPER AWESOME BOLD
FONT FOR EFFECT