DC HEROES ROLE PLAYING GAME

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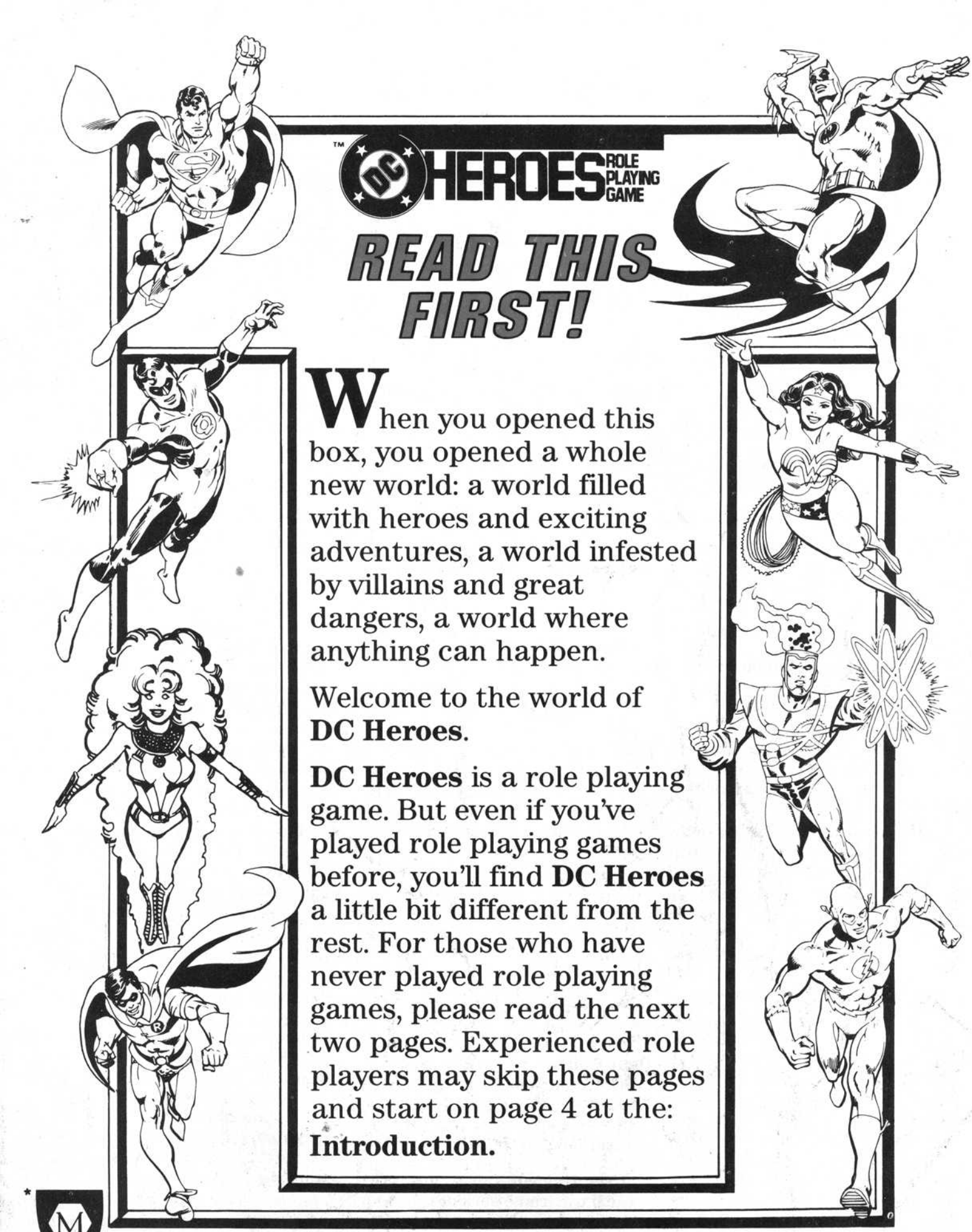
TWO OR MORE PLAY
AGES 11 TO ADULT

FEATURING:

THE NEW TEEN TITANS™



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DC HEROES™ ROLE PLAYING GAME

READ THIS FIRST!

When you opened this box, you opened a whole new world: a world filled with heroes and exciting adventures, a world infested by villains and great dangers, a world where anything can happen.

Welcome to the world of **DC Heroes**.

DC Heroes is a role playing game. But even if you've played role playing games before, you'll find **DC Heroes** a little bit different from the rest. For those who have never played role playing games, please read the next two pages. Experienced role players may skip these pages and start on page 4 at the: **Introduction.**

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WHAT IS A ROLE PLAYING GAME?

A role playing game lets you play a role, like an actor does on a stage. Each person may play the role of one hero. In DC Heroes, you, the Player, can take on the character of anyone in the world of DC, including Batman, Superman, Green Arrow, or even a character you make up.

Each hero has definite powers and skills, each has a motivation for acting as a hero, and each has special weaknesses, vulnerabilities, and limitations.

The hero you chose to play, called the character, is involved in creating an interesting story with the other players of the game.

This creation is not hard. In fact, it's lots of fun. Everyone can learn role playing games. They are straightforward, logical, and deal with understandable ideas.

Most people learn through experience. Start slowly, taking as much time as you need, then stop when it becomes confusing. The more you play DC Heroes, the more you will understand why certain rules exist, and how to use them.

The rules in DC Heroes allow you to make up your own stories about your favorite heroes. Instead of just reading a comic book featuring the Teen Titans, you will play the role of one of the young heroes. You decide which actions the hero will take, act as the character would when meeting other characters, and behave as if you were the hero. This hero will then participate in an adventure which is coordinated by another person called the Gamemaster.

One person must be chosen as the Gamemaster. This person should be familiar with the rules of DC Heroes. He is like the writer of a DC comic book, unfolding the story and playing all of the other people in the world. The Gamemaster also has the important task of playing the roles of all of the non-hero characters in the adventures. These characters are called Non-Player Characters. The term Non-Player Characters is abbreviated as NPCs.

For example, in the sample story, he would play the Riddler, the Riddler's henchman, the professor at the Egyptian exhibit, and everyone else that Batman might meet in the story.

The Gamemaster writes down the basic framework of the story, drawing out plans for the various locations, assigning powers and skills to the villains, and creating the special plot twists for each story (like a riddle from the Riddler).

The Gamemaster must have a good grasp of the rules of the game, since he is the one who conducts play and acts as a referee. One whole book in DC Heroes is devoted to the Gamemaster, and it gives him helpful hints on how to play.

When your group sits down with the Gamemaster to play, everyone has his assigned role(s). As Players, your characters are all heroes. The Gamemaster runs everything else.

The Gamemaster will then present the beginning of the story to the assembled group, but not as a dry summary of the facts. He will try to encourage you to imagine yourself in the DC world, by describing the general picture, setting, people, and other important information about the situation the heroes find themselves in. Like the beginning of a comic book, the beginning of a role playing game can start slowly, then build toward an exciting climax.

As a Player, you must identify with your chosen hero character, and place him in that picture. Ask



yourself questions about the environment and the character. How would Batman act in this place? What would he say or try to do? It is all right to ask the Gamemaster questions to help you understand what is going on.

Four environments should always be kept in mind while you are role playing:

1. The **immediate environment,** includes those things that are closest to your character: his costume, the chair he's sitting in, the gadgets and equipment included with his costume, etc.
2. The **general environment** is the area in which the chair is placed: a room in the character's headquarters, or a shack, with all of its features (doors, windows, etc.) detailed by the Gamemaster.
3. The **larger environment** is the area beyond: the space outside the windows and doors, the city in which the headquarters is located, the swamp next to the shack. The larger environment includes the trees, sky, birds, etc.
4. The **world environment** is usually the world of DC Heroes, but it could be a planet trillions of miles from Earth, the heart of a supernova, a cave one hundred miles beneath the surface of a planet, or anywhere the Gamemaster takes your character.

Once the environment (the WHERE) and the hero and other people (the WHO) have been established, the first problem can be presented by the Gamemaster.

A problem can be anything that forces you and the other Players to become involved with the story. It could be a clue your characters must solve, a bank robbery they must foil, or even a full scale attack on their headquarters!

At this point you and the others are no longer passive observers. You must *do* something. Your decisions affect the outcome of the story, so that the story isn't just being told by one person, but being experienced and changed by the whole group.

When you act, the Gamemaster will ask for information about your characters. The numbers on each character card are used to rate that character's abilities and attributes.

Sometimes the Gamemaster will ask you to throw dice. This is the method by which Players determine how successful their character will be in certain actions. The process is called an Action Check. Once the dice are rolled, the Gamemaster will look at his tables and tell you the result of your actions.

After the first problem, you and the other Players take control of the game. Your characters must follow up on clues and fight the bad guys to find more clues which will keep the story moving.

Sometimes, you'll hit a dead end and the Gamemaster must be prepared to start again by presenting a new problem which lets the action move forward. And so it goes throughout the adventure, the Players and the Gamemaster working together to create a totally unique story, like those found in DC comic books.

The rules presented here and in the other books give you a framework on which to build the world of DC Heroes. They allow you to create and experience new adventures; and to find out just how fast, strong, or powerful your favorite character is.

Role playing is a lot of fun. It helps develop the imagination, and lets people understand the importance of teamwork and honesty. But most of all, role playing lets you live the lives of your favorite heroes and share in their exciting adventures!

INTRODUCTION

The rules to DC Heroes are like a language. It is not necessary to read and memorize every word of the rules before playing the game. That would be like learning to read by memorizing a dictionary.

Playing the game is the fun part, so you should start with the important rules and terms in this introduction and then start playing. You can add more of the rules as you and your friends feel like increasing the variety of the play.

Like a language, the rules of DC Heroes will teach everyone common words and phrases that mean very specific things in the game. These terms will give each Player a good idea what his hero can do, as well as the abilities of the other Players' heroes.

Using the game terms will make it easy to understand how tough the villain is and what it takes to "leap over a tall building in a single bound."

There are seven different ideas that you need to understand in DC Heroes. Some of these ideas are easy; some are a little harder. Take your time. Everything here is explained in many different ways so if you don't understand it here in the introduction, you might get a better feel for it in the solo adventure or the Example of Play (presented in the Players' Manual).

Right now just concentrate on the seven ideas found in this pamphlet. These are:

Attribute Points
Attributes
How to Use the Dice
The Action and Result Tables
Powers and Skills
Hero Points
Automatic Actions

Once you have read through these sections, you will be ready to play the solo adventure in the Module Book. After you have mastered the solo adventure, you should be able to play DC Heroes with someone who understands all of the rules. After you've played a few times, read the Players' Manual to add variety to the game.

ATTRIBUTE POINTS

This is the basic form of measurement in DC Heroes. Everything, including time, distance, and volume is measured in Attribute Points. Attribute Point is abbreviated AP. You should remember this abbreviation. We use it a lot.

Since Attribute Points measure everything in DC Heroes, it is easy to transfer these Points from one form of measurement to another.

For instance, to find how much a character can lift, find his Attribute Points for Strength. This is the number of Attribute Points of weight he can lift without strain.

Attribute Points (APs) are also used to measure how effective a character action is. So, in combat, APs are used to find how much damage a character inflicts or sustains. In a race, APs are used to find out how fast a character runs. And so on.

APs can even measure knowledge: 8 APs equals the information in a magazine, 9 APs equals the information contained in a book, 11 APs is the information in a two-volume dictionary, 13 APs equals the collected works of a prolific author, and 14 APs is the information in a ten-volume encyclopedia.

These amounts of damage, speed, or information are related to real world units like pounds, feet, and seconds. There is a base value for each type of measurement called Effect Units. These are listed below:

Measurement	Effect Units
Weight	50 pounds
Distance	10 feet
Time	4 seconds
Volume	1′ x 1′ x 1′

These measures are equal to 0 APs. In DC Heroes, 0 has a measurable value.

Each additional AP of measurement is worth about twice as much as the AP before it. Therefore, a DC Hero with a Strength of 6 is twice as strong as a DC Hero with a Strength of 5.

The Gamemaster (GM) has a table in his book that will tell him how to quickly convert APs into their real world equivalent and real world measures into APs. But this is not important for the Players. It is enough to know how many APs something has, because *all* measurements are in APs; not pounds, inches, or cubic feet.

Weight, for instance, goes like this:

APs	Real World Weight
0	50 lbs.
1	100 lbs.
2	200 lbs.
3	400 lbs.
4	800 lbs.
5	1,500 lbs.
6	3,000 lbs.

Distance also works on this scale so that:

APs	Real World Distance
0	10 feet
1	20 feet
2	40 feet
3	80 feet
4	160 feet
5	320 feet (100 yds—approx.)
6	640 feet

Since all measurements are related, you can use them interchangeably. For instance, a DC Hero with a Strength of 6 APs can lift 6 APs of weight. A character who has 5 APs of the power of Flight can fly 5 APs of distance in a single phase (0 APs—4 seconds) of time.

A character with 6 APs of Flight can fly 6 APs of distance which is twice as far as 5 APs in the same phase of time (0 APs—4 seconds).

This brings up an important point. APs increase very quickly. An average adult weight is 2 APs, 10 APs of weight is 15 tons, and 20 APs is 15,000 tons. You therefore have a slim chance of defeating someone in an arm wrestling contest if he has 4 APs more of Strength than you do.

The difference between a Strength of 2 (Jimmy Olsen) and a Strength of 50 (Superman) is much larger than it might seem at first. This leads us to our next idea: Attributes.



ATTRIBUTES



BATMAN™ *alias Bruce Wayne*™

DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:	32 (42)				

If you look at the front of a Character Card, you will notice a series of abbreviations and corresponding numbers on each card. This section will explain what those words and numbers mean, and how they are used in the game.

Most of the terms in this Attribute section are familiar.

Nine of these terms refer to abilities of your character. These are called his Attributes. The other seven terms refer to the two ways the nine Attributes are grouped.

This may seem like a lot of terms. But to make it easier, we will use the Batman Character Card as an example of how they are interrelated.

Attributes are measured in APs, so they are related to the Attribute Points from the first idea.

These Attributes are:

Dexterity	
Strength	**Physical Attributes**
Body	
Intelligence	
Will	**Mental Attributes**
Mind	
Influence	
Aura	**Mystical Attributes**
Spirit	

The First Group

These terms are grouped into three different areas of human characteristics: the physical, mental, and mystical characteristics. Each Attribute has a specific meaning that is discussed below. (Abbreviations for each Attribute are in parenthesis following the Attribute.)

BATMAN™ *alias Bruce Wayne™*					
DEX:	10	STR:	5	BODY:	6
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INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE: 32 (42)					

Physical Attributes

Dexterity (DEX) Dexterity is your character's skill in using his hands and body, the degree of control he has over his physical self, and his ability to deflect a Physical Attack. Batman's Dexterity of 10 is incredible. He is many many times more accurate and agile than the average person (whose agility is 2). In Combat, Dexterity is used to determine if he lands a punch.

Strength (STR) Strength is your character's physical power, the amount of physical force he can bring to bear on an object. Batman's Strength of 5 is very good, but within human limits. He is stronger than the best weightlifters. Batman's Strength is used to find out how much damage he gives when he lands a punch.

Body (BODY) Body is your character's resistance to physical damage. When he sustains damage from a Physical Attack (like a punch) the number representing his APs of Body is lowered. This is only your character's *current* Body level. His Body statistic remains constant.

When the damage given to his Body brings his APs below 0, he will become unconscious. If he takes more than twice as many APs of physical damage as he has APs of Body, your character will die.

Batman's Body of 6 is very good. He has conditioned himself so well that he can take more damage than almost any other human. If he sustains enough damage in the course of a fight to bring his current Body Level below -6, he will die.

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INITIATIVE: 32 (42)					

Mental Attributes

Intelligence (INT) Intelligence is a measure of how easily your character grasps ideas, the degree of control he has over mental energy, and his ability to manipulate information. Batman's awesome Intelligence of 12 is linked to most of his Skills like Detective, Scientist, and Scholar. Because of this link, all of these Skills can work from his Intelligence. For more details look to the Linking Skills Section in the Players' Manual.

Will (WILL) Will is your character's mental power, the amount of mental energy and strength he has naturally. Batman's Will of 12 APs is a measure of his incredible mental strength: strength derived from his rigid self-discipline and his proven resolve to fight crime. Batman's Will is his mental "muscle".

Mind (MIND) Mind is your character's resistance to mental damage in the form of attacks like Mind Probe. When he sustains mental damage, his *current* level of APs of Mind is lowered. If he sustains enough damage to lower his APs below 0, he will become unconscious. If he takes more than twice as many APs of mental damage as he has APs of Mind your character will die. Even if some villain were able to strike at Batman's mind, his Mind of 12 would make it very hard to destroy his ability to think. Only a powerful or sustained Mental Attack would make him unconscious (Mind below 0), and to kill him (Mind to -12),would be almost impossible. It would be much easier to kill him physically.

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INITIATIVE: 32 (42)					

Mystical Attributes

Influence (INFL) Influence is the degree of control he has over his mystical (magical and spiritual) energy, and his ability to perceive, manipulate, and deflect mystical energy. Batman's Influence of 10 allows him to disrupt strong Mystical Attacks cast at him. You can say he is able to "dodge" Mystical Attacks very well.

Aura (AURA) Aura is your character's Mystical Power, or the amount of mystical energy and strength he possesses. Like his Will, Batman's Aura is just above average. He does not need a lot of mystical "muscle" because he has no Mystical Powers like Ice Animation, Plant Growth, or Vampirism, but his contact with supernatural foes and allies has driven him to increase his Aura beyond the level for a normal human.

Spirit (SPIRIT) Spirit is your character's resistance to mystical damage. If he takes more than twice as many APs of mystical damage as he has APs of Spirit your character will die. If Batman were struck with a Mystical Attack, his Spirit of 10 would make it very difficult for him to be killed. More than 20 APs of mystical damage would have to be done at one time or spread over several attacks to kill Batman (APs reduced to -10).



The Second Group

There is another way to group the nine Attributes. Like the first set of categories, which grouped the Attributes into Physical, Mental, and Mystical powers, this second set of categories groups the Attributes into Action, Opposing, Effect, and Resistance Attributes.

These are the last four terms you need to learn to understand Attributes. Each of the Attributes is grouped under one of these categories:

Dexterity
Intelligence — Action/Opposing Attributes
Influence

Strength
Will — Effect Attributes
Aura

Body
Mind — Resistance Attributes
Spirit

BATMAN *alias Bruce Wayne*

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INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:	32	(42)			

Action/Opposing Attributes

Action and Opposing Attributes are used to determine if an action is successful. These Attributes are not used just for actions in combat. Any action can be easily and quickly determined. Actions can be landing a punch, figuring out a clue, using your lightning bolt power to blow a hole in the wall, or painting a picture. All actions use the Action Table (the next idea) to figure out the chance of success.

DC Heroes has a unique way of finding the chance of success. Every Action Attribute must be compared to the Opposing Attribute of the object or person you want to affect. When a character uses one of his nine Attributes, the Action and Opposing Attributes are the same. Therefore we group the two terms into one category: the Action/Opposing Attributes.

For instance, the DEX of Batman (the Action Attribute) is compared to the DEX (Opposing Attribute) of the crook he wants to hit. The two Attributes are compared on the Action Table explained on the next page.

Usually, a character's Action/Opsing Attributes are his Dexterity, (for Physical Actions), Intelligence (for Mental Actions) and Influence (for Mystical Actions). There can be other abilities that can be used instead of the raw Action/Opposing Attributes. When a character uses one of his Powers and Skills, he can use different Action and Opposing Values. For instance, a character with Martial Artist Skill can use the APs of this Skill in place of his DEX for action or opposing an action.

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INITIATIVE:	32	(42)			

Effect Attributes

Once it has been determined that an action is successful (see next idea) characters must go to the Result Table. This is when Effect Attributes come into play. Effect Attributes are the amount of strength that a character can direct at an opponent or object for that successful action. This can be physical strength, mental strength, or mystical strength. A character's Effect Attributes are Strength, Will and Aura.

As with the Action Table, an Attribute of the attacker is compared to an Attribute of the defender. The attacker's Effect Attribute is compared to the defender's Resistance Attribute to find a number called the Result APs. The abbreviation is: RAPs.

This number is used for more than the amount of damage. Result APs are used to see how large a hole a character can smash in a wall, to see how large an ice block a character makes with his ice creation power, or how many clues a character finds at the scene of a crime, as well as how much damage a character receives.

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DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:	32	(42)			

Resistance Attributes

The Resistance Attributes are Body, Mind, and Spirit. They determine how much damage a character can take in physical, mental, and mystical areas.

The Resistance Attribute is compared on the Result Table to the Effect Attribute of the attacker. The number found temporarily reduces the total APs of the Resistance Attribute. No matter how seriously a character is hurt, he always defends at the original value of his Resistance Attribute.

The character's current level of APs of Resistance is used to determine only two things; if the hero has been rendered unconscious or if he has died in battle.

For instance, Batman's Resistance Attribute for Physical Attacks is his Body. Even if he lost 3 APs from his total, he would still defend at 6 APs. If a Resistance Attribute (Body, Mind, or Spirit) is temporarily reduced below 0, the character falls unconscious.

If any Resistance Attribute is temporaily reduced to more than double its APs then the character is killed. For Batman to be killed with a Physical Attack, for instance, he must be reduced to 13 APs.



HOW TO USE THE DICE

Before we start on the next big idea (the Action and Result Tables), let's go over an easy one. We should first learn how the dice are read in DC Heroes. Included in the game are two ten-sided dice. A ten-sided die is referred to as a D10. If you are asked to roll a D10, roll one die. The number showing on top is your roll; 0 is referred to as ten, not zero.

When you are asked to roll 2D10, roll both dice and add the results together. If you roll doubles (the same number on each die) on 2D10, add the total then roll again. Add the new dice roll to your first roll to get your total. For instance, if you rolled a 4 and a 4, then a 1 and a 9, your total roll would be 18.

If you keep rolling doubles, you may keep adding the new rolls and then roll the dice again. You do not have to keep rolling if you get doubles. You may stop rolling the dice anytime after your first roll.

EXCEPTION: If at any time you roll a 2 (double 1's) you automatically fail at the action you were attempting. You do not get to keep roling. Furthermore, even if double 1's are rolled on the second or greater roll, the roll fails. For instance, if you roll double 8's, then double 7's, then double 1's, your action fails.

ACTION TABLE

This next idea is the heart and soul of the game. The two Tables, Action and Result, resolve almost all of the actions in DC Heroes. Though the Tables look complex, using them is relatively easy. Follow the description below and look at the examples. Soon you'll know how to resolve almost any action in DC Heroes.

The explanation of the Tables is given below in a step by step fashion. There are *eight* new terms associated with this concept, but don't worry, some are familiar terms used in a slightly new way.

These terms are: Acting Value, Opposing Value, Success Number, Column Shifts, Column Threshold, Effect Value, Resistance Value, and Action Check.

This example pits Cyborg against his enemy, the Terminator.

You will need the following:

1) The Cyborg Character Card
2) The Terminator Character Card
3) The Action Table
4) The Result Table

THE ACTION TABLE

The Action Table is read both down and across. Whenever we want you to read down, we call the listing a Column. When we want you to read across, we call the listing a Row.

	Opposing Value Columns																	
Acting Value Rows	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	×5
1-2	6	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	×5
3-4	5	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	
5-6	4	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	
7-8	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	
9-10	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	
11-12	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	
13-15	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	
16-18	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	
19-21	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	
22-24	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	
25-27	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	
28-30	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	
31-35	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	
36-40	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	
41-45	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	
46-50	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	
51-55	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	
56-60	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	

EXAMPLE: Cyborg is trying to hit the Terminator.

FIRST: Find The Acting Value Row.

The Acting Values are located in the left hand column of the table.

(See Table above)!

The Acting Value is usually the Action Attribute (DEX, INT, INFL). When an Action Attribute is used, each type of action uses a different Action/Opposing Attribute.

Action Type	Action/Opposing Attributes
Physical	Dexterity
Mental	Intelligence
Mystical	Influence

Sometimes, other Attributes can replace the normal Action/Opposing Attributes (DEX, INT, INFL). Powers or Skills, for instance, use their own ratings as the Acting Value.

EXAMPLE: Since trying to punch someone is a physical action, use Cyborg's DEX of 6 as the Acting Value. The third row down is the 5-6 row. Let's suppose Cyborg had a mental power, like Mind Blast or Hypnotism, he wanted to use instead of punching the Terminator. Cyborg would use the APs of the Power as the Acting Value, not his DEX.

SECOND: Find The Opposing Value Column.

Like the Acting Value, the Opposing Value is commonly the Action Attribute (DEX, INT, INFL) of the defending character (i.e. Terminator). But the Opposing Value can come from other Attributes. If the character is using a Power or Skill to defend himself from attack, then the APs of the Power or Skill becomes the Opposing Value.

EXAMPLE: Cyborg is trying to land a punch using his Dexterity. Terminator will try to dodge the blow *with his Dexterity*. If Cyborg used a Mental Attack, the Terminator would defend with his Action Attribute for Mental Attacks, his Intelligence. If Cyborg had the power to use a Mystical Attack, the Terminator would defend with his Action Attribute for Mystical Attacks, Influence. But Cyborg has no Mental or Mystical Attacks and must use brute force; he punches the Terminator. The Terminator has a Dexterity of 10. Go across the Opposing Value Row until you find the Column with 9 to 10 as an Opposing Value.

THIRD: Find the Success Number.

Find where the Acting Value Row (5-6) and the Opposing Value Column (9-10) meet. The number at the intersection of the Row and Column, 15, is the smallest number which you can roll on the two ten-sided dice for your character to succeed at the action.

	Opposing Value Columns				
Acting Value Rows	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10
1-2	6	11	13	15	18	21
3-4	5	9	11	13	15	18
5-6	4	7	9	11	13	(15)

EXAMPLE: By looking at the Table you see you need to roll a 15 for Cyborg to hit the Terminator.

FOURTH: Roll the two ten-sided dice.

If you roll 15 or better, you hit. This process is called an Action Check.

EXAMPLE: You roll a 2 and 2, a 4. It is doubles, so you roll again. Now say you roll a 8 and a 7, a 15. Total is 19 (2 + 2 + 8 + 7 = 19).

FIFTH: Determine if the roll is within the Column Shift Threshold.

When a character does something well, you might earn a bonus to your result. This bonus is called a Column Shift. But before you earn this Column Shift, you must satisfy two conditions.

A) You must roll a number greater than your Success Number.

B) The total die roll must lie beyond the Column Shift Threshold.

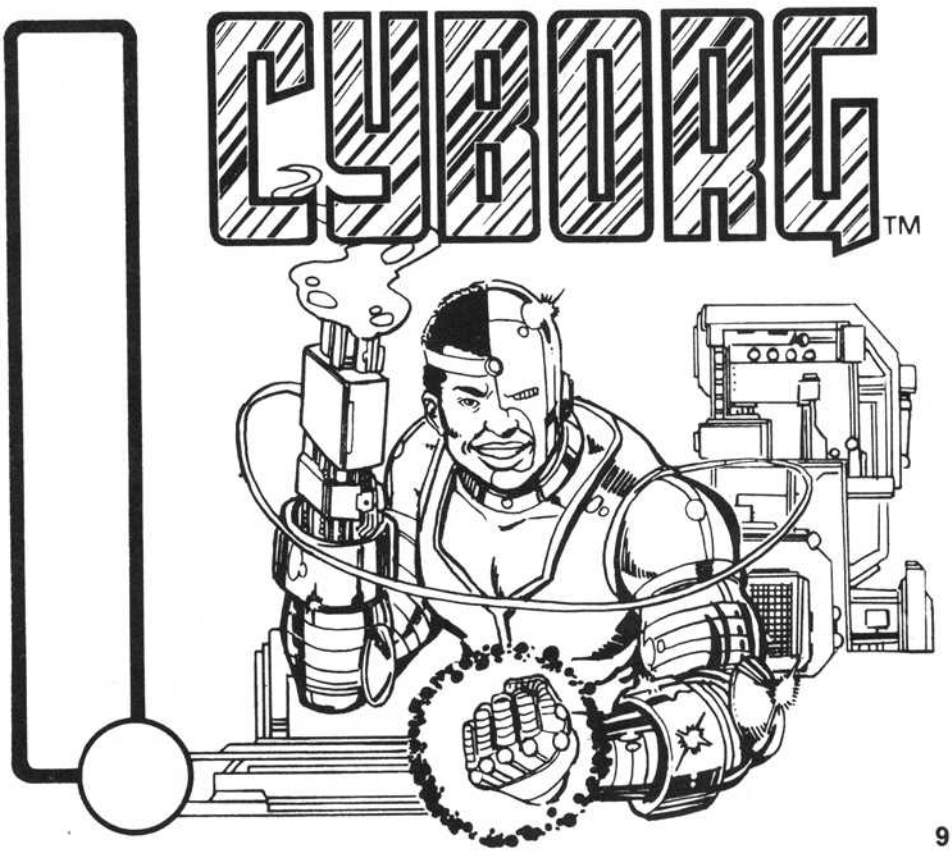
The Column Shift Threshold: The Action Table is set up so that any roll over 11 might earn the Player a Column Shift. Notice that the red 11's in the Action Table split it in two. This is the Column Shift Threshold.

EXAMPLE: Cyborg needed a 15 or better to hit the Terminator. If you intersect the 5-6 row with the 9 to 10 column, the result is well to the right of the red 11's. That makes Cyborg eligible for a Column Shift Bonus. He is past the Column Shift Threshold. If Cyborg had rolled a 13, even though it is beyond the Column Shift Threshold, it is still not good enough to hit Terminator and would fail.

SIXTH: Determine the number of Column Shifts.

Place your finger on the Action Table where the 9 to 10 Opposing Value column intersects the 5-6 Acting Row. This is the success number that Cyborg needed to roll to hit the Terminator. But Cyborg rolled a 19, he hit the Terminator so well he receives a bonus.

Move your finger across the 5-6 row to the next number. If it is smaller than the die roll, count that as one Column Shift, and move one more column to the right. If that number is smaller than the die roll, count that as another Column Shift. You now



have two Column Shifts. You may continue moving your finger, counting each move as an additional column shift, until you reach a number larger than the die roll.

The number of moves is the number of Column Shifts that a character will receive. The number of Column Shifts is important because it increases your results on the Result Table.

Opposing Value Columns

Acting Value Rows	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12
1-2	6	11	13	15	18	21	24
3-4	5	9	11	13	15	18	21
5-6	4	7	9	11	13	15	18

EXAMPLE: You "rolled" a 19. Move one column to the right to the 18, counting "one". You have gained one Column Shift.

Move again, but this time the number to the right is 21. You cannot get another Column Shift bonus because 19 is smaller than the next number in the next column, a 21.

SEVENTH: Go To The Result Table.

Once you have the number of Column Shifts, go to the Result Table. The Result Table is *never used* when a character fails to roll his Success Number on the Action Table.

EXAMPLE: Remember that Cyborg has one Column Shift against the Terminator.



RESULT TABLE

The Result Table tells you how effective your action was, by telling you the number of Result APs.

It is possible, however, to have a successful action which has no effect. Any character can probably hit a wall (a successful action) but, it is less likely that he will damage the wall (getting APs of result). Once you have succeeded on the Action Table, the Result Table is consulted to see what effect your character's action had.

Below is a step by step guide to the Result Table. The example is continued from above. So far Cyborg has hit the Terminator and has gotten one Column Shift.

FIRST: Find The Effect Value Row.

The Effect Values are located at the chart's left hand side. The Effect Value usually equals your character's Effect Attribute.

Your character's three Effect Attributes are used for different types of attacks.

Strength for Physical Attacks, Will for Mental Attacks. Aura for Mystical Attacks. The Effect Value could also come from other Attributes. For instance, when a Power or Skill is used to perform an action, the APs of the Power or Skill are used as the Effect Value.

Resistance Value Columns

Effect Value Rows	x	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+5
1-2	+1	A	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
3-4	+1	A	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
5-6	+1	A	3	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
7-8	+1	A	5	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
9-10	+1	A	8	6	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	*
11-12	+1	A	10	9	7	6	4	3	N	N	N	N	N	N	N	N	N	N	N	N	*
13-15	+1	A	12	11	9	8	7	5	3	N	N	N	N	N	N	N	N	N	N	N	*
16-18	+1	A	14	13	11	10	9	8	6	4	N	N	N	N	N	N	N	N	N	N	*
19-21	+1	A	18	17	16	14	12	10	8	6	4	N	N	N	N	N	N	N	N	N	*
22-24	+1	A	21	20	19	17	15	13	11	9	7	5	N	N	N	N	N	N	N	N	*
25-27	+1	A	24	23	22	20	18	16	14	12	10	8	6	N	N	N	N	N	N	N	*
28-30	+1	A	27	26	25	23	21	19	17	15	13	11	9	7	N	N	N	N	N	N	*
31-35	+1	A	30	29	28	26	24	22	20	18	16	14	12	10	8	N	N	N	N	N	*
36-40	+1	A	35	34	33	31	29	27	25	23	21	19	17	14	12	9	N	N	N	N	*
41-45	+1	A	40	38	36	34	32	30	28	26	24	22	20	18	16	13	10	N	N	N	*
46-50	+1	A	45	43	41	40	38	36	34	31	28	26	24	22	20	17	14	11	N	N	*
51-55	+1	A	50	48	46	44	42	40	38	36	34	32	30	27	24	21	18	15	12	N	*
56-60	+1	A	55	53	51	49	47	45	43	41	39	36	33	30	27	24	21	18	15	13	*

EXAMPLE: Cyborg used his Dexterity to hit. He is attacking physically and the Effect Attribute for Physical Attacks is Strength.

Cyborg has a Strength of 7, so his Effect Value is a 7. Move your finger down the Effect Value Column to the 7-8 Row.

If Cyborg had a power that was based on a Mental Attribute, like Mind Blast or Hypnotism, he would attack with the APs of this Power instead of his Strength.

Once the Attacker's Effect Value is determined, the Resistance Value of the defender must be found.

SECOND: Find The Resistance Value Column.

The Resistance Values are at the top of the Table. The defender's Resistance Value is usually the same as his Resistance Attributes.

Each Resistance Attribute is used to resist a different type of attack:

Body resists Physical Attacks.
Mind resists Mental Attacks.
Spirit resists Mystical Attacks.

The Resistance Value could also come from other Attributes. For instance, a defender's Power or Skill could be used to resist damage and its APs would be used instead of a Resistance Attribute.

Effect Value Rows	Resistance Value					
	x	0	1 to 2	3 to 4	5 to 6	7 to 8
1-2	+1	A	1	N	N	N
3-4	+1	A	2	1	N	N
5-6	+1	A	3	2	1	N
7-8	+1	A	5	4	3	(2)

EXAMPLE: Since Cyborg is using a Physical Attack, the Terminator resists with his physical Resistance Attribute: his Body.

Terminator's Body is 8. Move your finger across the to the 7 to 8 Column of Resisting Values.

If Cyborg attacked Terminator with a Mental Power like Mind Blast, the Terminator would use his Resistance Attribute for Mental Attacks: Mind.

THIRD: Apply The Column Shifts.

Any Column Shifts from the Action Table are applied to the Columns on the Result Table. Column Shifts on the Result Table are made to the *Left, decreasing number in the Resistance Value Column.* The more Column Shifts you gained on the Action Table, the more the defender's Resistance Value is lowered and the number of Result APs is increased. The defender is accumulating damage at this point.

Effect Value Rows	Resistance Value					
	x	0	1 to 2	3 to 4	5 to 6	7 to 8
1-2	+1	A	1	N	N	N
3-4	+1	A	2	1	N	N
5-6	+1	A	3	2	1	N
7-8	+1	A	5	4	3	2

EXAMPLE: Cyborg had one Column Shift. This shifts the Terminator's Resistance Column one to the left, from the 7 to 8 Column to the 5 to 6 Column.

FOURTH: Get The Result APs.

Find where the Effect Row (7-8) and the Resistance Column (5 to 6) meet. This number '3' is the number of Result APs.

If the Result is an 'N' then there is No Effect.

If the Result is an 'A' then all of the Effect Value is equal to the Result APs. In this case, the Effect Value was 7, so had this column been used, the number of Result APs would be 7.

If the result is in the +1 Column, add +1 AP to your Result APs for every time you shift into this column.

Unless you are playing with characters who are as tough or tougher than Superman, you will not need the +5 row. The Player's Manual has this explanation.

EXAMPLE: Cyborg has an Effect Value of 7. The Terminator had a Resistance Value of 8, reduced one Column because of Cyborg's Column Shift to the 5 to 6 Column. Cyborg did 3 APs of damage to Terminator.

This is the end of this round of Combat, it is now the Terminator's turn to strike at Cyborg. Next, on to Powers and Skills!

POWERS AND SKILLS

POWERS

Powers are those abilities which ordinary people do not have. Powers like Flight, Flame Projection, and Heat Vision make characters into Super-Hero characters.

There is only one AP value for a Power. This value is used for its Action, Effect, or Resistance Value. For instance, Starfire has a Starbolt of 12. When using her Starbolt, her Action Attribute is her Starbolt Power of 12. Therefore her Acting Value is 12. If she hits a villain her Effect Attribute is her Starbolt Power of 12, therefore her Effect Value is 12.

The Powers in DC Heroes are listed in the Powers and Skills Book, and are categorized as Physical, Mental, or Mystical.

SKILLS

Skills are those abilities which ordinary people may have. A typical hero will have more Skill APs than an ordinary person. Like Powers, each Skill uses only one AP value for its Action, Effect, or Resistance Value.

The Skills in DC Heroes are also listed in the Powers and Skills Book.



HERO POINTS



Your hero is hurt. He has accumulated a lot of damage and doesn't have much fight left in him. The villain knows it. But the hero summons up his final reserves of strength for one last attack. How can he do it? The answer is Hero Points.

Hero Points are used in many different ways in DC Heroes. They are earned through adventuring and spent like money to obtain items, powers, or temporary increases in one of your Action/Opposing, Effect, or Resistance Values.

Let's concentrate on this important last point. Our friend from the first paragraph is in trouble, but he has 5 Hero Points. He can spend them to temporarily increase the APs of his Abilities. This one might well make the difference between life and death.

The Hero Points are added to the Acting or Opposing Values (on the Action Table) or the Effect or Resistance Values (on the Result Table). For every Hero Point spent, the APs of the appropriate value increases by 1.

Before you or the Gamemaster roll the dice for an action, you must declare that you are adding the Hero Points, and where: to the Acting or Affect Value (if you are doing the action) or to the APs of the Opposing or Resistance Value (if you are the target of the action).

EXAMPLE: Look on the left of the Action Table and find the Acting Values. Say our hero has a Dexterity of 8 (Acting Value) and the villain has a Dexterity of 6 (Opposing Value).

Find where the Acting Value Row (7-8) and the Opposing Value Column (5 to 6) meet: 9. Normally, you would need to roll a 9 or better on two ten-sided dice for your hero to score a hit.

Acting Value Rows	Opposing Value Columns: 0	1 to 2	3 to 4	5 to 6
1-2	6	11	13	15
3-4	5	9	11	13
5-6	4	7	9	11
7-8	4	5	7	(9)

With Hero Points, you can increase his chances to hit by temporarily increasing his Action Value. You decide to spend 3 Hero Points and declare this to the Gamemaster before you roll the dice.

The 3 Hero Points are added to your hero's Acting Value of 8 for a total of 11. Looking down the Acting Value Column go to the 11-12 Row. Find where the 11-12 Row (new Acting Value) and the 5 to 6 Column (Opposing Value) meet: 5.

Acting Value Rows	Opposing Value Columns: 0	1 to 2	3 to 4	5 to 6
1-2	6	11	13	15
3-4	5	9	11	13
5-6	4	7	9	11
7-8	4	5	7	9
9-10	3	4	5	7
11-12	3	3	4	(5)

Now you need only to roll an 5 or better for your hero to hit the villain.

The following are specific rules about Hero Points. These rules must be followed.

1. **Hero Points can be spent to increase Acting Value, Opposing Value, Effect Value or Resistance Value.**

EXAMPLE: Instead of spending the Hero Points to increase your hero's Acting Value from 8 to 11, you declare at the beginning of your turn that you want to increase your hero's Effect Value instead. Since this is a Physical Attack, your hero uses his Effect Attribute for Physical Attacks: his Strength.

He has a Strength of 5. His Effect Value is then normally 5. If 3 points are added to it, he will have an Effect Value of 8.

	Resistance Value			
Effect Value Rows	x	0	1 to 2	3 to 4
1-2	+1	A	1	N
3-4	+1	A	2	1
5-6	+1	A	3	2
7-8	+1	A	5	(4)

You still must roll to see if your hero hits the villain on his original Acting value of 7-8. He needs a 9 and rolls a 10.

He has hit!

Now he goes to the Result Table. Usually, your hero strikes on the 5 to 6 Row of Effect Value, because his Strength is 5 APs. This time he has spent 3 Hero points to raise his Effect Value to 8.

This new Effect Value is compared to the villain's Resistance Value for Physical Attacks, his Body. The villain has a Body of 4. Find where the 7-8 Effect Value Row and the 3 to 4 Resistance Value Column meet (4).

	Resistance Value			
Effect Value Rows	x	0	1 to 2	3 to 4
1-2	+1	A	1	N
3-4	+1	A	2	1
5-6	+1	A	3	2
7-8	+1	A	5	(4)

Normally, your hero would give the villain 2 APs of Damage, but because you increase his Effect Value to 8, he gives the villain 4 APs of damage!

2. **Hero Points can be spent to increase *both* the Acting and Effect Values or the Opposing and Resistance Values in a single phase of Combat.**

EXAMPLE: Your hero has 5 Hero Points. Before any rolls are made, you declare that you are spending 3 Hero Points to increase your hero's Acting Value (based on his Dexterity) and 2 Hero Points to increase your hero's Effect Value (based on his Strength). Note that once the Hero Points are committed, they cannot be withdrawn. Even if your hero fails to strike the villain, all the Hero Points assigned to the Acting and Effect Values are spent and gone.

3. **A Hero Point increase of APs is a one-shot deal. The benefit is lost as soon as the results of the action are applied.**

EXAMPLE: Our hero spent 3 of his 5 Hero Points to increase his chance to hit (Acting Value). He now only has 2 Hero Points left. The 3 Points are "burnt" and gone forever the moment the Success Number is determined and the dice are rolled.

4. **The maximum number of Hero Points spent to increase any Value is equal to the APs of the Attribute on which that Value is based.**

EXAMPLE: Your hero has a Strength of 6. You may not increase his Effect Value more than 6 Hero Points. If you spent those 6 Hero Points, your character will increase his Effect Value for Physical Attacks to 12. However, since your hero has a DEX of 8, he can spend up to 8 Hero Points on his Acting Value for Physical Attacks. You do not have to spend the maximum number of Hero Points.

5. **Non-Player Characters, like the villains, can have Hero Points. The Gamemaster will control the use of Hero Points by a Non-Player Character.**

EXAMPLE: The villain in this example also has Hero Points. He can burn these Points to counteract the Hero Points spent by your hero. The process is called bidding, and it is explained below.

6. **Bidding: When you declare you are spending Hero Points (before the roll of the dice), the Gamemaster may declare that his Non-Player characters are spending Hero Points too.**

Once the Gamemaster makes his declaration, you have a chance to increase the number of Hero Points you are spending on the action. You may increase the number of Hero Points you bid until you reach your maximum limit.



You may not shift Hero Points previously committed, i.e. if you have bid 4 Hero Points on your Acting Value and 4 on your Effect Value for a total of 8, you cannot bid a total of 9 Hero Points, all on your Acting Value. 4 Hero Points were already committed to the Effect Value.

Bidding ends when you and the Gamemaster have both stopped adding Hero Points and have said "pass." No more Hero Points may be bid after this point. The dice are then rolled for the action.

EXAMPLE: Your hero in the above examples has 5 Hero Points. The villain he is facing has 3 Hero Points. Your hero spends 3 Hero Points to increase his Acting Value for Physical Attacks (based on his DEX) from 8 to 11. He declares this before he rolls the dice.

The Gamemaster also declares his intentions before the dice roll. He bids 1 Hero point for the villain, raising the villain's Opposing Value for Physical Attacks (based on his DEX) from 6 to 7. This move increases the Opposing Value enough to move it one Column to the right (7 to 8).

Your character now has 2 Hero Points left and so does the villain. You decide to increase the bid, and add the last two Hero Points to your Acting Value for a total of 13.

The Gamemaster decides to burn one more Hero Point, but puts it toward the villain's Resistance Value for Physical Attacks (based on his Body). This move increases the villain's Resistance Value from 4 to 5. Look at the Table to find where the Acting Value (13-15) and the Opposing Value (7-8) meet (5).

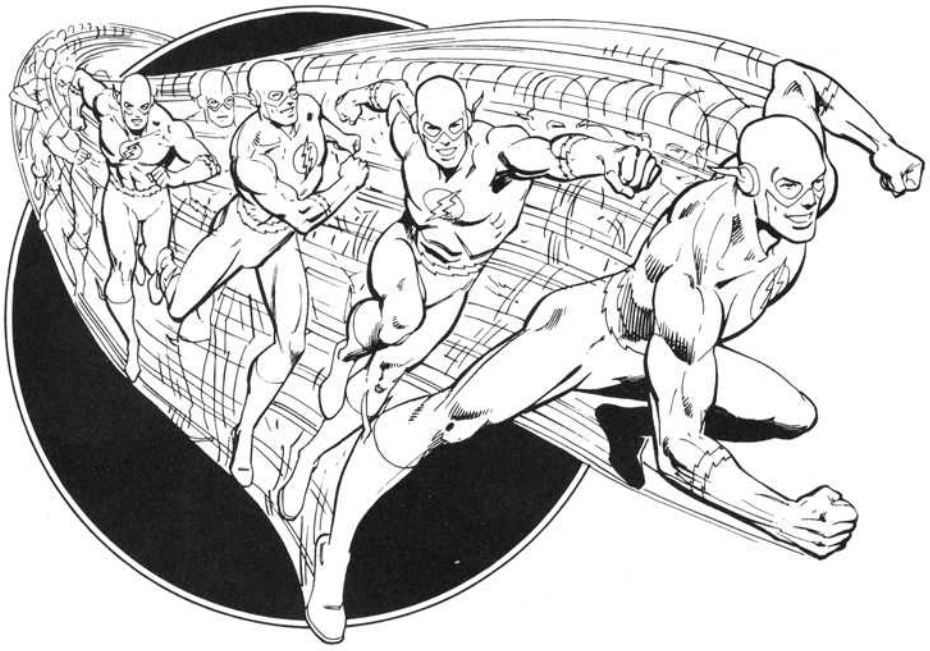
Acting Value Rows	Opposing Value Columns							
	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15
1-2	6	11	13	15	18	21	24	28
3-4	5	9	11	13	15	18	21	24
5-6	4	7	9	11	13	15	18	21
7-8	4	5	7	9	11	13	15	18
9-10	3	4	5	7	9	11	13	15
11-12	3	3	4	5	7	9	11	13
13-15	3	3	3	4	⑤	7	9	11

You must roll an 5 or better to hit the villain. You roll a 4. You missed!

Even though you missed, the Hero Points the villain committed to his Resistance Value are lost. Therefore, at the end of this phase of Combat, your hero has no Hero Points left, and the villain has 1 Hero Point left.

Hero Points are used in many other ways. Consult your Player's Book for other uses of Hero Points.

AUTOMATIC ACTIONS



Although all actions can be determined using the Action and Result Tables, some actions are so simple for your characters to perform that they do not require a die roll. Lifting, throwing, jumping, even using some Powers and Skills are considered Automatic Actions.

In most cases, any action which does not change the APs of an object or character can be considered an Automatic Action. Lifting a steel block is an Automatic Action because the APs of the block are not changed. Smashing a steel block is not an Automatic Action, because you are attempting to change its number of APs and therefore you must compare your Effect Value against its Resistance Value.

Automatic Actions can be accomplished without rolling on the Action Table. To find the Result APs (RAPs) of an action, simply find the appropriate Power, Skill, or Attribute. The Result APs will be equal to the APs of the Power, Skill, or Attribute. The Player may choose to have fewer RAPs, if he wishes.

For instance, when trying to lift something, Strength is the appropriate Attribute. A character with 6 APs of Strength can lift 6 APs of weight without strain. A character with a Flight Power of 12 may automatically fly at a speed of up to 12 APs in a single phase.

Living Dangerously . . . Or Not Living At All

Death is closer at hand in the DC Heroes game than it is in the comics. In the comics the writer has complete control of the outcome of the story. In DC Heroes the GM, Players, and the dice all influence the outcome.

The death of a Player's character or favorite NPC is a risk of playing the game. Remember that you do not lose the game when you lose a character. No matter how important the character may have seemed to be, he is a product of your imagination.

Put your imagination back into gear and create another character. You will find that the game can be just as exciting with a new character.

Where do we go from here?

Now that you've read the Introduction, please go to *Titans' Challenge*, a solitaire adventure in the *A Titan, Nevermore* module.

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ACTION TABLE

Acting Value Rows	Opposing Value Columns																			
	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+5
1-2	6	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	+5
3-4	5	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	
5-6	4	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	
7-8	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	
9-10	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	
11-12	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	
13-15	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	
16-18	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	
19-21	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	
22-24	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	
25-27	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	
28-30	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	
31-35	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	
36-40	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	
41-45	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	
46-50	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	
51-55	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	
56-60	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	
+5																				C

+5: One Column Shift for each +5. **C**: Cancel. One +5 Row cancels one +5 Column.

RESULT TABLE

Effect Value Rows	Resistance Value Columns																				
	x	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+5
1-2	+1	A	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
3-4	+1	A	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
5-6	+1	A	3	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
7-8	+1	A	5	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
9-10	+1	A	8	6	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	*
11-12	+1	A	10	9	7	6	4	3	N	N	N	N	N	N	N	N	N	N	N	N	*
13-15	+1	A	12	11	9	8	7	5	3	N	N	N	N	N	N	N	N	N	N	N	*
16-18	+1	A	14	13	11	10	9	8	6	4	N	N	N	N	N	N	N	N	N	N	*
19-21	+1	A	18	17	16	14	12	10	8	6	4	N	N	N	N	N	N	N	N	N	*
22-24	+1	A	21	20	19	17	15	13	11	9	7	5	N	N	N	N	N	N	N	N	*
25-27	+1	A	24	23	22	20	18	16	14	12	10	8	6	N	N	N	N	N	N	N	*
28-30	+1	A	27	26	25	23	21	19	17	15	13	11	9	7	N	N	N	N	N	N	*
31-35	+1	A	30	29	28	26	24	22	20	18	16	14	12	10	8	N	N	N	N	N	*
36-40	+1	A	35	34	33	31	29	27	25	23	21	19	17	14	12	9	N	N	N	N	*
41-45	+1	A	40	38	36	34	32	30	28	26	24	22	20	18	16	13	10	N	N	N	*
46-50	+1	A	45	43	41	40	38	36	34	31	28	26	24	22	20	17	14	11	N	N	*
51-55	+1	A	50	48	46	44	42	40	38	36	34	32	30	27	24	21	18	15	12	N	*
56-60	+1	A	55	53	51	49	47	45	43	41	39	36	33	30	27	24	21	18	15	13	*
+5		A	°	°	°	°	°	°	°	°	°	°	°	°	°	°	°	°	°	°	C

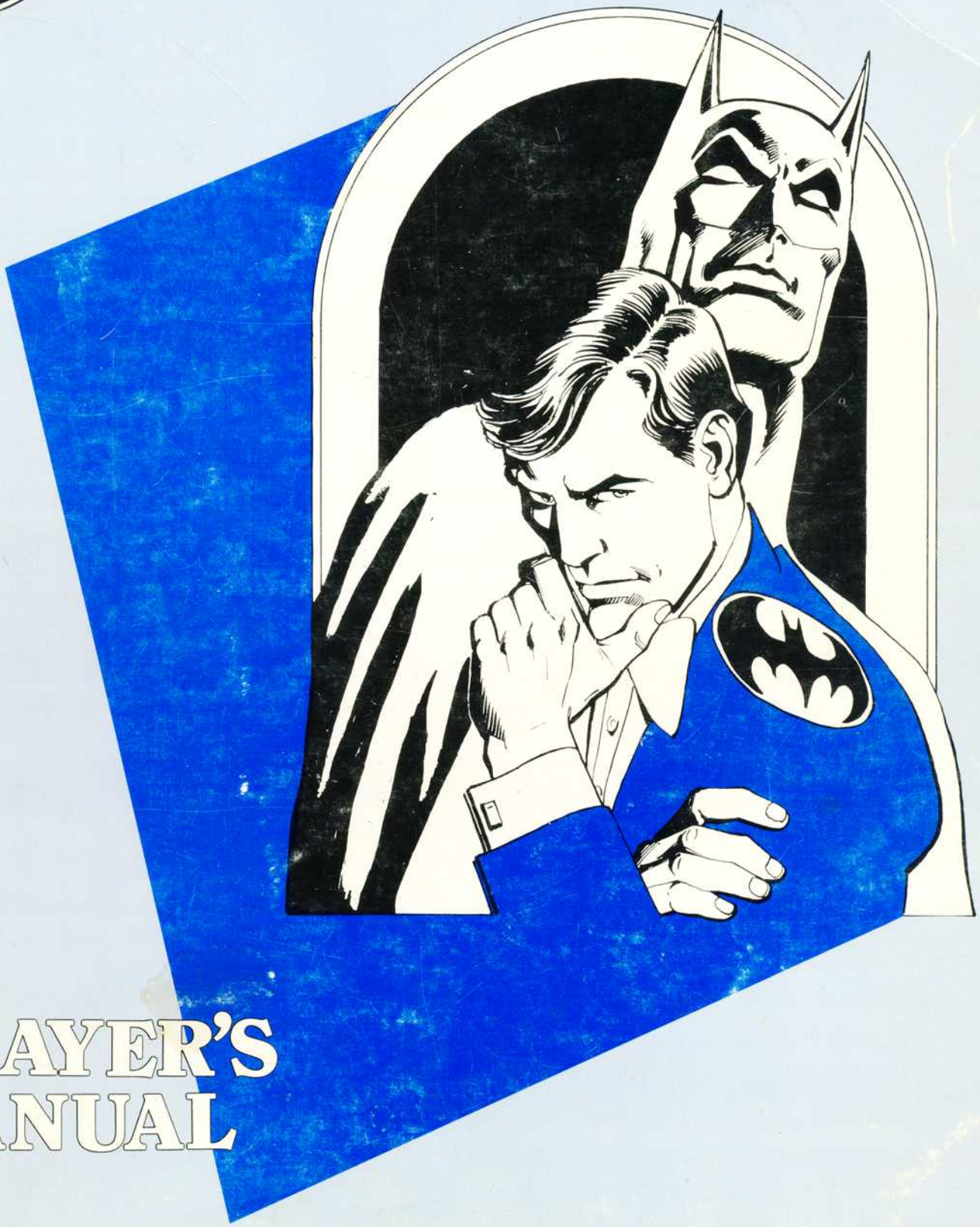
° For every 5 APs of Effect Value over 60, increase the RAPs by 5.

* Shift the Effect Value up one row for each +5 column and use the 60 Resistance Value.

A All. The Result APs are equal to the Effect Value.
C Cancel. One +5 Row cancels one +5 Column.
N No Effect. The action has no effect on the target.

DC HEROES ROLE PLAYING GAME

TM



PLAYER'S MANUAL

PLAYERS' MANUAL

CREDITS

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Changeling, Cyborg, Jericho, Nightwing, Starfire, Wonder Girl, Raven, Wonder Woman, Aquaman, Aqualad, Superman, Batman, Robin, Green Lantern, Atom, Elongated Man, Black Canary, Green Arrow, Flash, Kid Flash, Zatanna, Firestorm, Hawkman, Martian Manhunter, Mr. Mxyzptlk, Terminator, Gorilla Grodd, Cheetah II, Trigon, Joker, Lex Luthor, Killer Frost, Black Bison, Bug, Byte, Chesire, Penguin, Sinestro, Brother Blood, Brainiac, Black Manta, The Shark, Dr. Psycho, Terra, Darkseid, Mantis, Para-Demons, The New Teen Titans, Garfield Logan, Marc Logan, Doom Patrol, Robotman, Victor Stone, Joseph Wilson, Slade Wilson, Dick Grayson, Koriand'r, Tamaran, the Citadel, Psion, Starbolt, Donna Troy, Terrance Long, Arella, Azarath, Azur, Dianna Prince, Queen Hippolyte, Steve Trevor, Arthur Curry, Tom Curry, Atlanna, Atlantis, King Juvor, Mera, Garth, Queen Berra, King Thar, Tula, Clark Kent, Krypton, Jonathan & Martha Kent, "Truth, Justice and the American Way," Kryptonite, Bruce Wayne, Thomas & Martha Wayne, Jason Todd, Joseph & Tina Todd (The Flying Todds), Killer Croc, John Stewart, Hal Jordan, Guy Gardner, Abin Sur, Ray Palmer, Ralph Dibny, Sue Dibny, Gingold Juice, Dinah Laurel Lance, Dinah Drake Lance, Larry Lance, Oliver Queen, Starfish Island, Barry Allen, Flash Comics, Iris, the Turtle, Wally West, Flash Fan Club, Zatara, Karna, Ronnie Raymond, Martin Stein, Carter Hall, Kator Hol, Shyera Hol, Shiera Hall, Thanagar, Byth, Hawkgirl, John Jones, Jonn Jonzz, General Branx, the Man of Steel, Adeline Kane, Central City, Deborah Domaine, Kobra, Gotham City, Dr. Crystal Frost, Dr. Louise Lincoln, John Ravenhair, Barney Bonner, Blythe Bonner, Wen Chang, Korugar, Quard, Zandia, Church of Brother Blood, Colu, Kandor, Metropolis, Arthur Curry Jr., Marva, Tara Markov, Brion Markov, Geo Force, the Outsiders, World of the Old Gods, Apokolips, New Genesis, "Bugs," New Gods, power-pod, Alfred, Julia Remarque, Mademoiselle Marie, Vicki Vail, Picture News, Commissioner Jim Gordon, Lois Lane, Daily Planet, Lana Lang, WGBS, Jimmy Olsen, Perry White, Morgan Edge, S.T.A.R. Labs, Nocturna, H.I.V.E., Justice League of America, the Clown Prince of Crime, Justice League Satellite, Transporter Tube, Ocean Master, Scavenger, Weather Wizard, Green Lantern Corps, The Guardians of the Universe, Power Ring, Planet Oa, Thanagar, Red Tornado, John Smith, The Man of Tomorrow, the Man of Steel, The Phantom Zone Villains, General Zod, Ursa, Non, Fortress of Solitude, The Amazing Amazon, General Darnell, Cheeta, Golden Lasso, Magic Bracelets, Paradise Island Robot Plane, Harvey Bullock, Catwoman, Darknight Detective, Caped Crusader, Dynamic Duo, Batgirl, Barbara Gordon, space sector 2814, Gotham Goliaths, Francis Kane, Speedy, Titan's Tower, T-Jet, Skycycle, T-Helicopter, T-Submarine, Batmobile, Batcopter, Batarang, Batplane, Batcave, Utility Belt, Batcomputer, Wayne Manor, Wayne Foundation Building, Ambush Bug, Oksara, X'hal, "Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings at a single bound...Look! Up in the sky! It's a bird! It's a plane! It's Superman!," "This looks like a job for Superman!," "Up, up and away!," "He fights a never-ending battle for Truth, Justice, and the American Way," Kal-El, The Atom, The Metal Men, Metamorpho, Fastest Man Alive, Rex Mason, Rain Egypt, Element Man, Komand'r, Matter Eater Lad, Cosmic Boy, Rann, Adam Strange, Zeta Beam, Omega Men, Tigorr, Broot, Earth-2, Earth-S, Earth-X, Madame Xanadu, Felix Faust, Spectre, Dr. Fate, Mordru, Abnegazar, Rath, Ghast, Nebiros, Dan Cassidy, Blue Devil, Sargon, Jim Corrigan, Arion Lord High Mage, Gemworld, Amy Winston, Lady Amethyst, Lord of Order, Kent Nelson, Dr. Destiny, Phantom Stranger, Tala, Church of the Blood Red Moon, Andrew Bennett, Vigilante, Black Lightning, Liberty Belle, Tarantula, The Huntress, Mirror Master, Weather Wizard, Trickster, Captain Cold, Parasite, Masters of Disaster, Demolition Team, Black Hand, Bronze Tiger, Injustice Gang, Secret Society of Super-Villains, Force of July, Vega, Ring of Life, Citadel Homeworld, Culacao, Hynxx, New Alliance, Sindromeda, Emena Branx, Rashashoon, Voorl, Euphorix, Slagg, Rogue, Dredfahl, Aello, Ogyptu, Changralyn, Blue Nebula, Madgap Nebula, Gordanian Asteroid Mine, Tallgrass, Transit, Cestos, Hamasi Robotics Station, Spider Control Nests, Uxor, Wombworld, Auron, SSilithias, Warlords, Fluxseep, Grafalloons, Spittroids, Velorpians,

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DC HEROES™ CHARACTER GENERATION WORKSHEET

PLAYER: _____ **CHARACTER:** _____

Attribute Limitations

Degree	Hero Points
Minor	10
Serious	20
Catastrophic	50

Fear Limitations

Degree	Hero Points
Minor	5
Serious	15
Catastrophic	30

Irrational Attractions

Degree	Hero Points
Minor	5
Serious	15
Catastrophic	30

Power Limitations

Degree	Hero Points
Per Power	20
All Powers	100

Sensory Limitations

Degree	Hero Points
Primary	50
Secondary	30

Miscellaneous 20 HPs

Attack Vulnerabilities

Column Shifts	Hero Points
-1	10
-2	20
-3	40
-4	60

Fatal Vulnerability

Type	Hero Points
Common	150
Rare	75

Loss Vulnerability

Area Affected	Hero Points
Physical, Mental, or Mystical Attributes	35
All Attributes	125
All Powers	100
All Skills	100
All Attributes, Skills, and Powers	250

Range of Vulnerability

Range of Vulnerability	Hero Points Gained/Lost
5 APs	+20
4 APs	+10
3 APs	0
2 APs	-10
1 APs	-30
0	-50

Miscellaneous 50 HPs

LIMITATIONS:

Choose up to 3 Limitations for full Hero Point bonuses. Choose up to 3 additional Limitations for half Hero Point bonuses. Any additional Limitations chosen have no Hero Point bonuses.

	Type of Limitation	Degree	Description	Hero Point Bonus
1.				
2.				
3.				
4.				(½)
5.				(½)
6.				(½)

Total Hero Point Bonus for Limitations: _____

VULNERABILITIES:

Choose up to 3 Vulnerabilities for full Hero Point bonuses. Choose up to 3 additional Vulnerabilities for half Hero Point bonuses. Any additional Vulnerabilities chosen have no Hero Point bonuses.

	Type of Vulnerability	Range/Shifts	Description	Hero Point Bonus
1.				
2.				
3.				
4.				(½)
5.				(½)
6.				(½)

Total Hero Point Bonus for Vulnerabilities: _____

BACKGROUND:

Check one and choose Connections, if any. Also note down Occupation and Subplots. Connections ***cost*** 10 HPs for high-level Connections and 5 HPs for low level ones.

RACE: ☐ Alien 75 HPs ☐ Strange Humanoid 50 HPs ☐ Normal Humanoid/Human 0 HPs ☐ Exotic Humanoid -20 HPs ☐ Artificial Life 40 HPs

WEALTH: ☐ Billionaire -50 HPs ☐ Multimillionaire -20 HPs ☐ Affluent 0 HPs ☐ Comfortable 20 HPs ☐ Struggling 50 HPs

	Connection	High or Low Level	Description	HP Adjustment
1.				
2.				
3.				
4.				

Total Hero Point Adjustment for Background: _____

AP Purchase Chart

Total APs Purchased	Action Attribute	Other Attribute	Power	Skill
1	5	4	3	2
2	10	8	6	4
3	20	16	12	8
4	30	24	18	12
5	40	32	24	16
6	60	48	36	24
7	80	64	48	32
8	100	80	60	40
9	120	96	72	48
10	160	128	96	64
11	200	160	120	80
12	240	192	144	96
13	280	224	168	112
14	320	256	192	128
15	400	320	240	160

Link Costs

	Power	Skill
Normal	25	10
Batman Option	25	0

PURCHASING:

250

Total Hero Points Available: *(250 HPs plus the sum of Limitations, Vulnerabilities, and Background)* _____

ATTRIBUTES:

Attribute	APs	Cost	Attribute	APs	Cost	Attribute	APs	Cost
DEX:			STR:			BODY:		
INT:			WILL:			MIND:		
INFL:			AURA:			SPIRIT:		
TOTALS:								(-)

POWERS AND SKILLS:

	Power/Skill	Base Cost	APs/Link Cost	Total Cost
1.				
2.				
3.				
4.				

TOTALS: *(use extra paper for more Powers/Skills)* (-) _____

MOTIVATION: *Check One* ☐ Upholding the Good ☐ Responsibility of Power ☐ Seeking Justice ☐ Thrill of Adventure ☐ Unwanted Power ☐ Other (Describe)

BANKED HERO POINTS

BEING A HERO!

When you are role playing a character in DC Heroes you play a hero. In the world of DC Comics, heroes are luckier than villains. They have an edge. And in the world of ***DC Heroes Role Playing Game,*** just like the comics, heroes have an edge. If you play like a villain or a Super-powered renegade, you will find that the rules will work against you.

What is a Hero?

A hero tries not to kill. Your character represents good, and intentionally killing another character, even a villain, is wrong. If your character kills, even accidentally, he will receive very few Hero Points. Hero Points are crucial to your character's well-being and success.

A hero helps the innocent. If your character allows the villains to harm innocent characters, then evil has won at least a partial victory.

A hero values his friends as well as himself. Your character should support other heroic characters. Do not betray another hero for personal gain. Let other heroic characters help your character when facing the villains. Heroes work well together, this cooperation often is their sole advantage when fighting a powerful villain.

A hero does not give up. Your character should not be resigned to defeat, no matter what the odds. He may not win every time, and a villain may have the initial advantage but do not take a temporary setback as a permanent defeat. A hero will find a way to win in the end.

A hero works for the common good. He will sacrifice himself in order to save others. This does not mean he will throw himself on the bomb every time one is thrown, but it does mean a hero will not ignore a call for help, even if it means his personal life will suffer. Nor will a hero charge a fee for the work he does (though some heroes accept patrons).

By playing a hero, you'll find that DC Heroes is a much more satisfying and true-to-the-comic-books game.



MANUAL INTRODUCTION

Now that you have played the solo adventure in ***Titan's Challenge*** the DC Heroes Module Book, you should be familiar with the basic ideas found in the game system. This manual will put the whole thing together, connecting the different ideas to each other and telling you how to perform combat and other special actions.

We will also review what we've already gone over, adding a few new ideas to make the game even more fun and challenging.

CONTENTS OF THE BOX

Before we go any further, check the contents of the box. You should have the following:

The Introduction: A 16-page booklet which you should have read already. If not, read it before you read anything else. This Introduction is a brief run-down on how to play the game. All of the information in the *Introduction* is included in the next few pages.

The Players' Manual: The 40-page book you are looking at now. It contains an overview of the *Introduction*, plus detailed rules on combat, character design, and experience (or how a hero gets better at what he does). The *Players' Manual* has all of the information needed to play a hero in the DC Universe.

The Powers and Skills Manual: This 40-page book is a compendium of all the Powers and Skills that characters in the world of DC Heroes can obtain. All Powers and Skills referred to in other sections of the rules are explained here.

The Gamemaster's Manual: This 96-page book gives a GM the information needed to run an adventure, or a campaign. It also has a huge reference section on the DC Universe, including the Attributes for dozens of Super-Hero characters and villains, other star systems, and a detailed "tour" of the Teen Titan's Tower.

A Titan, Nevermore. An Introductory Adventure featuring the Teen Titans: This adventure is for group play. The adventure will involve you and your friends in the world of DC Heroes. This book also includes a solitaire adventure to help you learn the rules. Playing the game is more fun than reading the rules, and this adventure will help you learn the game by giving you a chance to use the more important rules. You can play the Solitaire Adventure as soon as you finish the *Introduction.*

A Game Screen: On one side, this screen contains all of the important tables needed for play. On the other side is a full color art piece featuring Batman and Superman. The screen will be used by the GM so that the game may be played smoothly without constantly referring to the charts in the rule books. The screen is also handy for hiding maps or notes from Players.

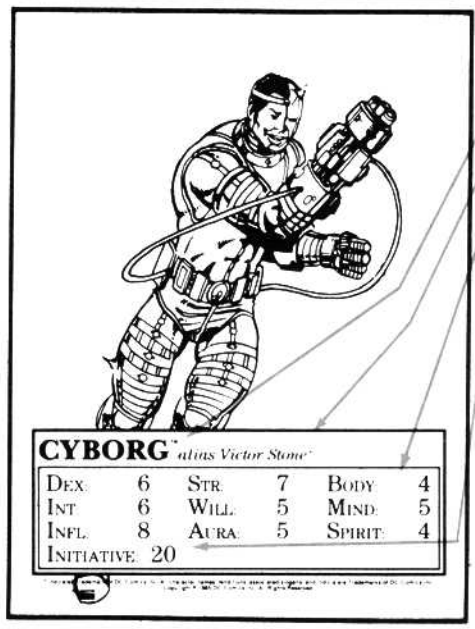
30 Character Cards: These are well known heroes and villains of the DC Universe. The cards have a picture of the hero or villain, and all of the game information about the character is printed on the front and back of the card.

See graphic below to explain the parts of the card.

39 Counters and Plastic Bases: The counters are visual aids. The counters can be used to help clarify the 'who is exactly where, next to whom' problem. The GM may ask you to use these counters when you start a Combat phase. The counters include all of the characters on the Character Cards plus some generic counters that represent police, thugs, and innocent bystanders.

2 Dice: Two ten-sided dice are included in this game.

Character Cards



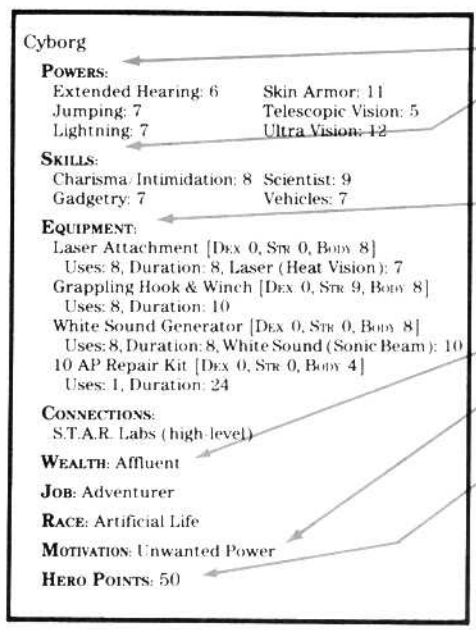
FRONT:

Name

Alias
A character's secret identity

Attributes

Initiative.
The relative ability of a character to act and react.
A number in parenthesis is used as Initiative when the Super-Hero character is using his Martial Artist/Attack Advantage Subskill.
A number in brackets is used as Initiative when using his Superspeed Power.



BACK:

Powers

Skills
An "L" next to a Power or Skill signifies that the Power or Skill is linked to an Attribute.

Equipment

Vulnerabilities

Limitations

Weaknesses

Wealth

Motivations

Hero Points
This statistic is not fixed, but changes as you spend and gain Hero Points during adventures. This number is just the average number this hero will have at any one time.

PLAYERS AND THE GAMEMASTER

As you have read, each of the participants in DC Heroes has a vital role to play. As a player, you take on the role of a Super-Hero character in the adventures. You "become" the character, thinking for him and playing out his reactions to the situations in the game.

Most of the time, you'll play a role playing game around a table. The space you play in will probably be the same every week, but as you play your character, you should always be aware of the four environments surrounding *him*: the immediate environment, the general environment, the larger environment, and the world environment.

The **immediate environment** includes the character's costume and his gadgets, as well as the immediate area in which he stands or sits. The **general environment** is the room in which the hero finds himself.

The **larger environment** is the space outside of that room: the outside world, with its bushes, sidewalks, and cars. The **world environment** in DC Heroes is the entire world and all its inhabitants. It could be Earth, a galaxy several light-years from the Milky Way, or another dimension.

Your partner in DC Heroes is the Gamemaster (GM). He will sit across the table from the Players where he can have a little privacy to roll the necessary secret dice rolls.

It is the GM's responsibility to "set the stage" for your adventure. He will open the story by giving you some background, and telling you where the action is to take place.

He will then pose the first problem for your character to solve. This problem can be as simple as finding a missing object, or as complicated as stopping a savage attack on a group of citizens.

While you play your roles as Super-Hero characters like Batman or Superman, the GM plays all the other people your characters meet. He plays the little old lady on the street, the villain, and the villain's henchmen—all of the non-hero characters in the adventure (called Non-Player Characters, or NPCs). But the GM has a more important job beyond roleplaying NPCs.

The Gamemaster also figures out your combat results, judges the difficulty of actions, and continually presents the Players with new parts of the storyline. In fact, role playing games are really a dialogue between the players and the Gamemaster.

The GM will set up the story, giving you the important facts and describing the scene. Then he asks you what actions your character plans to take. You tell him what you are going to do, often using your special Powers and Skills to accomplish your goals.

The GM will often ask you to roll the dice. In this way he can determine the success or failure of your character's actions using the two tables: the Action Table and the Result Table. So the game goes, back and forth, until the adventure ends.

DC Heroes is an interactive game. For any action you want your Super-Hero characters to perform, you must compare the character's Attributes to the Attributes of the person or object they want to effect. Everything in DC Heroes has Attributes, even though some Attributes may have a value of 0.

DC Heroes is also interactive in a unique way. The storylines are not just puzzles presented by the Gamemaster for the Players to solve. The Players can suggest their own storylines and run them independently from the main adventure. These additional storylines are called *Subplots*.

The Gamemaster and the Players work together creating Subplots. The Players suggesting specific storylines and the GM fleshing them out, making changes to fit the rules, and putting in "plot twists." To learn more about Subplots, read *Character Design*.

So you can see that it is very important that both Players and Gamemaster cooperate in order for the game to be fun. The Players and the GM are all interested in having a good time. The GM should not be "out to get" any of the Super-Hero characters by posing situations that are impossible to solve.

On the other hand the Players should not ruin each others' enjoyment by squabbling among themselves or by using the Super-Hero characters to act out personal grudges.

Some Super-Hero characters may die in the course of play, but there are many other characters to role play in the DC Universe. Select another one, and the game can be as exciting as ever.

To play the game, you should learn these next seven ideas. Since they were covered in the introduction, you could just skim through them if you feel you know these rules. Pay particular attention, however, to any rule section enclosed in a box. These are new rules added to the rules you already know.

IDEA ONE: ATTRIBUTE POINTS (APs)

Attribute Points (APs) are the unit of measurement for everything in DC Heroes. They are interchangeable. Therefore, a character who has 6 APs of Strength can lift 6 APs of weight (3,000 lbs) easily. If he has 6 APs of the Power of Flight, he can travel 6 APs of distance (600 feet) within a single phase of time (4 seconds or 0 APs). Zero is used as a unit of measurement in DC Heroes, and for all things, Zero represents their base value.

EXAMPLE:

APs	Measure	Amount
0	weight	0-50 lbs
0	distance	0-10 feet
0	information	0-1 paragraphs
0	time	0-4 seconds

IMPORTANT: For each AP increase of 1, the amounts that are measured are doubled. So, although 0 APs of weight represents 0-50 lbs, 1 AP of weight represents 51-100 lbs, and 2 APs of weight represents 101-200 lbs. In the chart below, measuring the same things, you can see how quickly AP amounts add up:

EXAMPLE:

APs	Measure	Amount
5	weight	751-1,500 lbs
5	distance	151-300 feet
5	information	Pamphlet—Mag
5	time	1-2 minutes

APs are also found on the Character Cards and Character Sheets and they are used by the GM to determine how effective a character's actions are on the Action and the Result Tables.

Final Note on APs: APs are ranges. Any measurement that falls within the AP range is considered that AP. For instance: 5 APs of distance is 151 to 300 feet. Anything within this area is considered 5 APs.

IDEA TWO: ATTRIBUTES

Your character's natural abilities are called his Attributes. They are:

Dexterity	**Will**
Strength	**Mind**
Body	**Influence**
Intelligence	**Aura**
	Spirit

The nine Attributes are measured in APs and are listed for each character on his Character Card.

These numbers are categorized into two different groups. The first group divides the nine Attributes into Physical, Mental, and Mystical categories. The second group divides the Attributes into Action/Opposing, Effect, and Resistance Attributes.

In other words, the first grouping defines the Attributes as different aspects of man; his physical, mental, and spiritual sides. From these different aspects, a Player can tell how strong, intelligent, and spiritual his character is.

The second group defines the Attributes so that they can be used to change the world around a character, or to defend against those who want to change him.

By using Attributes, characters can either act or oppose an action. Once an action has succeeded, a character can tell how effective the action has been or even resist a successful action to lessen its effect. In short, the second group of the nine Attributes defines how a character interacts with other characters, objects, or himself.

First Group

PHYSICAL ATTRIBUTES

WONDER WOMAN™ *alias Diana Prince*					
DEX:	10	STR:	45	BODY:	16
INT:	10	WILL:	8	MIND:	6
INFL:	12	AURA:	5	SPIRIT:	5
INITIATIVE:	32	(42)			

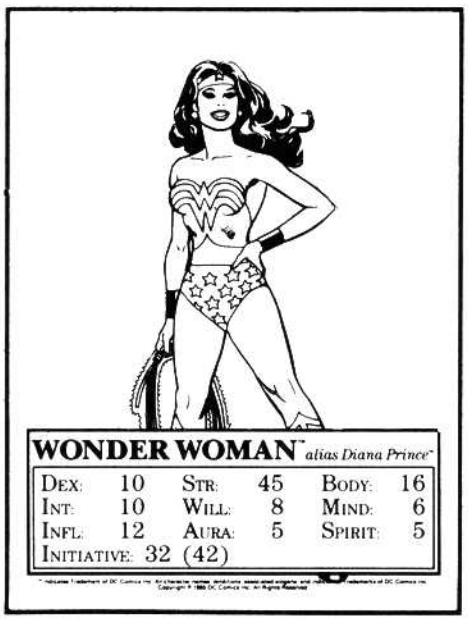
Each character has 3 Physical Attributes. These Attributes are used for comparison whenever a character is facing any sort of Physical Attack, even from those based on Mental or Mystical Powers like Heat Vision, or Air Control.

Attribute:

1. **Dexterity (DEX)** How nimble the character is.
2. **Strength (STR)** The character's Physical Power.
3. **Body (BODY)** Amount of Physical damage a character can take and his resistance to Physical Attack.

The average human character's APs are 2 across the board. He weighs 2 APs (101-200 lbs), he can lift 2 APs (also 101-200 lbs), and he can run 2 APs in one phase of time (21-40 feet within 4 seconds). He has a DEX (Dexterity) of 2 APs, a STR (Strength) of 2 APs, and a BODY (Body) of 2 APs.

By contrast, Wonder Woman's DEX is 10, her STR is 45, and her BODY is 16. Wonder Woman is incredibly agile and she can absorb quite a lot of physical punishment. Her sheer physical



WONDER WOMAN™ *alias Diana Prince*					
DEX:	10	STR:	45	BODY:	16
INT:	10	WILL:	8	MIND:	6
INFL:	12	AURA:	5	SPIRIT:	5
INITIATIVE:	32	(42)			

power, her STR of 45, is her most impressive Physical Attribute. With a Strength of 45, Wonder Woman can easily pick up and throw Mount Everest, which has weighs 43 APs.

MENTAL ATTRIBUTES

WONDER WOMAN™ *alias Diana Prince*					
DEX:	10	STR:	45	BODY:	16
INT:	10	WILL:	8	MIND:	6
INFL:	12	AURA:	5	SPIRIT:	5
INITIATIVE:	32	(42)			

A character's Mental Attributes parallel his Physical ones. They are used to resist and fuel Mental Attacks. Each character has 3 Mental Attributes.

Attribute:

1. **Intelligence (INT)** The ease with which he grasps and uses information and how easily a character can keep Mental Attacks from affecting him.
2. **Will (WILL)** The character's Mental Power.
3. **Mind (MIND)** Amount of Mental damage a character can sustain and his resistance to Mental Attacks.

Wonder Woman's Mental Attributes are heroic but not phenomenal: INT (Intelligence) 10, WILL (Will) 8, and MIND (Mind) 6. Although these figures place her above a normal adult (whose Attributes are 2), they are not quite as remarkable as her Physical Attributes. It would, therefore, be easier to use a Mental Power such as Mind Probe on Wonder Woman than to injure her physically.

MYSTICAL ATTRIBUTES

WONDER WOMAN™ *alias Diana Prince*					
DEX:	10	STR:	45	BODY:	16
INT:	10	WILL:	8	MIND:	6
INFL:	12	AURA:	5	SPIRIT:	5
INITIATIVE:	32	(42)			

Finally, there are the Mystical Attributes. In DC Heroes, the word "Mystical" is used to describe magical and spiritual powers. Each character has 3 Mystical Attributes.

Attribute:

1. **Influence (INFL)** The ease with which the character uses magical or spiritual powers and how easily he may keep these powers from affecting him.
2. **Aura (AURA)** The character's Mystical power.
3. **Spirit (SPIRIT)** Amount of Mystical damage a character can take and his resistance to Mystical Attacks.

Wonder Woman's Mystical APs are: INF (Influence) 12, AURA (Aura) 5, and SPIRIT (Spirit) 5. So, although she could easily manipulate Mystical Powers, she does not have the discipline to make or defend against Mystical Attacks. She is more vulnerable to Mystical Attacks than to any other form of assault.

Second Group

ACTION ATTRIBUTES

In the second group, the nine Attributes are grouped to see how the Attributes interact with other characters, objects, and himself. They are relate more closely to their use on the Action and Result Tables. These

groups are Action/Opposing Attributes, Effect Attributes, and Resistance Attributes.

ACTION/OPPOSING ATTRIBUTES

WONDER WOMAN™ alias Diana Prince™					
DEX:	10	STR:	45	BODY:	16
INT:	10	WILL:	8	MIND:	6
INFL:	12	AURA:	5	SPIRIT:	5
INITIATIVE: 32 (42)					

The Action and Opposing Attributes are used on the Action Table to determine the success of any action, from deciphering a code to conducting a Mystical Attack.

Attributes	Used on the Action Table for Actions of a:
1. Dexterity (DEX)	Physical nature
2. Intelligence (INT)	Mental nature
3. Influence (INFL)	Mystical nature

Please note that this group contains one Attribute from each category used in the First Group, so that the Physical (DEX), Mental (INT), and Mystical (INFL) aspects of action are all represented.

For example: if your character carries out a Physical Action, like striking an adversary, his Physical Action Attribute (DEX) is used. Since your hero's adversary has no intention of being struck, he opposes the Physical Action with a Physical Action, so the adversary's DEX comes into play. The two values can then be compared on the Action Table. The same rule applies when your character attempts a Mental or Mystical Action.

In many cases your character will use a Skill or Power to attack. In these cases the AP for that Skill or Power is substituted for the Action and Effect Attributes.

IMPORTANT: Mental and Mystical Powers sometimes have physical manifestations (i.e. Heat Vision). In this case, the Opposing Attribute is the other character's (or object's) Dexterity (DEX). Mental and Mystical attacks that manifest themselves physically are considered *Physical Attacks.*

Here's an example of a Skill substituting for an Attribute: Batman has a Martial Arts Skill of 10 APs, which helps him strike first in combat, substitutes for his Dexterity and Strength Attributes, and has other benefits. Since he has 6 APs of Strength, he can use his Martial Artist Skill to increase his Strength to 10 APs.

EFFECT ATTRIBUTES

WONDER WOMAN™ alias Diana Prince™					
DEX:	10	STR:	45	BODY:	16
INT:	10	WILL:	8	MIND:	6
INFL:	12	AURA:	5	SPIRIT:	5
INITIATIVE: 32 (42)					

If your dice roll has been sufficient for your character to accomplish his action (see *The Action Table*), you will want to know how successful the action is. Has your character, for example, merely struck his foe, or is he knocked out cold?

Now it is time to locate your hero's Effect Attribute, which will tell you how much energy he can direct at his adversary.

Effect Attributes:

Attributes	Used on the Effect Table for Attributes of a:
1. STR	Physical nature
2. WILL	Mental nature
3. AURA	Mystical nature

NOTE: Raw WILL and AURA scores are rarely used. Usually Mystical or Mental Powers are linked to these Attributes. However, these APs are referred to under their Power. For example, a character has 5 APs of Psychic Wall, not 5 APs of WILL which is *linked to a Power named Psychic Wall.* For full explanation of Linking Powers, read *Character Design.*

RESISTANCE ATTRIBUTES

WONDER WOMAN™ alias Diana Prince™					
DEX:	10	STR:	45	BODY:	16
INT:	10	WILL:	8	MIND:	6
INFL:	12	AURA:	5	SPIRIT:	5
INITIATIVE: 32 (42)					

A character's Resistance Attribute is the number that is used to determine how much of a particular attack he can withstand.

Resistance Attributes:

Attribute	Used on the Effect Table for Attributes of a
1. BODY	Physical nature
2. MIND	Mental nature
3. SPIRIT	Mystical nature

Resistance Attributes are compared to Effect Attributes (see *The Result Table*) to see how great an effect any action has. This effect is measured in Result APs (RAPs).

Successful attacks against a defender will reduce his Resistance Attribute, though he will always be able to defend himself at his original Resistance Attribute Value. The reduction of the Resistance Attribute is temporary and points lost can be regained through a *Recovery Check* (see page 11).

Putting the two Groups together.

Below is a chart that combines the two Groups and show you how they are interrelated.

	SECOND GROUP		
FIRST GROUP	*Acting/ Opposing*	*Effect*	*Resistance*
Physical	Dexterity	Strength	Body
Mental	Intell.	Will	Mind
Mystical	Influence	Aura	Spirit

IDEA THREE: ROLLING THE DICE

Let's look again at the use of dice in DC Heroes. Each of the ten-sided dice is referred to as a D10. When the GM asks you to roll 2D10 you must roll both dice and add the two resulting numbers.

If you roll doubles, you may roll again. For example: you roll double 4's. You may add the result (8 in this case) and roll again. Anytime you roll doubles you may continue rolling, adding the results to your total, until you stop rolling doubles. In the unlikely event that you keep rolling doubles (maybe double 3's followed by double 4's, etc.) you may stop rolling whenever you wish.

The only exception to this doubles rule is a roll of double 1's. **When you roll double 1's, whatever action your character is attempting fails.** You may not follow the doubles rule and roll again. Even if a roll of double 1's follows another doubles roll, 3's for example, the action has failed.

Whenever you roll the dice on the Action Table, the roll is called an *Action Check.*

IDEA FOUR: THE ACTION TABLE

The Action Table will tell you whether or not your character's actions are successful. The Table is made up of numbers organized in Columns (up and down), and Rows (side to side). This time let's use Batman and the Joker as examples. Batman is attempting to strike the Joker. Follow the step by step procedure below:

1. Locate the correct Acting Value Row, using the guide numbers on the left side of the Table. Attempting to strike someone in simple hand-to-hand combat is a Physical Action, so Batman's Action Attribute is his DEX of 10. Locate the 9-10 Row on the Table.

2. Locate the correct Opposing Value Column. The Joker will try to physically dodge Batman's blow, so the Joker's Opposing Attribute is his DEX also, which is 8. Find the 7 to 8 Column on the Table.

3. Locate the Success Number by finding where the 9-10 Row intersects the 7 to 8 Column. The number they intersect at, 9, is your Success Number. You must roll 9 or above on 2D10 (both dice) for Batman to strike the Joker.

4. Roll the dice. Let us suppose that you roll double 3's. You can roll again. Now you roll a 2 and a 6. Add the numbers from both rolls together: 3 + 3 + 2 + 6=14. Since your total of 14 is greater than the 9 needed to hit, the action is successful.

5. Check for a Column Shift. Anytime a character rolls greater than his Success and 11 or over, he is eligible for a Column Shift. You have rolled over 11, and above your Success Number, so you may be eligible for an effect bonus, called a Column Shift. In the example above, you rolled 14 when the Success Number was 9.

6. Determine the number of Column Shifts. Since your dice roll was at least 11 and higher than the roll needed for success, you can begin to count your Column Shifts. Put your finger on the spot where the Acting Value Row intersects the Opposing Value Column at the number 9.



If you move your finger one column to the right, the new number you are pointing to (11) is still lower than the number you rolled. You have made one Column Shift.

You can move one Column further to the right, since your dice roll of 14 is greater than the number (13) in that column too. You have now made two Column Shifts. The number in the next column to the right is 15. Since 15 is greater than your dice roll, you do not earn a third Column Shift.

The Column Shifts you have earned will increase your character's results in the next step, The Result Table.

Important Rules on Column Shifts

COLUMN SHIFTS START AT 11
Start counting your Column Shifts at 11. For example: if your Success Number is 3 and you roll a 12, even though you move over many columns, you only receive 1 Column Shift.

TURNING THE CORNER *or Going off the edge of the Action Table.*

Sometimes, the dice roll for your Action Check was so high, that when counting Column Shifts you go all they way to the right edge of the Action Table.

Look at the Action Table and find the 46-50 Row of the Acting Values. If a you have a character with a Strength of 50 APs and you roll above 15, you go off the chart.

In this case you "turn the corner" and count upwards along the right hand edge as if it were the continuation of your Row. Keep going until your dice roll number is smaller than the next entry.

For example: Your character with the 50 APs of Strength first rolls double 6's, then rolls double 5's, then rolls 7 for a total of 12 + 10 + 7 or 29. Suppose his Success Number is a nine. For the correct Column Shifts, he counts one to eleven, two to 13, three to 15, then he turns the corner and counts four to 18, five to 21, six to 24, seven to 28 and stops. You must stop because the next number is 32 which is larger than your dice roll of 29.

2 3 6

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ACTION TABLE

Acting Value Rows	Opposing Value Columns: 0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+5
1-2	6	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	+5
3-4	5	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	
5-6	4	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	
7-8	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	
9-10	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	
11-12	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	
13-15	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	
16-18	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	
19-21	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	
22-24	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	
25-27	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	
28-30	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	
31-35	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	
36-40	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	
41-45	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	
46-50	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	
51-55	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	
56-60	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	
+5																				C

+5 One Column Shift for each +5 C Cancel One (5) Row Carries one +5 Column

+5 COLUMN/ROW

At the very end of both the Action and Result Tables is a +5 Column. This number is used when a character is completely off the chart either in number of Column Shifts, comparison of Attributes, or just plain dice rolling.

On the Action Table the Opposing Values, Acting Values, and the Success Number increase in 5 point increments. The same is true for the Result Table's Effect and Resistance Values.

For example: characters with a DEX of 61-65 as an Opposing Value are off the chart. Just add +5 to the Opposing Value for every 5 APs. Therefore a character with an Acting Value of 1-2 would have to roll an 85 to hit a character with an Opposing Value of 61-65, roll a 90 to hit a 66-70 and so on.

"C"

C stands for Cancel. Anytime two characters are off the Table, they cancel each other's advantage. A 70 Effect Value against a 70 Resistance Value is resolved as a 60 against a 60. A 75 Acting Value against a 70 Opposing Value is resolved as a 65 against a 60.



IDEA FIVE: THE RESULT TABLE

The Result Table is used only if a character has succeeded in his action. Go back to the Joker vs. Batman example. If you had rolled a 6, that would have been below your character's Success Number, and the action would have failed.

As it is, however, Batman's Player rolled higher and succeeded. In fact, the dice roll earned two Column Shifts. You can now use the Result Table. Follow the step by step procedure below:

1. Locate the Effect Value Ratings on the left side of the Result Table. The Effect Attribute of STR is used for Physical Actions; WILL is used for Mental Actions; AURA is used for Mental Actions. The Effect Attribute for a Physical Attack is Strength, so Batman's Strength APs of 5, must be used. Locate the 5-6 Row on the Table.

In most circumstances, raw WILL and AURA are never used for Effect Values because Powers linked to these Attributes will be substituted.

2. Locate the Resistance Value Ratings at the top of the Table. A defender's Resistance Value will usually be the same as his Resistance Attribute: BODY for Physical Actions, MIND for Mental Actions, and SPIRIT for Mystical Attacks.

The Joker's Body of 2 is used, since Batman's striking him is a Physical Action. Locate the 1-2 Column on the Result Table.

3. Make your Column Shifts to the ***left*** this time. When you move your finger two columns to the left, you will find that you are now pointing to the "x" Column. The "x" Column is provided as a convenience. When you reach the left edge of the Result Table and have Column Shifts left over, you can simply keep adding one to your Result AP total each time you shift into the "x" Column.

4. Find your Result APs (also called RAPs) by locating the spot where the Effect Value row and the Resistance Value Column meet. Since you have made your Column Shift adjustments, they meet at +1. In this case, you have not only achieved **all** of the Result APs possible for Batman's hit (5, because of his STR of 5 APs), you have also earned 1 extra Result AP. Your RAPs total is 6. The "A" that appears in the "0" column means that you have scored all of the RAPs possible for Batman's hit.

Therefore, using the example of Batman and the Joker, if you had earned only one Column Shift, your RAPs total would have been 5. If you had not earned any Column Shifts, your RAPs total would have been 3, since that is where the 5-6 Effect Value Row meets the 1-2 Resistance Value Column.

6 RAPs of damage against the Joker's BODY of 2 would kill him. But because neither side declared Killing Combat, this attack is considered Bashing Combat. Therefore, the Joker can only be reduced to -2 APs, no matter what the RAPs of damage. However, because of the Column Shifts, Batman might want to pull his punch to keep the Joker from flying into the wall.

(see *Bashing and Killing Combat).*

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RESULT TABLE

Effect Value Rows	x	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+5
			Resistance Value Columns																		
1-2	+1	A	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
3-4	+1	A	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
5-6	+1	A	3	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
7-8	+1	A	5	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
9-10	+1	A	8	6	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	*
11-12	+1	A	10	9	7	6	4	3	N	N	N	N	N	N	N	N	N	N	N	N	*
13-15	+1	A	12	11	9	8	7	5	3	N	N	N	N	N	N	N	N	N	N	N	*
16-18	+1	A	14	13	11	10	9	8	6	4	N	N	N	N	N	N	N	N	N	N	*
19-21	+1	A	18	17	16	14	12	10	8	6	4	N	N	N	N	N	N	N	N	N	*
22-24	+1	A	21	20	19	17	15	13	11	9	7	5	N	N	N	N	N	N	N	N	*
25-27	+1	A	24	23	22	20	18	16	14	12	10	8	6	N	N	N	N	N	N	N	*
28-30	+1	A	27	26	25	23	21	19	17	15	13	11	9	7	N	N	N	N	N	N	*
31-35	+1	A	30	29	28	26	24	22	20	18	16	14	12	10	8	N	N	N	N	N	*
36-40	+1	A	35	34	33	31	29	27	25	23	21	19	17	14	12	9	N	N	N	N	*
41-45	+1	A	40	38	36	34	32	30	28	26	24	22	20	18	16	13	10	N	N	N	*
46-50	+1	A	45	43	41	40	38	36	34	31	28	26	24	22	20	17	14	11	N	N	*
51-55	+1	A	50	48	46	44	42	40	38	36	34	32	30	27	24	21	18	15	12	N	*
56-60	+1	A	55	53	51	49	47	45	43	41	39	36	33	30	27	24	21	18	15	13	*
+5		A	°	°	°	°	°	°	°	°	°	°	°	°	°	°	°	°	°	°	C

* For every 5 APs of Effect Value over 60, increase the RAPs by 5.
* Shift the Effect Value up one row for each +5 column and use the 60 Resistance Value.

A All The Result APs are equal to the Effect Value.
C Cancel One +5 Row cancels one +5 Column.
N No Effect The action has no effect on the target.

IDEA SIX: POWERS & SKILLS

Skills are abilities which Super-Hero characters and ordinary people (upstanding citizens and thugs alike) may possess. Climbing and Animal Handling are two such Skills. Super-Hero characters and villains will have more APs of the Skill than ordinary citizens. Skills use the same AP value for Action, Effect, and Resistance Values. When you are creating a new character, you may wish to link his Skill to one of his Attributes (see *Linking Skills*) to increase the effectiveness of that Skill.

Powers, on the other hand, may not be possessed by ordinary people. Possession of a Power, like Energy Absorption or Starbolt, is one of the things that distinguishes Super-Hero characters from ordinary people. Powers, like Skills, have only one AP Value. If Starfire wishes to use her Starbolt, her Action Attribute and her Effect Value are her Starbolt Power of 12. All Powers are classified as Physical, Mental, or Mystical. They are also classified as to how their Power will be manifested. Some Mental and Mystical Powers have physical manifestations. A full list of Powers and Skills is in *Powers and Skills.*

In the previous example of Batman vs. the Joker, if Batman had been using a Skill in his attack (his 10 APs of Martial Arts, for example), the APs for that Skill would be used instead of Batman's DEX and STR.

IDEA SEVEN: HERO POINTS

Hero Points are the currency of DC Heroes. They are earned, like money, in various ways during your adventures. They are also spent like money, and they can help you obtain Powers and Skills, or temporary increases in your character's Acting, Effect, Opposing, or Resistance Values.

Consider the previous example where Batman struck the Joker. The Joker knows that Batman will try to knock him out. He also knows that Batman's attack is likely to succeed.

If the Joker has Hero Points (let's give him 5), the GM may decide to spend them to help fend off Batman's attack. Since the Joker is the defender, the GM may spend them to increase the Joker's Opposing Value, or his Resistance Value, or both.

Look at the Action Table. Batman's Acting Value (DEX) of 10, and the Joker's Opposing Value (DEX) of 8, intersect at the number 9. You had to roll a 9 or better for Batman to land a punch.

If the GM decides to spend 3 Hero Points to increase the Joker's Opposing Value, the Joker's new value is 11. You can see on the Action Table that increasing the Joker's Opposing Value to 11 means that you must now roll 13 or better for Batman's attack to succeed.

IMPORTANT: You must declare your intention to spend Hero Points before the dice are rolled.

The following rules must be followed any time you wish to use Hero Points:

1. Hero Points can be spent for a temporary increase in Acting Value, Opposing Value, Effect Value, or Resistance Value.

If, for example, the GM had decided to spend 2 Hero Points to increase the Joker's Resistance Value to 4 instead of increasing the Joker's Opposing Value, Batman would still land his punch on a roll of 9 or better. In this new example, however, you only roll 10 and do not get a Column Shift.

On the Result Table you can see how the GM's strategy works. Find Batman's Effect Value (STR) of 5 APs, and the Joker's new Resistance Value (BODY + Hero Points) of 4 APs. The Result APs have been reduced to 2 APs. Batman causes 2 APs of damage, enough to bring the Joker's BODY to 0 APs, but not enough to knock him out.

2. Hero Points may be spent by you or the GM to increase **both** the Acting and Effect, or the Opposing and Resistance Values. Hero Points must be spent separately to increase both Acting and Effect Value or Opposing and Resistance Values.

Suppose that the GM had decided to spend 3 Hero Points on the Joker's Effect Value and 2 Hero Points on Resistance Value. Looking at the Tables, you will see that this strategy increases the difficulty of Batman landing a punch **and** decreases the damage he inflicts on the Joker.

3. Hero Points can only be spent once. Once you or the GM have declared an intention to spend Hero Points and the dice have been rolled, those Hero Points are gone forever.

4. You cannot spend more Hero Points than the APs of the Skill you wish to increase. The Joker only has a Body of 2 APs, therefore, the GM may not spend 3 Hero Points to increase the Joker's Resistance Value of 2 to a 5, even though the Joker has 5 Hero Points to spend.

5. Any character, including NPC's (Non-Player Characters), may have Hero Points. You control your character's Hero Points, and the GM controls the Hero Points of the NPC's.

6. Bidding: you and the GM may bid with Hero Points before the dice are rolled.

If the GM had bid 3 Hero Points on the Joker's Opposing Value (his DEX), you might bid any Hero Points that Batman posseses (3, for example) to increase his Acting Value (DEX also). Looking at the Action Table, the GM might decide that your bid gave Batman too great an advantage. He might then increase his bid to 4 for the Joker's Opposing Value. Or he might leave the Joker's new Opposing Value at 11 and increase the Joker's Resistance Value by bidding 1 for the Joker's BODY. Bidding may continue until both of you stop adding to the characters' APs, and say "pass". Then the dice are rolled.

Remember that you cannot bid more Hero Points than you have APs of an Attribute, Power, or Skill.

7. Once Hero Points have been bid to increase a Value, they must be spent on the Value they were bid for.

You cannot switch your character's Hero Points from, for example, Acting Value to Effect Value at the last minute.

IDEA EIGHT: AUTOMATIC ACTIONS

Any action that does not attempt to change the APs of an object or another character is considered an Automatic Action. If a character has a STR of 6 APs, he can lift 6 APs of stone without having to roll the dice. If the character has a DEX of 5 APs, he can run 5 APs of distance in a single phase.

But, if you wish your character to use his 6 APs of STR to smash that same stone, you must roll the dice since an attempt is being made to change the APs of the stone and the

stone can resist this attempt. This rule also applies to some Powers. If a character has a Flight Power of 12 APs, flying at a speed of 12 APs per phase is considered an Automatic Action.

Power Levels in Automatic Actions

When using an Automatic Action, you do not have to use it at the full extent of your APs. For example, if you have 8 APs of Flight, you can fly at 1, 2, or 6 APs.

Pushing an Automatic Action

Sometimes you will need your hero to fly faster, jump further, or lift more than he normally can. To do this, the hero must push himself and force every ounce of his energy into the attempt. You might say that he is straining beyond the usual limits of his powers. this is what it means to push an Automatic Action

To accomplish this, you must make an Action Check on the Action and Result Tables.

Since your character is fighting his own limitations, the APs of your character's ability (either Attribute, Power, or Skill) are both the Acting and the Opposing Values. If the Action Check is successful, check the Result Table. The APs of the character's ability are used for both the Effect and Resistance Values.

For example: Cyborg has STR APs of 7. Therefore he can lift 7 APs of weight. But the armored car he wants to lift weighs 8 APs. He can not lift it without pushing his Automatic Power.

First, the Player finds the Success Number by comparing Cyborg's STR of 7 against itself (STR of 7). The Success Number is 11. The Player rolls a 15. He has made it! He also gets two Column Shifts because he rolled so high. Now check the Result Table with two Column Shifts.

On the Result Table, the Effect and the Resistance Values are also the APs of the Attribute, Power, or Skill that is being pushed. The Result APs are added to the APS of the Attribute, Power, or Skill to help the character perform the action.

For example: Cyborg has succeeded in pushing his STR. Now the Player looks at the Result Table to find out how far he pushed it.

He compares the Effect Value (STR of 7 APs to the Resistance Value (also STR of 7). The result is 2 APs. This result is added to Cyborg's Strength of 7 to give him a new Strength of 9 APs. He can now lift up to 9 APs of weight. But Cyborg gets two Column Shifts, which makes the result 4 APs. When this is added to his original 7 APs of Strength, it gives him a new total of 11 APs of Strength.

When you are pushing an Automatic Action, you may burn Hero Points to increase the Acting and Effect Values.

The benefit of pushing an Automatic Action lasts one phase. If Cyborg needed to lift the armored car any longer than one phase, you would have to re-roll each phase.

Failure to Push an Automatic Action

If you do not roll your character's Success Number, he is exhausted with the effort. He loses the pushed Power or Skill and the pushed Attribute drops to 0 APs. This exhaustion is temporary, and the APs of the ability can be regained with a Recovery Check (see above).

IDEA NINE: RECOVERY CHECK

This is a new idea, and it is an important one. Once your character is hurt, the damage can be repaired otherwise New York, Gotham, and Metropolis would be littered with the tombstones of heroes. The process is called a Recovery Check and it is rolled on the Action and Result tables just like an Action Check.

The Acting Value and Effect Value of a Recovery Check is the basic BODY of the character.

The Opposing Value and Resistance Value is based on the damage taken by the character.

If the current BODY of the wounded characters is 0 or more, then the Opposing and Resistance Values are 0. If the current level of the BODY is in the negative, toss out the negative sign and use that number as the Opposing and Resistance Values.

For example: if Firestorm has his current BODY reduced to -4, the Opposing and Resistance Values to recovery would be 4.

There are three types of Recovery Checks. They are covered in detail in *Combat.*



APs AND THE WORLD

Every action in the world of DC Heroes can be simulated with APs. They are used to measure the world around your Super-Hero character as well as to measure the results of his actions. This section covers the basic methods for using APs to simulate all the actions of DC Heroes. Included are discussions of:

General rules on APs,
Two types of Actions,
Movement,
Throwing and moving things,
Unusual Situations,
Universal Modifier chart,
and Going for Broke.

APs: General Rules

When working with APs, it is important to remember that AP Values are not hard and fast numbers. Rather, they cover a range of measurement. 1 AP of distance is listed under its upper limit of 20 feet, but it really covers the entire distance between 11 and 20 feet.

As the APs increase, the range of measurement also increases. Therefore 1 AP of distance covers 11 to 20 feet, while 6 APs of distance covers 301 to 600 feet. A mile, for instance, falls within 10 APs of distance, but 10 APs of distance covers anywhere from 5,001 feet to 10,000 feet. At the bottom of this page, you can see what we mean.

Your Gamemaster has a section of his Manual which give examples of APs in various ways. Included in this section are: a list of "Benchmark APs" which list examples of common items measured in APs, a list of "Material Strengths" which rate common items in terms of APs, and a chart which converts APs into normal weights, measures, and speeds and vis a versa.

In general, it is easier to use measurements of APs than constantly trying to convert actions into real world measurements. The nature of APs make calculations involving them simple and fast.

Hopefully, the examples below will also help you figure out lots of situations yourself.

The Two Types of Actions and APs

The first and most common form of using APs you already know. You simply compare the appropriate Acting Value (measured in APs) with the appropriate Opposing Value (measured in APs) to find the necessary Success Number. If the Success Number or greater is rolled, the action has occurred. You then go to the Result Table to see how many APs of Result (called RAPs) you were able to cause.

Using APs in this way is known as a Standard Action. This type of action seeks to change the APs of an object or person. Therefore, this target offers Opposing and/or Resistance Values to stop the action. Combat is a Standard Action. So is using a Power to control a Non-Player Character's mind, or using Detective Skill to find the clues to a murder.

Everything in DC Heroes universe has Attributes which can be compared during a Standard Action. These Attributes are the same as your character's Attributes. Inaminate objects only have Attributes that are appropriate. An inmobile, unmoving object like a sofa has a Dexterity and Strength of 0, but it will have a Body of 2 APs.

No usual inaminate objects have Mental or Mystical Attributes and may not be Mentally or Mystically Attacked. However, they may be attacked physically by a Mental or Mystical Power.

For instance, a wall can resist being ripped apart with its BODY so it has a Resistance Value equal to its BODY. However, all of the wall's other Physical Attributes are equal to 0 APs. This wall can be attacked with a Mental Power like Heat Vision, but Mental or Mystical Powers that attack the Mind or Spirit will simply not work on a wall. After all, you can't put a brick to sleep.

APs also measure actions that do not seek to change the APs of an object and therefore do not compare two Attributes on the Action or Result Table. These actions are, of course, Automatic Actions which include running, lifting, and throwing.

Automatic Actions can be combined with Standard Actions in a single phase. For instance, when Cyborg picks up and throws a rock that weighs 3 APs, he is making an Automatic Action. But if Cyborg throws it at someone or something, he must roll on the Action Table to see if he hit his target. This is a Standard Action. Essentially, Cyborg is doing two actions: one is picking up and throwing the rock; two is attacking a target.

Automatic Actions can be used to measure many different things. Most important, they can be combined to find new measurements. For instance, when using Automatic Actions, if you

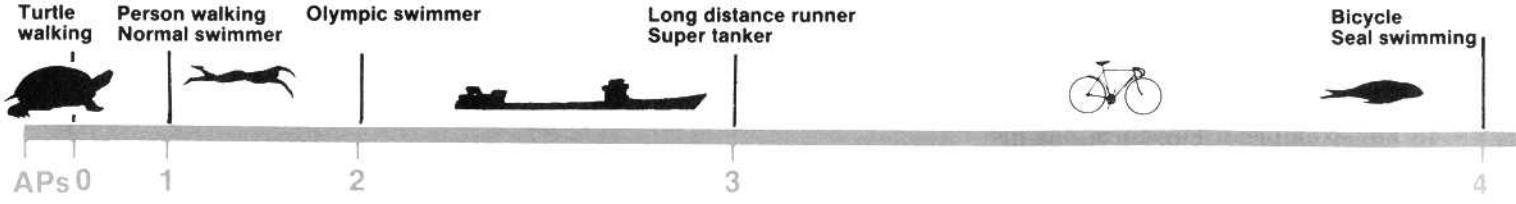
AP RULER

Below is a graphic presentation of how APs increase. Also, you can see how real world measurements fall within the ranges of APs

The scale of this "ruler" will change. Turn the next page, and you will notice that the box in the left-hand corner is the distance covered in all the pages previous! Once APs get going, they expand at a tremendous rate.

Characters and vehicles are posted at their appropriate speeds. Other measurements are in APs of distance.

Note that all AP measurement is on the bottom of the line.



know the distance to a certain point and the speed of your character, you can find out the time in APs it takes to reach that point. Below are examples of these rules.

Movement and APs

Movement is directly related to a character's Dexterity or Movement Power like Flight or Gliding. The time it takes to move this distance is always 0 APs of time or 1 four-second phase. For example, a character with 8 APs of Flight can move 8 APs (¼ mile) in one phase. A normal person could run 2 APs of distance in the same amount of time.

There is a maximum limit of movement to all characters without a movement Power. These are:

Running: 5 APs
Swimming: 3 APs

These limits assume that the human is moving under optimum conditions. Hero Points can not be spent to increase these limits, nor can a character without a movement Power push these limits as he normally could push his Automatic Action.

Movement Rules

Sometimes you need to know how much time it will take to run a specific distance at a set speed, or what the distance is when you've run for so much time at a certain speed, or what speed you were running when you covered so much distance in a certain length of time. Since time, distance, and speed are interelated, you can find out the APs of any of these terms simply by adding and subtracting.

The interelated rules are:

Time = Distance - Speed
Distance = Speed + Time
Speed = Distance - Time

Speed can also be the APs of Dexterity or movement Power/Skill which your character has. For instance, the Flash has the 28 APs of the Power Super Speed. His speed, therefore, is 28. Batman has 10 APs of Dexterity. His Speed, however, is 5 APs because Batman does not have a movement Power and cannot go past the human limits of movement.

EXAMPLES:

Time = Distance - Speed.

(You will probably use this formula more than any other.) Cyborg is running and leaping to save his friend from the Terminator. How much time will it take for Cyborg to reach his friend?

Cyborg's Dexterity is 7 so his Speed is 7. The Terminator is 10 APs of distance away. Using the rule: Time = Distance-Speed: 10 (distance to the Terminator) - 7 (Cyborg's speed) = 3 APs of time. It takes Cyborg 3 APs of time, which is 8 combat phases, to reach the Terminator.

Remember:

0 APs = 1 phase=4 seconds
1 APs = 2 phases =8 seconds
2 APs = 4 phases = 16 seconds
3 Aps = 8 phases = 32 seconds

Each combat phase is 4 seconds long so 4 divided by 32 = 8.

Distance = Speed + Time.

Batman detects a bomb. The explosion has a blast radius of 5 APs of distance. Batman is trying to run away. He has 1 AP of time before the bomb explodes. His Dexterity is 10 APs, but his Speed is only 5 APs. How far can Batman run before the bomb explodes?

Using the formula: Distance = Speed + Time, you can see: 5 (Batman's Speed) + 1 (Time) = 6 APs of distance. The bomb blast has a radius of 5 APs, but Batman has moved 6 APs of distance and is long gone before the bomb explodes.

Speed = Distance - Time

A rocket armed with a nuclear warhead is hurtling towards Metropolis. The rocket will take 2 APs of time to cover the 19 APs of distance to Metropolis from Lex Luthor's underground lab. How fast is the rocket going?

Using the rule: Speed = Distance - Time, we can see: 19 APs - 2 APs = 17 APs of Speed (125 miles every phase). Catching this rocket would be no problem for Superman or Green Lantern, but very difficult or impossible for Starfire (Flight of 12 APs) unless she pushed her Automatic Power of Flying to try to catch up to the rocket.

Throwing Things

To see how far you can throw, kick, or push something, subtract the APs of the object's weight from the APs of the Effect Value that is used to perform the action. Usually, the Effect Value is Strength, but the APs of a Power or Skill can be substituted. The rule is : Effect Value - Weight = Distance.

For instance: Wonder Woman has a Strength of 45. Mount Everest has a weight of 43 APs, so she can pick it up and throw it. Subtracting her Strength from the weight of the mountain (45-43) leaves 2 APs. Wonder Woman can throw the mountain 40 feet!

On the other hand, a small apartment building weighs 17 APs. Wonder Woman can pick it up and throw it 45 APs minus 17 APs or 28 APs of distance, which is approximately from the Earth to the Moon.

Effect Value - Weight + Distance can be used in many situations. Cyborg is carrying an 10 AP steel safe out of a collapsing building. Cyborg can carry up to the limit of Strength APs (7) and still move and jump normally. But Cyborg is pushing his Strength to lift this 10 AP safe. How far can he jump with it? Although Cyborg has pushed his STR to 10, his jumping is still at 7. The 3 extra APs of weight from the safe are subtracted from the Jumping Power's 7 APs for a result of 4 APs of Distance.

Three Things to Remember.

First, in the Cyborg example the normal weight of the Super-Hero character was taken into account and not subtracted from the Effect Value.

Second, the weight of characters does not equal their APs of Body. Usually, the weight of a character matches human norms of about 2 - 3 APs, though larger and stouter characters will weigh more.







Horse galloping
Speed skater
Batman running

Third, characters can move normally, even when carrying a weight as long as the weight does not exceed the STR APs of the character. Cyborg, in the above example, could jump only 4 APs of distance because he was carrying 10 APs of weight, 3 more than his *Movement Power*.

Unusual Situations

What if you want your character to use his skill in an unusual way? What happens when the rules don't cover an action your character wants to perform? For example, what if you want to use your Running Power to run up a guy wire on a bridge? Or what if you try a standard action like firing a bow, but while dangling upside down from a flagpole?

Below is the Universal Modifier Chart. It is only a guide and should not be considered carved in stone. The Gamemaster has the final say on any modifiers he gives to any action, though you might discuss about how hard your action is to perform.

UNIVERSAL MODIFIERS

DESCRIPTION	Standard Action Modifier	Automatic Action OV & RV
Easy	-1	n.a.
Average	0	n.a.
Challenging	+1	2
Difficult	+2	4
Strenuous	+3	6
Extreme	+4	8
Pushing the Limit	+5	10
Herculean	+6	12
Beyond the Limit	+7	15

OV & RV: Opposng Value and Resistance Value
n.a.: Not Applicable

Description

These words or phrases describe a rough measure of the difficulty of the action. For a Standard Action, the description is a comparison with the normal action of its type. For Automatic Actions, the description is applied to the attempts of a normal human (or person with abilities of 2 APs) to perform the action.

If the Gamemaster decides that making a shot while dangling from a flagpole is Strenuous, then the Opposing Value would be increased by 3 Columns. Running up the guy wire could be considered an Extreme Automatic Action and the Opposing and Resistance Value would be 8.

Standard Action Modifier

The number of columns by which the Opposing Value is modified. In some situations the GM may wish to use the Universal Modifier Chart to modify the Resistance Value instead of the Opposing Value.

For example: an artificially intelligent computer has Mental Attributes of 1 AP. However, it has a special program to resist Mental Attacks. The GM Can decide that the computer's Resistance Value to Mental Attacks should be increased by +5 Columns.

Automatic Actions:

Normally, Automatic Actions do not need to make an Action Check, but when attempting a challenging or harder feat, the rules change.

The Player must roll on the Action and Result Tables. The Opposing and Resistance Values to the (normally) Automatic Action are the numbers shown on the Universal Modifier Chart. The APs of the Attribute, Skill, or Power are used as the Acting and Effect Values of the action.

The RAPS of the action are applied in the same way as would be the RAPS of the Automatic Action. In the above example, the RAPs would be the speed that the character ran up the guy wire.

If the action fails, it is assumed to fail at the beginning of the action attempted, i.e. if a character is running up the guy wire and fails in his attempt, he falls off the wire at the spot on the wire where he started his run.

Keep in mind what are the boundaries of any Power or Skill. You cannot tell your Gamemaster: "Well, I am using my Telescopic Vision Power to bring the dead back to life . . . that's Beyond the Limit so there is an Opposing and a Resistance Value of 15."

A common sense condition must exist for a Power to function even in the most impossible situations. For instance: a character using Running Power must have some sort of surface to run on. The Universal Modifier Chart is the GM's tool to adapt to different situations, not a way for you to abuse you characters' abilities.

Going for Broke

There will be times when you will want to be especially precise or careful with your actions. Times when you want to hit the main post in a wall to knock the whole place down, or use one of your characters powers to its greatest extent. In these cases you are going for broke.

Going for broke is a Player's option. You can use it with any Standard Action, at any time and as many times as you would like, though you can't go for broke twice within the same dice rolls.

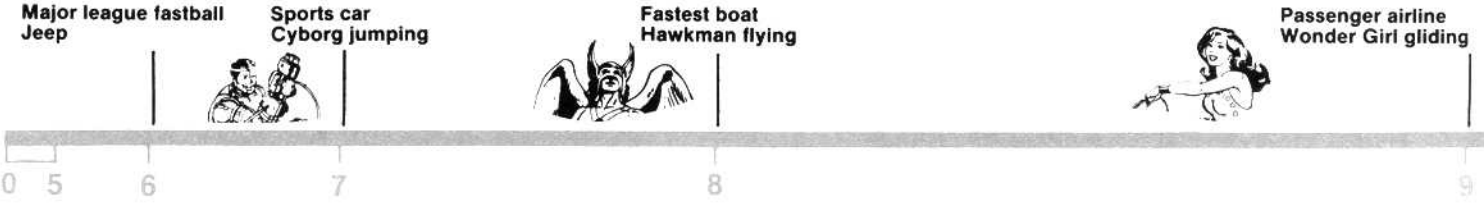
With it, you can intentionally make any action more difficult for your character in order to reap greater rewards for success. To "go for broke," you declare the number of Column Shifts you are willing to increase the Opposing Value. You can declare only even numbers of Column Shifts (2, 4, 6, etc.).

If you roll the new success number, you receive your usual Column Shifts plus bonus Column Shifts, depending on how many columns the Opposing Value was increased. You can spend Hero Points when you are going for broke.

GOING FOR BROKE

Opposing Value Columns Declared	Resistance Value Bonus Column Modifiers
+2	-3
+4	-6
+6	-9
+8	-12

Going for Broke is also used in Combat, though there are special types of attack that cover this same ground (see *Combat*)



C O M B A T

Sometimes your characters will be faced with no alternative other than a fight. When you start combat, you enter a different type of role playing. Usually in DC Heroes, you'll find that time, movement, and specific actions are not a problem. You simply state where you are, where you want to go, and the GM calculates how long it will take you to get there.

But in combat, everything slows down. You go from phase to phase keeping track of time, movement, the number of actions you can make, and characters and Non-Player characters' positions.

You might enter "combat" for a number of reasons and they all do not have to be a fight between your character and a bad guy. Many times, you will need to establish exact time and position. For this reason a GM could announce that it is a "combat" phase.

You must then fix your position in a room or on a map, and use the sequence of movement and action as outlined below.

Some non-combat situations that would require entering a combat phase are:

A small girl falls off the roof. The GM could have you go into a combat phase to establish position and Initiative to show which character is closest to the little girl.

A bomb is planted by a villain. The GM goes into a combat phase to determine initiative and position of your character.

Your character is surprised. He is involved in a combat phase before he can react.

Standup Counters

To help with positioning, Standup Counters of the heroes and villains are included in the game. Attached to their plastic bases, these stand-ups are very useful to help establish position in relation to other characters and NPCs.

Before Combat Begins

Before we outline the order of events in a Combat phase, it is important to understand a few other points.

TIME

Combat is always measured in phases. One round of Combat lasts one phase, which equals 0 APs or 4 seconds.

Within this phase, each character may do three actions. When all characters have finished these actions, the next phase begins.

ACTIONS

During one phase, a character has the option to perform a maximum of 3 actions: move once, attack once, and a simple action. A "simple action" is explained below.

A character can perform all of the actions, or none of them as his Player chooses, but movement and attacking actions can only happen once per phase. A character cannot, for example, move twice and attack once during a Combat phase, nor can he attack 3 times.

Simple actions, however, can be performed more than once in a phase as long as the three actions per phase limit is not exceeded. Your hero can move and do two simple actions, or attack and do two simple actions, or do three simple actions.

SIMPLE ACTIONS

Simple actions are feats that your character might undertake within one phase of Combat that do not affect the APs of another character or object. For example, picking up an object (within the character's AP limits) is a simple action. So is using a non-attack, non-movement Power like Mimic, Force Field, or Telescopic Vision (though these Powers could help in or lead to an attack).

Incidentially, the one-line quips that so often punctuate the combat of Super-Hero characters do not take up an action.

POWERS AND ACTIONS

Using a Power is considered an action. How you use the Power depends if it is used to move, attack, or make some simple action. You cannot combine two Powers or Skills to perform one action in the same phase. For example: If you had Jumping and Running, you could not use both during the same phase. Nor could a character with a Strength of 8 and a Bio-Blast of 10 combine the Power with the punch in the same attack.

You *can* use the same Power to do two or three actions. For example, in a single phase, a character with Super Speed can move, attack, and vibrate through a wall, all with his Power (see *Super Speed* in *Powers and Skills*).

In fact, a character can use three different Powers in a single phase as long as they are being used differently. A character can Fly, use his Telescopic Vision, and fire his Starbolt all in one phase.

A character could even use three non-movement, non-attack Powers in one phase.

ACTIVATING POWERS

The characters' Automatic Powers are automatically activated at the beginning of each phase of combat after everyone declares his actions, but before anyone moves or attacks. This way slow characters have a chance to defend themselves.

Even if Batman can go first in a combat phase, a slower villain will still be able to activate his Force Field Power. Activating a Power or Skill does not count as a simple action, though using that Power or Skill is considered an action.

Once a Power or Skill is activated, it cannot be replaced with another Power or Skill. Therefore, if a Player activates his Telesopic Vision, then



Wonder Woman jumping Mr. Mxzyptlk

realizes that he does not need the Power, he cannot change to another simple action like throwing a switch.

ACTIVATING AND USING GADGETS

Gadgets that mimic Attributes need only one simple action to be turned on, then they last for the duration of their charge. These gadgets (like a suit of powered armor that has Strength APs) are activated before any action takes place.

Gadgets and other devices that mimic Powers and Skills are also activated before any action takes place. These gadgets (like a gun that fires a Starbolt) need to be activated every combat phase.

Using a gadget that simulates Powers or Skills might not considered a simple action: each time the Power or Skill is used, the character must expend the appropriate action.

Type of Power or Skill simulated by gadget	Action used
Non-attack, Non-movement:	Simple Action
Attack:	Attack Action
Movement:	Movement Action

EXAMPLE: A character wants to use his Powered suit. It has a DEX of 8 and a BODY of 10. The suit also has the Powers of Telescopic Vision, Flight, and Starbolt.

On the first combat phase, the character uses three actions, one simple action to turn on his suit (activating the suit's BODY and DEX), one movement action for Flight, and one Attack Action to fire a Starbolt. During the next phase, the character does not need to expend a simple action to keep his suit on. It will stay on to the end of its charge. Therefore, he can use his Telescopic Vision during this combat phase as well as continuing to attack and move. (For a detailed explanation of the Gadget Skill, see page 33 of the *Powers and Skills Manual)*

PLANNING

In the real world, combat is swift. Participants do not have the option of stepping back and considering their next move. It is the same kind of situation in DC Heroes. During one phase of time (0 APs—4 seconds), your character only has time to perform three actions: simple actions as explained above, movement, and attack actions.

Therefore, if your group wants to make plans, each member involved in the plan must expend a simple action to formulate the plan and **may not attack that phase**. All characters involved in the plan must be able to communicate with each other.

Plans are complex courses of action (e.g. Batman decides to throw the Batarang, and tells Robin to circle around and rush the Joker from behind. Desired result: The Joker is surrounded and captured).

Extremely complex planning could take even more actions per phase and more than one phase. This is up to the Gamemaster.

Bellowing "Let's rush him!" is not considered planning, since this happens in the heat of combat.

ATTACKING/DEFENDING

In "combat", the characters are called the "attacker" and the "defender". The attacker attempts an attack or action against another character. The defender is the target of the attack or action. Often, a character will be both an attacker and a defender during a single Combat phase.

COMBAT SEQUENCE

This section briefly lists the steps of the Combat Sequence. A more detailed explanation follows.

Combat Sequence in Brief:

The steps must be followed in the order they are listed.

1. Roll D10 for Initiative Scores. Printed on each Character Card is the character's Initiative Rating in APs. To this, each Player adds the result of a D10 roll. The total is the character's Initiative Score for that phase of Combat.

2. Declare Actions The character with the lowest Initiative Score declares his actions first. Declarations of intentions proceed from lowest to highest. The character with the highest Initiative score declares his actions last. Players must be specific when they declare their character's upcoming actions.

3. Automatic Actions Beginning with the character with the highest Initiative Score, all Automatic Actions are begun. Also, Acting and Opposing Values are determined for Standard Actions. All Hero Points must be declared and spent before dice are rolled. All Hero Point bidding occurs now.

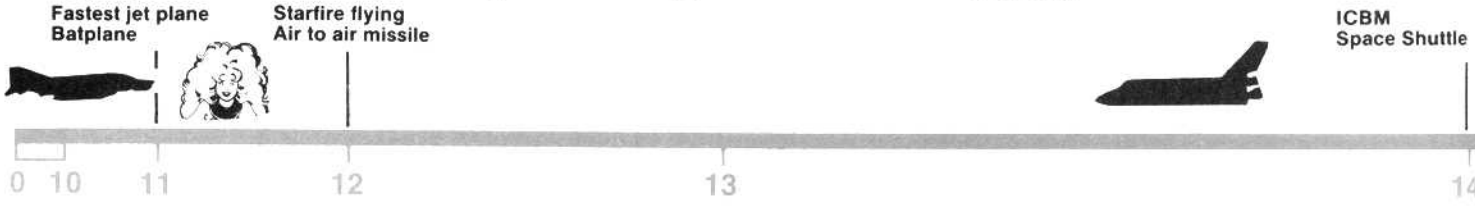
4. Make Action Checks All Hero Points are added to Acting and Opposing Values. The Acting and Opposing Values are compared on the Action Table to find the Success Number. Any Column Shift Modifiers are applied.

Action Checks are rolled on the Action Table to determine if the Standard Actions are successful. Any available Column Shifts for a successful action are calculated.

5. Check the Result Table All Hero Points are added to Effect and Resistance Values. The Result Table is consulted to obtain the Result APs for that attack or action. Apply any Column Shifts.

6. Apply Result APs Result APs (RAPS) from the Result Table are applied to the characters as soon as the RAPs are obtained. Characters may burn Hero Points for a Last Ditch Defense. Characters whose current Resistance APs are reduced to below 0 become unconscious. Characters whose total damage is more than twice their Resistance APs are dead.

7. Recovery Checks The characters may make Desperation Recovery Checks to regain lost APs.



DETAILED COMBAT SEQUENCE ANALYSIS

This section discusses the steps of the Combat Sequence in greater detail, outlining various forms of combat and their rules. Some special forms of combat are marked with an asterisk; you need not use all of the marked rules immediately. Add them as you become familiar with combat in DC Heroes.

Step 1: Initiative

The Players roll for Initiative Scores. Initiative Scores are used to determine which character will be first to declare his upcoming actions for a combat phase, as well as which character will attempt those actions first.

How to figure Initiative:

A. Initiative Rating: At the beginning of the game, add together a character's Action Attributes, his DEX, INT, and INFL. This figure is the Initiative Rating, and rarely changes throughout the adventure.

Since, for example, the APs for Starfire's DEX, INT, and INFL are 7, 5, and 8, her Initiative Rating is 20. Initiative Ratings can be found on the Character Cards.

B. Initiative Score: At the beginning of each combat phase, the Players roll a D10 (one die), and each Player adds the result of his die roll to his character's Initiative Rating. The total is the character's Initiative Score.

A character's Initiative Score changes with each phase of combat. If, for example, the Player role playing Starfire rolls a 7, Starfire's Initiative Score for that phase will be 27 (i.e. 20 + 7).

C. Powers and Skills: Certain Powers and Skills can either be added to the Initiative rating or replace it entirely. See the *Powers and Skills Manual* for specific Powers and Skills.

INITIATIVE AND SPECIAL SITUATIONS

If there is a tie in Initiative Scores between a Player character and an NPC, the Player character is considered to have the higher Initiative Score.

If two Player characters tie, the Player character with the higher INT is considered to have the higher Initiative Score.

If the Player characters' Initiative Scores are still tied, their characters' actions should then be considered to occur at the same time. The GM must randomly decide which Player declares his character's actions first.

Surprised characters have no Initiative and may not act during the combat phase they are surprised (see surprise rules below).

Step 2: Declaring Actions

Beginning with the character who has the lowest Initiative Score, the Players declare what actions their characters will attempt in the upcoming phase of combat. For example, the Player role playing Starfire might say, "I am going to fly through the hole in the wall and fire a Starbolt at the first mech-warrior I see." It is essential that the Players tell the GM as much about their characters' upcoming actions as possible.

The Player role playing Starfire did not, in this example, tell the GM that Starfire would look carefully into the room before flying into it. If a villain had been lurking just inside the hole in the wall, and his Initiative Score were higher than Starfire's, he might have gained the element of Surprise. *For the effects of Surprise, see Types of Combat* on page 20.

SPEND HERO POINTS

The attacker may spend Hero Points to increase the Acting Value; the defender may spend Hero Points to increase the Opposing Value. Hero Points may also be spent to modify the Effect and Resistance Values on the Result Table. Hero Points must always be spent before the roll for the action is made. All bidding for Hero Points is done in step two.

A NOTE ON FAIR PLAY

A good GM separates what he knows from what the villain knows. For example, if the villain could not have seen Starfire peering into the room, the GM would not use the Player's declaration against Starfire.

Step 3: Automatic Actions

The player with the highest Initiative Score attempts his character's actions first.

The Player first declares his Automatic Actions, which immediately take effect. His character begins to fly, for instance. Usually, Automatic Actions take place before Standard Actions, but this is entirely up to the Players and GM.

Furthermore, the Opposing and Acting Values for Standard Actions are now determined. Below is this procedure.

DETERMINING ACTIONS AND OPPOSING VALUES

NOTE: all attacks are considered Bashing Combat unless specifically called Killing Combat. See *Types of Combat* for explanations of Bashing and Killing Combat.

Physical Attacks require the Player to use the attacker's DEX as the Acting Value and the defender's DEX as the Opposing Value. The APs of certain Powers and Skills could be used to replace DEX as Acting or Opposing Value.

For Mental and Mystical Attacks, usually the Acting Value is the APs of the Power used. The Attributes INT and INFL are rarely used directly in Mental or Mystical Attacks.

The Opposing Value is the defender's APs of INT (in the case of Mental Attacks) or INFL (in the case of Mystical Attacks). Certain Mental and Mystical Powers help defend against Mental and Mystical Attacks and could replace INT and INFL as Opposing Values. See *Powers and Skills* for examples.

Step 4: Make Action Checks

Before Action Checks are made, Hero Points may be added to the Acting and Opposing Values. Then the

Martian Manhunter flying Comet





Action Table is consulted to determine the Success Number.

The Action Table determines the success or failure of attacks or of Standard Actions. The Column Shifts for Weapons, Powers, and Special Attacks are applied to the Action Table. Then, finally, the dice are rolled to make the Action Check and determine if the action was successful.

If the roll was successful, check for Column Shifts.

Step 5: Check Result Table

If the Action Check was successful, consult the Result Table to determine the amount of damage inflicted by the attack. Before the Effect and Resistance Values are compared, add any Hero Points.

HOW TO FIGURE EFFECT AND RESISTANCE VALUES

Physical Attacks require the Player to use the attacker's STR as the Effect Value and the defender's BODY as the Resistance Value. Powers and Skills can replace STR as the Effect Value.

For Mental and Mystical Attacks, usually the Effect Value is the APs of the Power used. The Attributes AURA and WILL are rarely used directly in Mental or Mystical Attacks.

The Resistance Value is the defender's APs of MIND (in the case of Mental Attacks) or SPIRIT APs (in the case of Mystical Attacks). Certain Mental and Mystical Powers help defend against Mental and Mystical Attacks and could replace MIND APs and SPIRIT APs as the Resistance Values.

Remember to apply any Column Shifts earned either during the Action Check or purchased with Hero Points.

Step 6: Apply Results

RAPs from the Result Table are applied as soon as they are obtained. These RAPs define the amount of damage a character sustains, and are subtracted from the character's current Resistance APs: BODY for Physical Attacks, MIND for Mental Attacks, or SPIRIT for Mystical Attacks.

Current Resistance APs can change. For example, Starfire's APs of BODY are 7. If a villain had inflicted 3 APs of damage in a Physical Attack, Starfire's current APS of BODY would be reduced to 4. Her current APs of BODY would not be restored until she could make a Recovery Check or be healed (see below).

However, Starfire's basic APs of BODY are always 7, and that number will always be used as the Resistance Value on the Result Table.

RESULTS OF DAMAGE

Any character whose Resistance APs are reduced to below 0 becomes unconscious. So, for example, during the next phase of combat, the villain was able to inflict another 5 APs of damage and Starfire's current APs were reduced to below 0, she would become unconscious until a Recovery Check was made.

While a character is unconscious, any non-Automatic Powers, like Starfire's Starbolt, become useless. The APs for Automatic Powers, like her Power of Flight, are reduced to 0.

Resistance Attribute APs can fall below 0, to -1, -2, etc. However, if a character's Resistance APs fall further below 0 than the negative value for the Resistance APs, the character is dead.

In the above example, Starfire would die if her Resistance Value (her basic BODY of 7) were reduced to -8 or lower.

Step 7: Recovery Checks

The process called "Recovery" can heal and revitalize Super-Hero characters in DC Heroes. The dice rolls which determine the success or failure of Recovery attempts are made just like an Action Check, and are called Recovery Checks. These Checks are made on the Action and Result Tables.

IMPORTANT: A character does not need to be conscious to make a Recovery Check.

For physical damage, use the APs of the character's basic BODY as the Acting and Effect Values of a Recovery Check. The character's current BODY determines the Opposing and Resistance Values.

If the character's current BODY is 0 or greater, the Opposing and Resistance Values are 0. If the current BODY APs has fallen below 0, use the positive value of that number. If, for example, a character's current BODY is -4, use 4 for the Opposing and Resistance Values.

The RAPs of the Recovery Check are equal to the number of APs the character is healed.

Mental and Mystical Recovery Checks are handled the same way, although the current and basic values of MIND (for Mental damage) and SPIRIT (for Mystical damage) are used instead of BODY for Acting, Opposing, Effect, and Resistance Values. Mystical Damage that occurs in Killing combat can only be cured by Powers or Resting Recovery Checks (see below).

EXAMPLE OF RECOVERY: Batman is hurt. He has taken 5 APs of damage from a lucky shot by the Joker. With his BODY of 6 APs, he is reduced to 1 AP of BODY. He makes a Recovery roll. Batman's basic Body of 6 is compared to his current Body which is 1 on the Action Table. Since the number is positive, the Opposing Value is 0. The Success Number is 4. You roll an 8 and a 7. Batman succeeds and you get three Column Shifts: one to 11, two to 13, three to 15.

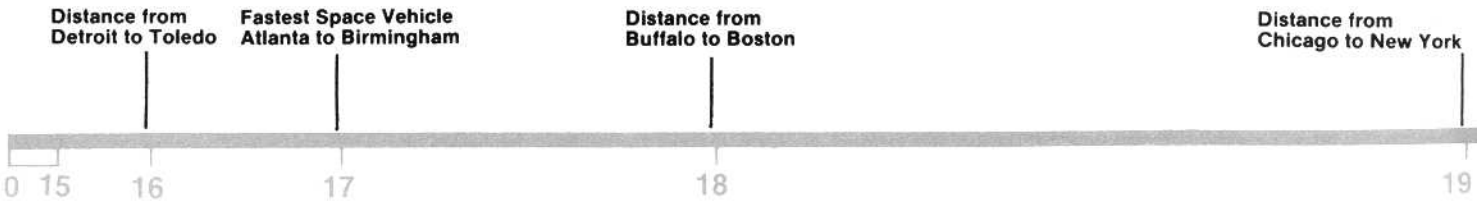
Now go to the Result Table. 6 APs compared to 0 APs equals A or Result APs equal to Effect Value. Batman is healed for 6 APs. He is back to his normal 6 APs of Body. The extra AP of Body is not used and is lost.

Three Types of Recovery

There are three types of Recovery Checks. Each uses the procedure outlined above. The three types of Recovery Checks are Bashing Recovery, Resting Recovery, and Desperation Recovery.

BASHING RECOVERY

Bashing Recovery Checks can be made one full hour after the character was last injured in Bashing combat. Eligibility for Bashing Recovery is



not cumulative: if a character is injured once, then injured again after 40 minutes, he is entitled to 1 Bashing Recovery Check one hour after his *last injury*. If the character is injured later on, he may make another Bashing Recovery Roll which can be applied to all damage, not just the fresh wounds he received in the most recent fight.

IMPORTANT: A character may not recover from Killing combat with a Bashing combat recovery.

EXAMPLE OF RECOVERY: Nightwing is wounded for 2 APs in a battle with the Terminator. Forty minutes later, a H.I.V.E. soldier gets a lucky shot and gives him another 1 AP of damage. Nightwing cannot heal any damage for another hour. When he is finally able to recover, his player can make one Recovery Check. This heals Nightwing for 2 APs of damage. He is still hurt for 1 AP, but may only make a Resting or Desperation Recovery Check.

Three hours later, he is hurt again for 1 AP of damage. He may make another Recovery Check an hour after this fight. This time his result is 3 APs recovered. He recovers the 2 APs he is damaged. The excess AP is discarded.

RESTING RECOVERY

A Resting Recovery Check can be made 24 hours after the character is injured, and at 24-hour intervals thereafter. The character is not eligible for Resting Recovery if he has made an Attack Action during the 24 hour period he is supposed to be resting.

24 hours falls within the 15 AP range of time.

When a character is recovering from Killing combat, his BODY APs must be raised to at least 0 to insure that he does not lose any more APs of BODY from the injury (see Killing combat).

Resting Recovery is the only way besides using a Power, that a character can recover from Killing Combat damage to the Spirit.

DESPERATION RECOVERY

The Desperation Recovery simulates life-and-death situations in which, for example, a character regains consciousness and saves himself mere instants before falling into a vat of acid.

A Desperation Recovery Check can be made at any time, except while the character is being attacked.

If the character has only been injured in Bashing combat, eligibility for a Desperation Recovery Check costs 10 Hero Points. The injured character must pay the cost.

For wounds received in Killing combat, the procedure for Desperation Recovery Checks is the same except for these rules:

A character still loses APs of damage, even though he might be healed back to his basic BODY, MIND, and SPIRIT. The rate is slowed, however, to 1 AP of damage per 10 APs of time (1 hour).

In Killing combat, a Desperation Recovery Check costs 1 Hero Point. This Hero Point cost can be paid by a riend of the stricken character, if the friend:

1. knows that the character is in trouble.
2. is touching the character.
3. has at least 1 Hero Point to burn.



1,894 miles

TYPES OF COMBAT

The type of combat your character intends to engage in must be declared before the dice are rolled. There are two main types of combat: Bashing and Killing. There are also many special forms of combat which are covered at the end of this section.

BASHING COMBAT

In Bashing combat, the Super-Hero characters and the villains deliver tremendous blows with their Powers and fists, yet the death rate is low. When Bashing reduces a character's below BODY to 0, that character becomes unconscious. A character who is attacking with Bashing combat cannot, however, kill his adversary directly.

No matter how many APs of damage are done by the blow, the defender's BODY APs may not be reduced to the level where he is killed. A character with a BODY of 5, for example, who is hit for 12 APs of damage can be reduced to a current BODY of no less than -5. He is, therefore, merely unconscious, though badly battered.

Death may result from a Knockback (see *Knockback* rules) but such a death is considered accidental. The attacker may pull his punches (see *Pulling Punches*) to insure that his adversary is not killed by incidental Knockback.

KILLING COMBAT

In Killing combat the characters make every effort to kill an opponent. The intent to kill must be declared during the second step in the Combat Sequence.

Any time a character is injured in Killing combat and his APs of BODY fall below 0, his injuries are serious. He will lose 1 AP from his current BODY for each 8 APs of time (15 minutes) that elapse, until his BODY APs can be raised to 0 or better either through Resting Recovery (see Recovery) or medical treatment.

Mental Damage can also be raised above 0 either through Resting Recovery or medical treatment. Mystical Damage can only be healed through Resting Recovery. Medical treatment will not heal Mystical Damage. (For rules on medical treatment see the Skill of Medicine in the *Powers and Skills Manual.*)

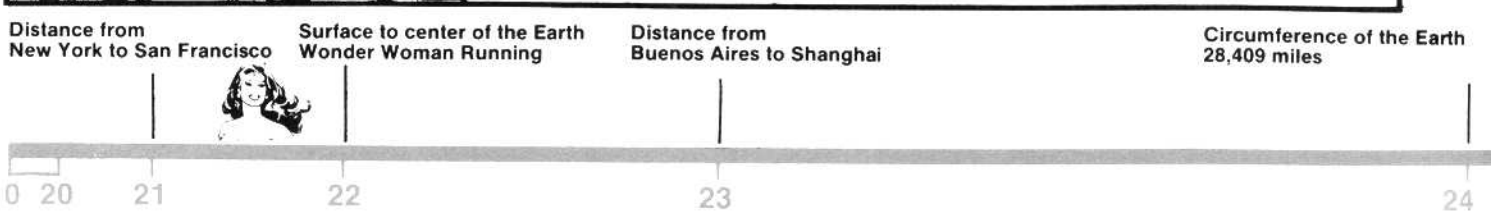
No Player character can initiate Killing combat without forfeiting all of the Hero Points he has earned and will earn for the adventure. If the Player's character is attacked with Killing combat, he may counter with Killing combat in self-defense.

In this way, a death through self-defense is considered accidental, so the defender is still eligible to receive his Participation Award for the adventure.

However, if a Player character does not enter into Killing combat in self-defense, he receives an **extra** full Standard Award of Hero Points for the adventure **if** he refrains from Killing combat for the whole adventure. This Award is made above and beyond any other Standard Award he may earn (see *Experience and Character Growth*).

SPECIAL TYPES OF ATTACKS

DEVASTATING ATTACK A devastating attack's purpose is to overload the defender's defenses. It is a more powerful version of a critical blow.	This type of attack increases the Opposing Value by 4 Column Shifts to the right on the Action Table. Success reduces the Resistance Value of the defender by 6 Column Shifts to the left, in addition to any other Column Shifts the attacker may have earned.
EXPLOSIVES Explosives are area effect attacks; they do full damage to everyone in the target square (a standard 0 AP square of 10′ x 10′) and less damage in the area around the blast. 	Each target character is attacked equally and separately. Each character receives full RAPs from a successful attack, though the RAPs are still modified by the character's BODY and armor, if any. The effect of explosive diminishes rapidly with increases in distance from the blast. **Each AP of distance reduces the blast effect by 2 APs.** Thus, if a character is standing 3 APs from the target square of a 10 AP howitzer blast, the RAPs are reduced by 6. A character who is standing 4 APs from the same blast would have the RAPs reduced by 8. If a 2 (double 1's) is rolled for the attack, the explosive was a dud. Explosive attacks are not considered multi-attacks and there are no Column Shifts.



GRAPPLING ATTACK

Grappling attacks are used to engage another character in close physical combat that restricts movement and actions on both sides, but uses Strength instead of a Power or Dexterity as the Acting Value for Physical Attacks. Therefore, strong but slow characters will prefer a grappling attack because it keeps a quicker but weaker character in one place where he can be pounded into jelly.



A Player must declare that his character is attempting to grapple an opponent in Step 2 of the Combat Sequence. The attack is made normally, using DEX as the Player character's Acting Value. If the attack is successful, the opponent is grappled, and subsequent attacks are made using grappling.

A successful grappling roll causes the following effects. Note that both parties in a grappling attack suffer these effects. Once a character is grappled, he stays under the effects of a grapple until he breaks the grapple, is knocked unconscious, or both opponents agree to stop grappling.

Effect of a Grapple:

1. Character may make Physical Attacks only on each other. Mystical and Mental Attacks can be made on any target including the grappler.
2. A character may not use a Physical Power to attack when he is grappled, unless the Power has a range of "Touch".
3. Skills are unaffected by a Grapple, except when simple actions are needed to use the Skill.
4. When characters are grappled, only their Strength can be used for the Acting and Opposing Values (as well as the Effect Value) of Physical Attacks.
5. Neither character can perform simple actions, except attempting to break the Grapple.
6. Movement may be limited. Unless a character's movement APs (or APs of a movement Power) are greater than the STR of the character who is grappling him, he may not move. If the movement APs are greater, he may move normally (subtracting the weight of the grappler from his APs of speed).
7. No knockbacks are allowed (see *Knockback*).

A Player must declare that his character is attempting to break the grapple in Step 2 of the Combat Sequence. The action is resolved as a phase of grappling combat (STR vs STR), but if the character succeeds, he breaks free from the grapple instead of damaging his opponent.

As it does no damage, breaking a grapple is not considered to be an attack, but rather it is considered to be a simple action.

MULTI — ATTACK

With a multi-attack a character can attack more than one target in a single phase. Since the attacker is spreading himself thin, a multi-attack increases the action's difficulty.



In a multi-attack, both the Opposing and the Resistance Values get Column Shifts to the right. See the following Chart:

# of Characters Attacked	Opposing Value Column Shifts	Resistance Value Column Shifts
2	+1	+1
3-4	+2	+2
5-8	+3	+3
9-15	+4	+4
16-30	+5	+5
31-60	+6	+6
61-125	+7	+7

When attacking a group of characters with different Opposing and Resistance Values, the highest Opposing and Resistance Values are used.

If a multi-attack is successful, all of the defenders are hit and each suffers the full Result APs of damage from the attack. A miss does no damage.

A character using a multi-attack is considered using one attack action.

All Multi-attacks must be within the range of the attacker's Power, or within his APs of movement, whichever is greater.

Characters may use a multi-grapple attack.

Superman running 56,818 miles

TEAM ATTACK

Team attacks are used to overwhelm a single defender with a group of attackers. It is especially useful for a group of weaker Super-Hero characters against a more powerful opponent. A team attack can be mounted by 2 to 8 characters upon a single defender.



Since the defender has more than one adversary ganging up on him, his Opposing Value receives Column Shifts to the left on the Action Table, as follows:

Team Members	Opposing Value Column Shifts
2	-1
3-4	-2
4-8	-3

Each team member in a team attack rolls his own Action Check, and applies the Column Shifts separately.

If necessary, each character burns his own Hero Points.

You may team grapple a single opponent.

The team member who has the lowest Initiative Score declares the Team attack first, and the attack begins on his turn, as if all the team members' Initiative Scores had been reduced to his level.

EXAMPLE:

Green Lantern, Firestorm, and Flash are attempting a Team attack against Brother Blood. First check their Initiative Ratings, which are 24, 20, 39, and 28, respectively. If the Initiative Score rolls are (in the same order) 8, 7, 9, and 3, the Initiative Scores for the four characters would come out 32, 27, 48, and 31.

Firestorm, whose Initiative Score is lowest (27) would declare first which he announces is the team attack. Brother Blood's Initiative Score (31) is lower than Green Lantern's (32). When it came time to roll for attack and defense, however, Brother Blood would go first because his Initiative Score is higher than Firestorm's.

TRICK SHOT

A Trick Shot is an attempt to hit a specific part of a target for a particular result. Batman using his Batarang to capture the Riddler is a trick shot, as are most of Green Arrow's stupendous arrow shots.



This type of attack gives the defender 2 Column Shifts to the **right** for his Opposing Value. RAPs are applied as damage to a defender only if the Trick Shot is an offensive action. Otherwise the action is considered successful if the RAPs are 1 AP or greater.

For instance, Batman did not want to hurt the Riddler with his trick shot, just entangle him in his batarang line.

The 2 Column Shift rule may be modified by the GM to reflect the circumstance and difficulty of a shot. Use the Universal Modifer Chart. Here is an example of using the chart and this form of attack.

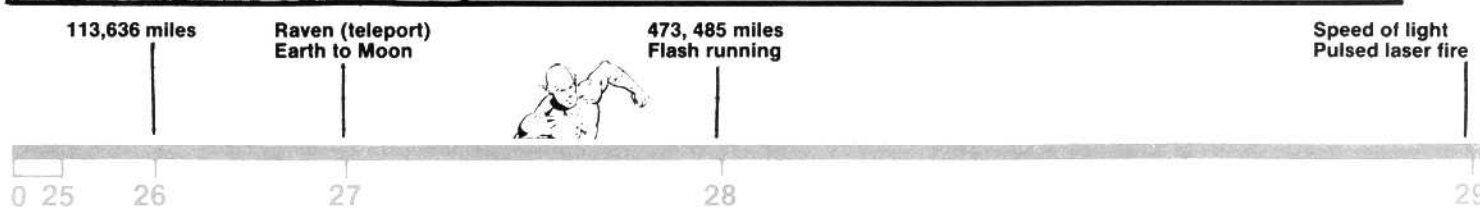
EXAMPLE:

Batman might want to throw the Batarang so that it narrowly misses a thug, forcing the thug to dive away from a hostage, so the Batarang can disarm the thug on its return trip. The GM declares this type of shot to be "Pushing the limit" and deserves +5 Column Shifts (to the right) added to the normal Opposing Value.

As another example, the Green Arrow is thrown from a plane and Black Canary is thrown from another plane. Black Canary is unconscious but she is wearing a parachute. The two characters are falling away from each other. Green Arrow fires an arrow with a trailing line, which passes through the rip cord on Black Canary's parachute and opens it. The arrow then loops back to wrap the line around Black Canary's waist.

By consulting his Universal Modifier Chart, the GM classes this Trick Shot as an effort that is "Beyond the limit" for normal human actions and deserves +7 Column Shifts (to the right) added to the normal Opposing Value.

NOTE: the normal Opposing Value for this move would be 0 because Black Canary is not opposing the shot.



SWEEP ATTACKS

Sweep attacks are basically a form of multi-attack employing physical objects. The object is swung or rolled in an attempt to strike as many characters as possible. Using an object negates some of the penalties of a regular multi-attack.



While Sweep attacks suffer all the penalties of a regular multi-attack, it gives the defenders' Opposing Value one Column Shift to the left. If the attacker is wielding something like a boulder which is larger than the area the defenders are standing in, the defenders' Resistance Value receives a Column Shift to the left as well.

An object used in a sweep attack must be at least 1 AP long.

Defenders must be within the length of the object to be struck.

If the Result APs of damage are greater than the BODY APs of the object used in the attack, the object is destroyed.

Characters can throw or roll objects in a straight line through the defender's area. Each area must be smaller than the length APs of the object for a sweep attack to be made.

EXAMPLE:

Cyborg attempts a sweep attack against a group of 5 thugs in the Superbowl. The thugs are running across the field, so he rips up a 1 AP long goal post and throws it at them, lengthwise. Unfortunately, only 4 of the thugs are in a straight line, so only 4 thugs can be attacked.

The goal post weighs 3 APs. With his Strength of 7, Cyborg can only throw it 4 APs of distance. The GM determines that only three of the 4 thugs are within this range, so only three can be attacked.

Cyborg's Player rolls the attack as a normal multi-attack. Because it is a multi-attack, Cyborg suffers a +2 Column Shift to all his rolls, but because of the sweep attack he can reduce this to only a +1 Column Shift.

Note that had the goal post been at least a 1 AP by 1 AP area, he would have gotten a -1 Column Shift to the Result Table as well. Green Lantern, for instance, could make a giant bowling ball that is 1 AP high by 1 AP long and rolled it at the criminals.

CRITICAL BLOW

A successful critical blow finds the weak spot in an adversary's defenses. The attack may initiate a critical blow, but this increases the difficulty of a successful action.

When a Player declares that he will attempt a critical blow, his adversary's Opposing Value gets two Column Shifts to the right on the Action Table. If, for example, the adversary were opposing the attack with his DEX of 7, his Opposing Value would be shifted from the 7 to 8 column to the 13 to 15 column **for that attack only.**

A successful attack does serious damage. The defender's Resistance Value is reduced by three Column Shifts to the left **in addition** to any other Column Shifts the attacker may have earned by rolling well.

PULLING YOUR PUNCH

This type of attack is used when a character doesn't want his opponent to slam into a wall or be knocked off a building by Knockback (See *Knockback*).

The attacker must declare he is pulling his punch during his action declarations of Combat Sequence 2.

The defender's Resistance Value is increased 1 Column to the right.

The attacker may decide how many APs the defender is Knocked back ***if*** the defender is Knocked back at all, up to the maximum number of APs in that attack. The Column Shifts from the Action Table are not changed.

WEAPONS, RANGE, & ARMOR

Weapons are not usually used by Super-Hero characters. Only a few like Batman, Nightwing, Green Arrow, and Hawkman—who do not have Powers to project their Strength over long distances use them. Even the, they are used to stun, entangle, or for some trick shot effect.

Non-Player characters, on the other hand, use weapons all the time. The GM has a listing of normal weapons and their effects.

In general, weapons which are thrown by the character have no STR or DEX APs. Batman's batarang or Nightwing's combat disc are two examples. Instead, they use the STR and DEX APs of their thrower as the Acting and Effect Value.

Guns and missles are different. They can have STR APs which ***must*** be substituted for the STR APs of the firer. Some guns even have DEX APs which may be substituted for a character's DEX.

All weapons have ranges, which are described below.

RANGE

Range denotes the APs of distance over which a weapon or Power can be used. Range of Powers are: n.a., Touch, Self, Normal, +1, +2, and up. There are some exceptions that are detailed within the *Powers and Skills Manual.*

Ranged combat effects Powers that are Normal, +1, +2, and up. These types of Powers have ranges equal to the APs of their Power. +1, +2, etc. Powers also add additional APs of range equal to their bonus.

Powers that have a range of n.a., Touch, or, Self do not use ranges.

Skills do not use this rule.

Eligible Powers have their range divided into short, medium, and long sections. Subtract 3 from the APs of range to find the short range (though it cannot be less than 0 APs). Add 1 to find the long range. Anything falling between these two Values is considered medium range.

KNOCKBACK AND KNOCKBACK DAMAGE

The Knockback rule simulates physical blows which send the defender flying back from the force of the attack. Only attacks with Physical effects will cause a Knockback. The two types of Knockback are Incidental Knockback and Planned Knockback.

Incidental Knockback

This is an unplanned Knockback that occurs during especially powerful combats. The attacker rolls the dice as usual, and the number of Column Shifts he receives on the Action Table equals the APs of distance the defender is knocked back. If, for example, the attacker receives 2 Column Shifts, the defender is knocked back 2 APs (40 feet).

Planned Knockback

When the attacker's objective is to hurl the opponent away, rather than injure him, Planned Knockback results

The Acting and Opposing Values for the Action Check are the same as those of any other Physical Attack.

The Resistance Value to the Knockback is the defender's BODY.

The Effect Value is standard, and the Column Shifts are the same as standard Physical Attacks.

Instead of damage, the RAPs of the attack are used as the APs of distance that the defender is knocked back.

Knockback damage

A defender will suffer injury from either incidental or planned Knockback only if he is slammed into an obstacle. The obstacle may be damaged as well. To determine the damage to the character, use the APs of Knockback (the distance he is knocked back) as the Effect Value. The BODY of the character, with his armor and any appropriate Powers modifiers, is used as the Resistance Value to damage taken.

To determine the damage to an obstacle, use the APs of Knockback as the Effect Value. The BODY of the obstacle is used as the Resistance Value. If the obstacle has a BODY of 0 or above after it is hit, the character has been stopped by the obstacle.

The target's range will affect the Opposing Value of an attack with either a Weapon or Power. The rule is:

Range	APs of distance	Opposing Value Modifer
Short	-3 APs/under	no modifier
Medium	Last 3 APs	+1 Column Shift
Long	+1 AP	+2 Column Shift

EXAMPLE:

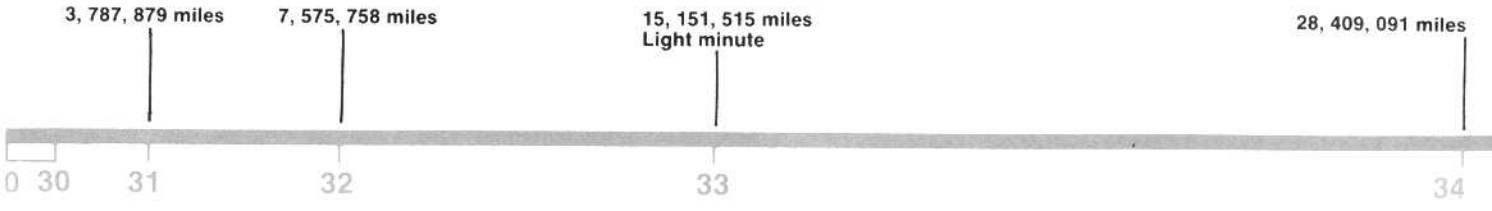
Starfire has a listed normal range of 12 APs. Her short range is from 0 to 9 APs; her medium range is from 10 to 12 APs, and her long range is 13 APs.

ARMOR

Armor increases the Resistance Value of the character wearing it. When a character is wearing armor, he may substitute the BODY APs of the armor for the character's own basic BODY APs on the Action Table. Once the dice are rolled and the RAPs are calculated, however, the character's current BODY takes the damage. In order for the attacker to destroy a target's armor, he must declare a trick shot directed specifically at the target's armor.

The BODY APs and cost of armor are:

Armor	Armor Type	BODY APs	Cost
Kevlar	Vest	3	$250.00
Plastic	Mesh	4	$800.00
Metal	Plate	5	$1,200.00



SPECIAL COMBAT RULES

The following rules cover special circumstances that might occur in combat.

SURPRISE:

Surprise can occur when a character is not aware of his attackers. Surprise happens before combat has begun. Characters already in combat may not be surprised.

Before a surprise is sprung, the GM must give his Players a special Action Check that allows them to detect any type of surprise—from a hidden bomb, to an ambush in the warehouse, or a sudden attack on their headquarters. The GM does not need to tell his Players why they are making the roll, or even what the Opposing Values are (he can figure out the Success Number himself).

For this special Action Check, the Intelligence of the defender is the Acting Value and the Intelligence of the attacker who set the ambush or trap is the Opposing Value. Any successful roll means that the ambush, trap, or surprise has been detected 1 phase before it occurs.

The Military Science Skill may be used instead of INT for either the Acting or Opposing Values. Also, attackers might have Powers that make them difficult to sense, and defenders might have Powers that make attackers easier to detect. In either case, the APs of these Powers can be used instead of INT as the Acting or Opposing Values.

Effects of surprise:

Surprised characters may not make any action during the first phase of combat. They have no Initiative.

Surprised character's have their Opposing Value shifted 2 columns to the left on the Action Table.

BLINDSIDE:

This is a type of surprise that can happen during combat. Basically, a character is struck from behind or from a vantage point which he cannot see and suffers for it. The defender is not aware of the precise location of the attack or attacker.

Sight or any sense Power, such as Full Vision, could make a character aware of an attacker's position, but if the attack comes from out of sight or beyond the range of the sense Power, then the character is Blindsided.

Effects of Blindside:

The defender's Opposing Value is shifted one column to the left.

DARKNESS:

When an attack occurs in natural darkness, the attacker must be able to see the defender to hit him. In the dark, normal sight can recognize shapes up to 100 yards (5 APs). A full moon will double this range (6 APs).

Even if seen, the defender receives +2 Opposing Value Column Shifts to the right.

If the darkness is created by a Power, the APs of the Power are added to the Opposing Value of any character attacked within the darkened area. Note: that artifical Darkness created during normal lighted conditions does not receive the +2 Column Shift.

An attacker can compensate for the darkness by use of infrared sight or a vision Power.

Other actions performed under the cover of darkness are effected the same way.

UNDERWATER COMBAT:

When a character attempts an action underwater, the water will slow his movements as follows:

a. The character's Initiative Score is reduced by 5. If the character's Initiative Score falls below 0, he may not attack during that phase, but he may move.

b. The Resistance Value of any action receives 1 Column Shift to the right. All Automatic Actions except movement Powers are unaffected. Subtract 2 from the RAPs of all movement.

NOTE: Characters who have the Power of Underwater Freedom will not suffer either penalty.

Powers underwater:

Lightning and Bio-Blast attacks receive a -2 Column Shift to the Resistance Value on the Result Table. The volume of Ice Production is 1 AP greater underwater. All flame and fire Powers are inoperative.

Staying Underwater

Normal humans can stay underwater for 5 APs of time. After that limit, a character must make an Action Check with his Strength as the Acting and Effect Value and the character's Body as the Opposing and Resistance Value. The APs of Result (RAPs) are equal to the APs of time the character can remain underwater before he must make another Action Check.

LAST DITCH DEFENSE:

After damage has been determined, the Player may spend Hero Points to directly absorb combat damage his character received. Each Hero Point that the target character spends will absorb 1 AP of damage. He may not, however, spend more Hero Points than the basic value of the Resistance Attribute that was attacked.

If, for example, a character with a MIND of 8 receives 7 APs of damage from a successful Mental Attack, he may spend 7 Hero Points to absorb that damage. He may never spend more than 8 Hero Points, since 8 is the basic value of his MIND.

FALLING DAMAGE:

Objects and people fall at 6 APs of distance per phase.

When a character drops a distance greater than 10′ (0 APs), he might be injured. To determine any possible damage, use the distance APs that a character is falling as the Acting and Effect Values. Use the character's DEX as the Opposing Value, and his BODY as the Resistance Value to the fall. Any distance greater than 7 APs is considered 7 APs for the Acting and Effect values. If the character is intentionally pushed from a high place, the fall should be treated as Killing combat.

56, 818, 182 miles
Mercury to Sun

CHARACTER DESIGN

Although DC Heroes lets you role play using the JLA and Teen Titans, you might want to design your own character for the DC universe. This section will help you create that new hero.

Newly designed characters will not be as powerful as established DC Heroes, but with experience they can grow, increasing in strength and power, until they become equal to any of the DC Heroes.

You should read the rest of the *Player's Manual* before you attempt to design a character. Even then, it takes about an hour to fully design a character, perhaps a bit less if you are experienced. If you are playing DC Heroes for the first time, it is not recommended that you start by designing your own character. Use one of the heroes provided in the *Gamemaster's Manual.*

When you start designing a character, you decide his Background and Character Elements, then you pick his Attributes, Powers, and Skills. Finally, you give the newly developed character some Subplots to round him out.

You are given 250 Hero Points to do all this. Hero Points are used to purchase different Attributes, Powers, and Skills for your character. You can also use them to purchase beneficial Character Elements (see below).

You can gain more Hero Points by accepting vulnerabilities and limitations. By doing this you can spend more Hero Points on Attributes, Powers, and Skills.

These acquisitions are permanent.

Subplots add depth to your character, and role playing his Subplots during the game earns your character more Hero Points. Subplots neither cost nor add any Hero Points for Character Design.

Any Hero Points left over after Character Elements and Background are chosen can be used to buy Attributes, Powers, and Skills. Any remaining Hero Points may be saved for later use.

NOTE: You and the other Players may decide to create characters that are more powerful than beginning heroes. If so, you multiply the base number of Hero Points (250) by 2 or more. If the base number of Hero Points is increased, all of the awards and costs for Character Elements and Background must be multiplied by the same number. Costs for Attributes, Powers, and Skills stay the same.

If, for example, the base number of Hero Points is multiplied by 2, the bonus for a Serious Fear must also be doubled, but the cost for Strength is the same.

A character is more than a bundle of Attributes, Powers, and Skills. He has a view of his place in the world, a history, and flaws. Each of these elements is covered in this section.

A character's view of the world helps to determine his actions. This is called a character's *Motivation.* He may also have disabilities, be vulnerable to certain substances, or be susceptible to certain attacks. These are his *Character Flaws.* Finally, a character has a history. He has not simply sprung fully grown out of the earth. This is the character's *Background* and *Subplot.*

Since role playing experience is often based on how well you play your character, a Motivation for that character's actions should be chosen to help you play the part. For this same reason, choosing Character Flaws is recommended, but it is optional.

CHARACTER FLAWS

Character Flaws are the elements that make a character less than perfect. They often makes the character more interesting. Superman without his Character Flaws would be very boring. Batman without his Irrational Attraction to justice would be simply an ordinary policeman, rather than the Dark Night Detective.

Furthermore, a character receives extra Hero Points when he picks Limitations and Vulnerabilities. This incentive helps to compensate for the problems that Character Flaws can cause.

There are two categories of Character Flaws: Limitations and Vulnerabilities. Limitations make it more difficult, or even impossible, to perform certain actions. Limitations are always in effect. Vulnerabilities weaken the character under special circumstances. An example of a Limitation is Green Lantern's ring which will not work on anything yellow. Superman has a major Vulnerability to Kryptonite.

Gaining Hero Points

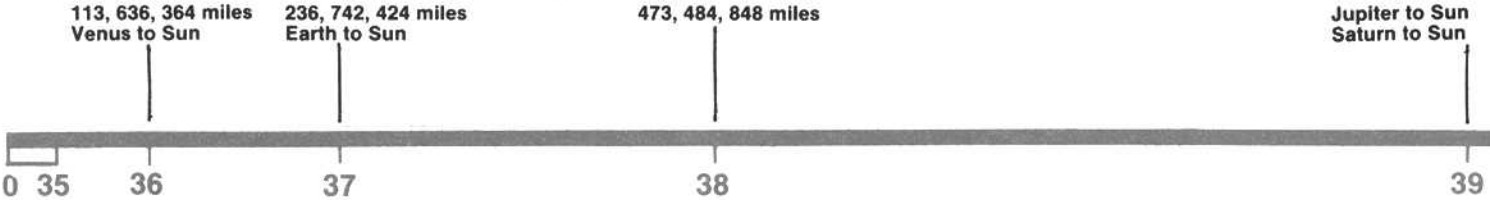
You may choose a maximum of three Limitations for a character, and receive the full Hero Point bonus that is listed under each type of Limitation. You may choose three more Limitations at half the listed HP bonus. You do not receive any HP for additional Limitations.

Limitations and Vulnerabilities can only be chosen during the initial design of your character. Later, during the campaign, you may not pick more Limitations and Vulnerabilites, though the GM may give your character another Vulnerability or Limitation as a result of an adventure or a Subplot. He will also give your character the appropriate compensation.

Types of Limitations

ATTRIBUTE LIMITATIONS

A character's Limitation may be due to a neurological disease, a lack of faith in himself, or a physical disability like a weak heart. You formulate a reason why your character has the Limitation.



You may choose one Limitation for a single pair of the following Attributes:
DEX & STR;
INT & WILL;
INFL & AURA.

You can decide the degree of the Attribute Limitation when you create the character. These degrees are: Minor, Serious, and Catastrophic.

Effects of Attribute Limitation.

Once per gaming session, usually during a critical situtation, the GM may tell you to roll on the character's Limitation. This is called an Attribute Limitation Check, and is modified differently, depending on the degree of the Limitation. The time of this roll is completely up to the Gamemaster.

The Success Numbers for Attribute Limitation Checks are listed below. The Success Number is determined from the same procedure as pushing Automatic Actions on the Action Table with Column Shifts of -3 for a Minor Limitation and +3 for a Major Limitations. For ease of play, these Column Shifts are already figured into the Success Numbers below.

If the roll is a failure, the character's limited Attributes drop to 0 APs until a Recovery roll (see *Combat*) can be made. Use the basic Attribute for all values of the Recovery roll for that Attribute. The RAPs of the Recovery roll are used as the APs regained for the Attribute. All three types of Recovery Roll can be used to regain APs of an Attribute.

Last Ditch Defense may not be used to keep from losing Attribute APs (see *Special Combat Situations*).

The following chart gives the roll (on 2D10) needed to overcome an Attribute Limitation, its degree of seriousness, and the Hero Points gained when this Limitation is chosen in Character Design.

Degree of Limitation	Dice Roll Needed	Hero Points Gained
Minor	5	10
Serious	11	20
Catastrophic	18	50

NOTE: No Hero Points may be spent to modify the Acting or Opposing Values of an Attribute Limitation Roll.

FEARS

A character may have an unreasoning fear of a particular situation, condition, object, or animal. For example, the fear of heights, of confined places, of spiders, snakes, fire, etc. You may choose what the character fears, but the choices are subject to the approval of the GM (a fear of orange roller skates is just silly).

Once a fear is encountered, you roll a Fear Check. A Fear Check is made just like an Attribute Limitation Check, and it is rolled every phase a character encounters a situation he fears. Fears come in three degrees: Minor, Serious, or Catastrophic.

If you roll the Success Number on 2D10, the character overcomes the fear (see the chart below). If the Fear Check fails, the character must try to withdraw from the situation, condition, object, or animal that he fears. If he cannot withdraw, he will be immobilized with fear. Another character will have to remove him from the confrontation. He will calm down one minute (4 APs) after he is removed from the source of the fear.

The following chart gives the dice roll needed to overcome a Fear Limitation, the degree of seriousness, and the Hero Points gained for choosing the Limitation in Character Design.

Degree of Limitation	2D10 Roll	Hero Points Gained
Minor	5	5
Serious	11	15
Catastrophic	18	30

NOTE: No Hero Points may be spent to modify the Acting or Opposing Values of a Fear Roll.

IRRATIONAL ATTRACTION

Characters may be attracted to certain objects, materials, animals, or forms of expression, such as gold, cats, riddles, flowers, classical music, mannerisms, or good food. You may choose your character's obsession. Once again, your choice is subject to GM approval. If the GM feels that the Attraction is too limited, he may ask you to choose another one.

The character with an Irrational Attraction will go out of his way to find its source. If the thing he is attracted is in danger, he will try to save it, regardless of the possible danger to himself and his friends.

Once again, Irrational attractions come in three degrees. You must choose one. Also, like other Character Flaws, a character must make an Irrational Attraction Check to resist his attraction, using the Success Number on the chart below. If an attempt to resist the Attraction is successful, the character may act normally.

The chart gives the dice roll needed to overcome an Irrational Attraction, the degree of the Attraction's seriousness, and the Hero Points gained for choosing the attraction.

Degree of Limitation	2D10 Roll	Hero Points gained
Minor	5	5
Serious	11	15
Catastrophic	18	30

NOTE: No Hero Points may be spent to modify the Acting or Opposing Values on an Irrational Attraction Roll.

POWER LIMITATION

Some characters may have Limited Powers. A Limited Power will not work against a specific class of objects, or under a general condition For example: yellow objects, nighttime, organic objects, or when the character stands in the light of a red sun.

A Power may also be limited by special conditions under which it ***will*** work, in which case it will not work until that condition is restored. A few examples of this type of Power are: a Power that works only one hour per day; a Power that is in an artifact and must be recharged every 24 hours; a Power that works only when it is focused through an unique item. The GM may overrule your choice of Limitation, if he feels it is unplayable.

Hero Points gained:

If you choose to limit one of your character's Powers, the character receives 20 Hero Points.

If you choose to limit all of his Powers with the same restriction, he

Continued on page 30

Green Lantern flying
Sinestro flying
Uranus to Sun



Motivations

There are five basic Motivations for heroes in the DC universe:

Upholding the Good,
Responsibility of Power,
Seeking Justice,
The Thrill of Adventure, and
Unwanted Power.

A beginning character may only choose one Motivation. Choosing a Motivation does not give your character any extra Hero Points, but it will help you to begin role playing, and consistent role playing is worth Hero Points later in the game (see *Experience and Character Growth*).

To the right are explanations of each Motivation and a DC Hero with that Motivation who explains his feelings in his own words.

Players can create their own Motivations if the GM is comfortable with the choice made. The Motivation must answer these questions:

1. How does the Motivation help or hinder the character when he deals with his extraordinary Powers and Skills?
2. How has the Motivation kept the character on the side of good, and how strongly is he motivated?
3. How does the character react to and interact with characters who have different Motivations?

UPHOLDING THE GOOD:

The character who has Upholding the Good as his Motivation believes in all of the traditional values which are considered good: compassion, justice, truthfulness, the importance of society, and the laws which hold society together. A character who Upholds the Good will always work within the boundaries of the law. He is unrelenting in his pursuit of good. Even though it may occasionally seem that justice will be better served by skirting the law, a character with Upholding the Good as his Motivation will never willingly choose any non-lawful option.



Superman Upholds the Good. He explains his Motivation as follows:

"Everyone, not just heroes, has the duty and the privilege to Uphold the Good. My Powers allow me to play a greater part on behalf of good than I could otherwise, but I would pursue my beliefs even without my Powers.

To Uphold the Good is to acknowledge that everyone in the world has some value. I do whatever I can to improve the good elements in the world, and to eliminate or contain the evil. I work within society's rules, since the laws are attempts to turn beliefs into actions which benefit everyone.

"I know that some of the laws are bad, but I will not use those few bad laws as an excuse to disobey them all.

"Good is more than the absence of evil. If there were no villains in the world, I would still have plenty to do. There would still be hunger and injustice to overcome. There is plenty of good I can do besides keeping Lex Luthor out of trouble."

RESPONSIBILITY OF POWER

A character who feels the Responsibility of Power chooses to alter his life as a result of the new Powers and Skills that separate him from the rest of the world. The character is no longer ordinary, and he strongly feels the increased responsibilities that come with his increased abilities.

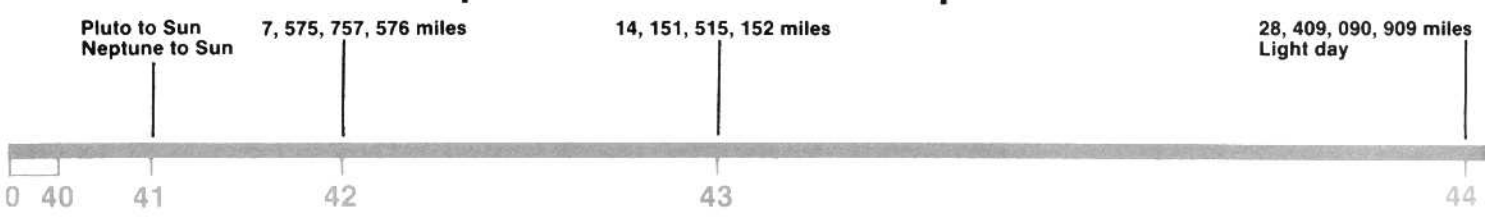
He will generally Uphold the Law, for he believes that he is an example to others and his Power demands a more disciplined path than he might otherwise have chosen for his life. Yet, the course of action that his Power dictates occasionally strains his patience.



Green Lantern feels the Responsibility of Power. He explains his Motivation in this way:

"Being a member of the Green Lantern Corps is probably the highest honor anyone, human or alien, could achieve, but the power that the Guardians grant us brings with it a huge responsibility. There is a lot of evil and injustice in the universe. Sometimes I wonder if I can handle all of the evil in space sector 2814. I have to try. This power obligates me to try when others might have called it quits. It can be difficult, and I doubt myself a lot, but the satisfactions of a job well done are enormous. I like the responsibility.

"On the other hand, I am also a human being. I cannot be perfect 24 hours a day for the rest of my life. The Guardians require a strict code of ethics and behavior, they also require that I follow *their* ideas of what is important, not mine. Sometimes, I catch myself resenting my power and responsibilities for interfering with my life"



SEEKING JUSTICE

A character who Seeks Justice will ignore anything that he feels interferes with his quest. He will willingly skirt the laws, some of which he believes help protect criminals. He will seek out the criminal at whatever he perceives the criminal's level to be.

The character who Seeks Justice has a strong personal code of behavior, which he never violates. He will occasionally question how similar his methods are to the evil-doers he professes to hate. It is easier for him to impose his moral code on others than to accept another person's ethics.

THRILL OF ADVENTURE

The hero who is motivated by the Thrill of Adventure will take chances. Sometimes he will overestimate his abilities, and people will consider him flippant and even ridiculous. And yet, he will never desert a friend or run from a fight.

A character with this Motivation will not work well with other people's ideas of justice. Like a character who Seeks Justice, he is his own man and works under his own code of behavior. He enjoys using his Powers and Skills, and he enjoys the fame that comes with being a hero. He will often use humor to avoid getting emotionally involved in a situation.

UNWANTED POWER

Some heroes are created by accident, or by the will of others. Many of these heroes do not want their newfound abilities, which may come with drawbacks. They are the reluctant heroes, and they would return to their former lives if they were given a chance.

Many of these heroes join up with groups to seek the type of acceptance they are denied in the mundane world. Often they form close personal attachments and are very loyal to their group. They may also feel that society owes them a debt, and they can be short tempered with people who get in their way.



Batman Seeks Justice. He explains his Motivation this way:

"Anyone with eyes can see that wrongs are committed every day. The criminal believes that it's his right to prey upon the innocent. A lot of people are willing to let that slide. I'm not.

I bring justice into the night, where the criminals hide. When they use stealth, I move even more quietly. If they use violence, I use force against them. They love to make others fear them. They fear me.

"I would never harm the innocent. Sometimes I'm the only friend they have. I do not kill. I have committed my life to exterminating the evil that permits one man to kill another. I will not give up, though despair, loneliness, and doubt have tried to turn my steps from the path of justice. I will not turn away. Justice is stronger than any criminal.

"Superman is the finest man I have ever known, but he blinds himself to some of the rottenness he sees. It seems so obvious. You either cut out the rotten part, or you throw the whole thing away."



Green Arrow is motivated by the Thrill of Adventure. He describes his Motivation this way:

"I have occasional doubts, like when I'm falling from a thirty-story building. But if I can go from being a hero to being a smudge in a couple of seconds, my doubts can't last long. Half a second to get a frame of reference, drawing the arrow at the same time. Sighting and firing simultaneously, then twisting, noticing that the cement is close enough to see the cracks. Four milliseconds of doubt right there . . . but then the line from the grapple arrow tightens. *Yeooow!* I lose a little skin where the line is wrapped around my wrist.

"Then I start to arc back toward the roof. I play out the line to slow me down, I'm weightless for a moment. Another arrow nocked, a controlled tumble, and **WHAM!** I'm back on the roof. I make a quick crack about almost ending my days as a swinging single, and the costumed goon who shoved me over the edge gives up. A stun arrow makes a great punch line, even if they miss the humor. Who wouldn't like this kind of life?"



Cyborg explains his Motivation this way:

"Being a member of the Teen Titans is exciting. The Titans are the best thing that has happened to me in a long time. They give me a sense of belonging that I like . . . that I need. I wish I felt the same about the rest of the human race. The metal half of me has power far beyond anything I would have thought possible, but it means that I can never feel completely comfortable with normal people. Sometimes I feel that there are over four billion people who would rather forget I exist than try to understand me. I can do tremendous things with my abilities, but I could also do a lot of good if I were normal. I would sure like to have that chance.

"Superman is an ideal to me. He and Starfire are even aliens, and they can fit in with people. If they can do it, then a half-human like me has a chance.

"Green Lantern has it made. Stomp the bad guys than go home and take the ring off. Your role is clear-cut and afterwards you can go back to being a full-time person."

56, 818, 181, 818 miles
Superman flying



Continued from page 27

receives 100 Hero Points. If the character has only one Power, he may take the bonus for limiting all of his Powers, ***if*** every Power he acquires later is to be subject to the same Limitation.

SENSORY LIMITATION

A character who has Sensory Limitation cannot use one or more of his senses.

Hero Points Gained:

If you choose to have your character lose his primary sense (eyesight for humans), he receives 50 Hero Points. A character who loses his primary sense reduces all of his Acting Values for Physical actions by shifting the Acting Value 3 rows (up). He may not purchase a Power that is an enhanced version of the sense that is lost. For example, a character who has lost his eyesight cannot have X-ray Vision.

If you choose for the character to lose a secondary sense (touch, hearing, taste, or smell), he receives 30 Hero Points. He may not purchase a Power that is an enhanced version of that sense.

MISCELLANEOUS LIMITATIONS

You might think of Limitations which are not listed here. If the GM approves of the Limitation, the character receives 20 Hero Points for use in Character Design. An example is Jericho's muteness.

Vulnerabilities

Vulnerabilities weaken the character under special circumstances. Superman, for instance, has a Vulnerability to Kryptonite and the Martian Manhunter has a vulnerability to fire.

You may choose a maximum of three Vulnerabilities for your character, and receive the full Hero Point bonus; you may choose three more Vulnerabilities at half the HP bonus (rounded up); If you choose any additional Vulnerabilities, your character receives no additional bonus.

ATTACK VULNERABILITY

An Attack Vulnerability causes a character to suffer more than the normal damage from a certain form of attack. The form of attack must be general in nature. The categories are:

fire,	earth,
cold,	air,
electricity,	Physical Powers,
sound,	Mental Powers,
water,	Mystical Powers

If the Attack Vulnerability is not one of the above categories, the GM must rule on its suitability. A Player-designed Vulnerability receives only half the normal Hero Point award for an Attack Vulnerability.

Your character's adversary receives Column Shifts when he is using the specific form of attack. These Column Shifts reduce your character's Opposing *and* Resistance Values to the attack. The number of Column Shifts determines the number of Hero Points your character is awarded. You pick the number of Column Shifts.

Column Shifts	Hero Points
-1	10
-2	20
-3	40
-4	60



FATAL VULNERABILITY

A character may have a Fatal Vulnerability to a given object or substance. If so, he will take 1 AP of damage to his current BODY whenever he is in range of the object or substance. You can decide the range of the vulnerability.

Your character will continue to lose current BODY APs at a rate of 1 per every 6 APs of time (4 minutes) that the object or substance is within range. This damage is treated as damage from Killing Combat (see Combat). The damage reverts to Bashing Damage as soon as the object or substance is removed from the character's range. The character can be treated or healed only when the object or substance is no longer in range.

The character may have a Fatal Vulnerability to a Common or a Rare object or substance. A *Common* substance is one which ordinary NPCs use in their daily lives, like water, iron, lead, and fire. Since the probability of encountering a Common object or substance is so great, the character is awarded 150 Hero Points for that type of Fatal Vulnerability.

A *Rare* object or substance is one which only specific villains or elite organizations (like S.T.A.R. Labs) will have. Superman's Vulnerability to Kryptonite is considered Rare. A Rare Fatal Vulnerability is worth 75 Hero Points. You must also decide on the range of the Vulnerability by using the chart below.

Range of Fatal Vulnerability	Hero Points Gained/Lost
5 APs	+20
4 APs	+10
3 APs	0
2 APs	-10
1 APs	-30
0 APs	-50

NOTE: A Fatal Vulnerability always has a range, which is the distance in APs that the object or substance first begins to effect the character.

LOSS VULNERABILITY

A Loss Vulnerability causes a character to temporarily lose APs of a particular Power, Skill, or Attribute in the presence of a certain substance, object, or condition. You may create the Loss Vulnerability, but it is subject to the GM's approval.

If the affected Attribute, Power, or Skill is at least 5 APs, its value will drop to 2 APs in the presence of the substance.

If a Skill or Power is initially 4 APs or less, its value will drop to 0 APs.

If an Attribute is initially 4 APs or less it drops to -1 APs. The character becomes unconscious if the Attribute is a Resistance Value.

The AP loss will occur as soon as the vulnerable charcter moves within range.

113, 636, 363, 636 miles
236, 742, 424, 242 miles
Light week
473, 484, 848, 485 miles
946, 969, 696, 970 miles
Light month
0 45
46
47
48
49

As with other Limitations and Vulnerabilities, the reason for a character's Vulnerability is created by the Player and must be approved by the GM

You may choose the All-Skills Vulnerability only if the character you design has more Skills than Powers. You may choose the All-Powers Vulnerability only if the character you design has more Powers than Skills.

Range of Loss Vulnerability	Hero Points Gained/Lost
5 APs	+20
4 APs	+10
3 APs	0
2 APs	-10
1 APs	-30
0 APs	-50

Some Loss Vulnerabilities do not have a range (a character might lose his Powers during the night, for example). If this is the case, the character does not receive Hero Points for range.

Vulnerability Effects	Hero Points Gained
Physical, Mental, or Mystical Attributes	35
All Attributes	125
All Powers	100
All Skills	100
All Attributes, Powers, and Skills	250

Miscellaneous Vulnerabilities

If you think of a Vulnerability that is not listed above, the GM may allow it if he feels it is playable. The character receives 50 Hero Points for a Miscellaneous Vulnerability.

BACKGROUND

A character's background is his personal history—his normal human life that surrounds his superpowered adventures. There are four major areas of a character's life that affect the game, though you are encouraged to fill in all the details you feel necessary. Another section, Subplots, deals with other aspects of your character's current life.

The four areas covered in background are: race, wealth, occupation, and connections. Pick a trait from each area when creating a character.

Race

A character may be any one of the following:

Alien,
Artificial Life,
Human,
or Humanoid.

The NPC reactions to a character of a given race are listed in the description of Charisma in the *Powers and Skills Manual.*

ALIENS

An alien character is radically different in appearance from a human. The body cannot be humanoid and the face cannot be similar to a human face. An Alien may have different methods of communicating, and its values and beliefs may be utterly foreign to normal humans.

There are very few creatures in the DC Universe that fit this description. Most heroes and villains on Earth are at least humanoid in appearance. Only a few of the stranger members of the Green Lantern Corps would fit this description.

When any human NPCs encounter Aliens, their first reaction will be hostile. Unless the GM has a specific story idea, or the Player has a specific Subplot in mind (see Subplots), NPCs will never regard the Alien with anything better than neutral feelings. If the Alien has a Power which disguises his appearance, the reaction penalty may be ignored as long as the Power is in effect.

If the Alien uses Intimidation (a Subskill of Charisma) against a human target while he is in his Alien form, he receives 1 Column Shift to the left reducing his adversary's Opposing Value.

Choosing an Alien race adds 75 Hero Points toward Character Design for that character.

Alien characters are not recommended for beginning role players, since they can be difficult to envision, and adventuring in a hostile world is tricky.

ARTIFICIAL LIFE FORMS

Artificial Life Forms may appear to be human, but there will always be an undefinable, otherworldly quality about them that makes Human NPCs suspicious. This quality is a mystical aura that the Artificial Life Form cannot disguise with any Power or Skill. Robots, androids, clones, and other forms of created life are all considered Artificial Life Forms.

Unless the GM has a reason that the story-line depends on, or the Player is playing a specific Subplot, Artificial Life Forms will never receive better than neutral reactions from Human NPCs.

If the character attempts to Intimidate an NPC, the Opposing Value is reduced by 1 Column Shift.

A character who is an Artificial Life Form receives 40 Hero Points toward Character Design, but must pay 10 HPs at the end of each game year for maintenance and upkeep.

HUMANS

Human characters receive no penalties or benefits for being Human. No Hero Points are added to the characters' totals. Nevertheless, Human characters are suggested for beginning role players.

HUMANOIDS

Humanoids may look a lot like Humans in shape and facial structure, but their skin, hair, or eyes may have altogether different unnatural coloring. Human mutations are usually considered Humanoids. Many creatures from other planets in the DC Universe are also considered Humanoid in game terms, even if they are commonly called "aliens." Here, the term "alien" is used to denote characters who look completely different from normal humans. Starfire may be from Tamaran, but her appearance is sufficiently human to call her a Humanoid.

Humanoids may be described as Normal, Strange, or Exotic. A Normal Humanoid receives no Column Shift modifiers to NPC reactions or Charisma attempts.

Strange Humanoids are frightening in appearance. They will have the Opposing Value of all Persuasion attempts increased by 1 Column Shift,

and the Opposing Value of all Intimidation attempts reduced by 1 Column Shift.

Exotic Humanoids are impressive to behold, which increases the effectiveness of Charisma. An Exotic Humanoid receives Column Shifts which decrease the Opposing Value of all Persuasion and Intimidation attempts by 1 Column.

A character receives 50 Hero Points for Character Design if he is a Strange Humanoid, and 0 Hero Points for Character Design if he is a Normal Humanoid. However, a character must **pay** 20 Hero Points to be an Exotic Humanoid.

Wealth

A character may be immensely wealthy, or he may be worrying about the rent in between bouts with villains. There are five levels of Wealth:

Billionaire,
Multimillionaire,
Affluent,
Comfortable,
and Struggling.

The Wealth rating is a dollar amount received for each Hero Point spent. This amount is considered discretionary income, the money left after the basic needs, food, shelter, and clothing, have been taken care of.

BILLIONAIRE

A Billionaire commands vast personal resources. He can affaord the best of everything, always. His wealth and business connections give him considerable influence. A Billionaire may purchase up to $5,000,000 worth of goods and services for each Hero Point the Billionaire character spends. A Billionaire receives 3 Connections at no cost, one of which may be high-level (see Connections below).

A Player spends 50 Hero Points to make a character a Billionaire.

MULTIMILLIONAIRE

A Multimillionaire's wealth is impressive. He has a lot of influence in certain circles. A Multimillionaire may purchase up to $500,000 worth of goods and services for each Hero Point he spends. A Multimillionaire receives 2 Connections at no cost, one of which may be high-level.

A Player spends 20 Hero Points to have a Multimillionaire character.

AFFLUENT

An Affluent character is well-off, but his wealth cannot compete with that of a Multimillionaire. His professional connections give him some influence. He may purchase up to $5,000 worth of goods and services for each Hero Point he spends. An Affluent character receives 1 high-level Connection at no cost. An Affluent character should have an occupation. If he doesn't, or is temporarily unemployed, each Hero Point he spends buys $500 worth of good and services. There is no cost for designing an Affluent character.

COMFORTABLE

A character who has a comfortable existence has no particular advantages, but he does not have to worry about his next meal either. Each Hero Point he spends buys $50 worth or goods and services. He receives no free Connections. A comfortable character must be employed. If he has no occupation, or is temporarily unemployed, each Hero Point spent buys just $5 of goods or sevices.

A character who is Comfortable receives an additional 20 Hero Points.

STRUGGLING

A character who is Struggling is constantly worried about his expenses. Rent, food, and bills mount up to bother him. He can buy $25 worth of goods and services for each Hero Point he spends. If he is unemployed, he receives no goods or services for Hero Points. He also runs up debts at a rate of $125 per week. If the debt reaches $500, he will lose a service (electricity, gas, water, or telephone) determined by the GM.

A character who is Struggling receives an additional 50 Hero Points.

Occupations

Occupations are necessary to keep the character's body and soul together until the villains try to separate them. Billionaires and Multimillionaires are busy keeping their financial empires intact, and that is considered occupation enough for them. Other characters must work. The following suggested list is categorized by Wealth rating. The Player and the GM should discuss any occupation that is not on the list.

Affluent:

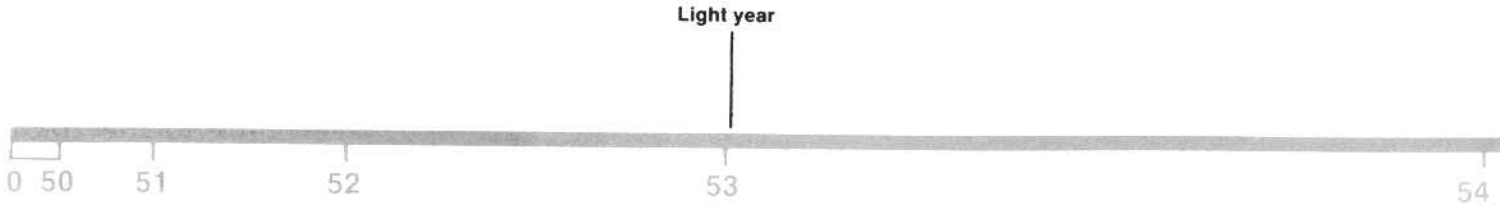
Actor
Artist
Doctor
Editor of a major daily newspaper
Jet Pilot
Lawyer
Mayor of a Major City
Network Executive
Professional Athlete
Research Scientist
Senator
Star TV Reporter

Comfortable:

Actor
Artist
Circus Performer
Computer Programmer
Doctor
Engineer
Newspaper Reporter
Priest
Police Detective
Police Officer
Photographer
Sailor
Scientist
Shopkeeper
Technician

Struggling:

Actor
Any Part-Time Job
Artist
Clerk
Blue-Collar Worker
Freelance Inventor
Game Designer
Low-Level Technician
Private Detective
Teacher



Connections

Connections are NPCs who are friendly to the character. They can do favors for the character, and they expect preferential treatment in return. Connections come in two classes: high-level and low-level.

High-level connections are a part of an organization's decision-making body. They can get any information that is known within the organization, no matter how sensitive or restricted the information is.

High-level connections can also sell any goods that his organization might sell to its favored clients. The character who has a high-level connection may be able to use Persuasion on the connection to obtain the loan of or purchase of restricted items.

Low-level connections can also get information from their organizations, but the information is not likely to be restricted. They can merely obtain the information faster than the character could. They can obtain the goods and services that their organizations sell to ordinary clients, perhaps at a discount.

For example, a low-level connection in the Military might be a Staff Sergeant in the Motor Pool, whereas a high-level connection might be a Major-General with NASA.

A low-level connection costs 5 Hero Points. A high-level connection costs 10 Hero Points.

The following is a list of the organizations with which a character may wish to have connections. Any other choices should be cleared with the GM.

City Hall
Congress
The F.B.I.
A Foreign Consulate
Government Intelligence
The Military
Major Television Station
A Museum
A Newspaper
The Police
A Radio Station
S.T.A.R. Labs
The Street
The Underworld

ATTRIBUTES POWERS & SKILLS

Now that you've chosen Character Elements and Background for your character, you can use his Hero Points to buy the Attributes, Powers, and Skills that make him a Super-Hero character.

Powers and Skills may have a Base Cost which must be paid before they can be enhanced with APs (see individual listings in the *Powers and Skills Manual*).

The following chart outlines the total cost for each AP total of Action Attributes, Other Attributes, Powers, and Skills.

To use the Purchase Chart, locate the number of APs you wish to purchase for the ability, and cross-index that with the cost in Hero Points for that ability.

On the Chart: Action Attributes are DEX, INT, and INFL.

For example, buying a DEX, INT, or INFL of 9 costs 120 Hero Points, while buying 9 APs of any other Attribute (like STR) costs 96 Hero Points. 9 APs of Power costs 72 Hero Points, and 9 APs of Skill costs 48 Hero Points.

The Purchase Chart extends beyond 15 APs in case the GM has decided to allow the creation of characters with a base of more than 250 Hero Points.

Powers and Skills can be bought later in the game, but the costs are different than those listed here. Read the next section, *Experience and Character Growth*, to find out more about improving and obtaining Powers, Skills, and Attributes.

You will find that it is convenient to figure out your purchases on the Worksheet provided. Any Hero Points left over are recorded on the Character Sheet for later use in the game. The Attributes, Powers, and Skills are also recorded on the Character Sheet.

Powers and Skills can be permanently improved by spending Hero Points to increase the APs of the Power or Skill. Subskills (see *Powers and Skills Manual*) may only be improved by improving the Skill.

AP Purchase Chart

Total APs Purchased	Action Attribute	Other Attribute	Power	Skill
1	5	4	3	2
2	10	8	6	4
3	20	16	12	8
4	30	24	18	12
5	40	32	24	16
6	60	48	36	24
7	80	64	48	32
8	100	80	60	40
9	120	96	72	48
10	160	128	96	64
11	200	160	120	80
12	240	192	144	96
13	280	224	168	112
14	320	256	192	128
15	400	320	240	160
16	450	360	270	180
17	500	400	300	200
18	550	440	330	220
19	600	480	360	240
20	650	520	390	260
21	700	560	420	280
22	800	640	480	320
23	900	720	540	360
24	1000	800	600	400
25	1100	880	660	440
26	1200	960	720	480
27	1300	1020	780	520
28	1500	1200	900	600
29	1750	1400	1050	700
30	2000	1600	1200	800
31	2250	1800	1350	900
32	2500	2000	1500	1000
33	2750	2200	1650	1100
34	3000	2400	1800	1200
35	3500	2800	2100	1400
36	4000	3200	2400	1600
37	4500	3600	2700	1800
38	5000	4000	3000	2000
39	5500	4400	3300	2200
40	6000	4800	3600	2400
per AP over 40	+500	+400	+300	+200

Specialization

A Player may choose to select a few of the Subskills included with each Skill for his character. If he does, he

1 Parsec
Sun to Alpha Centauri

Sun to Center of Milky Way (85 APs)
Sun to Vegan System (56 APs)

receives an AP bonus for the Subskills he has chosen according to the following Table.

Specialization Table

Subskills Chosen	Number of Subskills in the Skill				
	2	3	4	5	6
1	+1	+1	+2	+2	+3
2	-	0	+1	+1	+2
3	-	-	0	0	+1
4	-	-	-	0	0
5	-	-	-	-	0

EXAMPLE

A Player wishes to purchase the Vehicle Skill so that his character can drive cars and fly planes. He does not wish to buy the rest of the Vehicle Subskills. The Player looks on the table to find the total number of Subskills under Vehicle (5). Since he is choosing 2 of the Subskills, he locates the row that begins with 2. The Total Subskill column and the Chosen Subskill row intersect at the number +1, so he receives a +1 bonus for Land Vehicle or Air Vehicle. If he purchases 4 APs of the Skill, he will receive 5 APs instead. This bonus is applied only during the time when the Player purchases the Skill.

If a character specializes in certain aspects of a Skill, he is still considered unskilled in the Subskills he did not purchase. The character in the example did not purchase Space Vehicle, Subterranean Vehicle, or Water Vehicle. If the character attempts to operate a spacecraft, the Opposing Value for the Action Check is increased by 2 Column Shifts, since he is unskilled in Space Vehicle.

Linking Powers and Skills

Powers and Skills may be Linked to an Attribute. For instance, the Bio-Energy Blast Power can be Linked to the Body Attribute.

The advantages of a Linked Power or Skill is that the APs of the Attribute become the same as the APs of the Power or Skill. Any increase in the APs of the Attribute automatically increases the APs of the Power or Skill. Regardless of the number of Powers and Skills that are linked to an Attribute, Linking does not increase the difficulty of increasing the APs of that Attribute later.

The disadvantage of Linking is that a Player may not purchase APs of a Power or Skill for his character if they are Linked to an Attribute. He may only increase the APs of the Attribute, which is usually more expensive.

The Power or Skill gains its effectiveness from being Linked, though temporary reduction of the Attribute can effect the Power. The permanent reduction of an Attribute will reduce the Linked Power or Skill to the new, lower-level of the Attribute.

If a Power or Skill is not Linked at the time you purchase it, you can never buy the Link afterwards without GM approval.

The Costs:

The cost of Linking a Power is 25 Hero Points per Power and 10 Hero Points per Skill. These Linking costs are in addition to the Base Cost of the Power or Skill.

THE BATMAN OPTION

Players have a special option which increases the costs of buying Attributes, but greatly reduces the costs of buying Skills. This is the Batman Option, because Batman would have picked this if he was created under the rules of DC Heroes.

A character created under the Batman Option pays the same 25 additional Hero Points to link a Power, but ***no*** Hero Points to link a Skill.

However, later the cost of raising an Attribute is usually much higher with this option. Therefore, a character created under the Batman Option can start out with many more Skills, but will be slower to develop than other characters (see *Experience and Character Growth*).

SUBPLOTS

Your Super-Hero character can save the universe time and time again, but can he keep a job? What does his family or co-workers think when he disappears for days at a time? What about his girlfriend?

Comic book stories deal with more than the ever-present threat of the villains. They deal with the everyday lives of the heroes and how they cope with the world. In many cases these stories, called Subplots, can become just as important as whether the villain can be stopped.

In DC Heroes, this can be an exciting part of any game session. You, the Player, can create your own Subplots by using the guidelines below. You get to write some of the ongoing saga of your character instead of just letting the Gamemaster have all the fun. A Subplot is a way for you to directly participate in the creation of the story in which your hero is the central figure.

The goal of Subplots in DC Heroes is to give your character a life of his own that is independent of the everyday grind of bashing villains. But there is an added incentive: role playing Subplots can earn your character, and other participating characters, Hero Points (see *Experience and Character Growth*).

SOME NOTES ON SUBPLOTS

Subplots are chosen by category. These categories are listed below. You may choose as many Subplots as the GM will allow, though in the beginning it's probably best to choose one Subplot per character.

It is not necessary to choose Subplots when you are designing your character. Subplots may be added after Character Design—if they do not contradict existing facts about the character.

Each Subplot is subject to the approval of the GM, and he will often add new elements to the Subplot to help it.

Take the time to work out a Subplot with your Gamemaster. Talk with your fellow Players as well. Maybe two or three people can share the same basic Subplot or link their own Subplots together.

It is important to cooperate with the GM and the other Players when you are role playing Subplots. Otherwise, no one will have any fun while you are off writing your own story. DC Heroes is a cooperative game: the more people involved with your Subplot the better. Also, the number of Hero Point awards is greatest for cooperative play.

CREATING A SUBPLOT

Once you've chosen a Subplot, outline the basics of the story.

If there is one basic rule for creating Subplots, it is: *Start slowly.* Don't try to cram everything in during the first few sessions. Keep it simple, and let the Subplot be created as you go from adventure to adventure. In the beginning, just pick one of the basic categories listed below and ask yourself a few basic questions like:

Who is involved in my Subplot?
List all the people who will be in this story. Try to describe each of them in one or two sentences. At first, use only two or three people in any one Subplot.

What is currently happening in the Subplot?
What will happen in the Subplot that will test your hero? How does the Subplot hinder or help your character's actions?

What are the character's feelings?
Think about how the character might feel about what's happening to him. Does the character realize how NPCs and other characters feel? Does the character have any particular course of action planned in the subplot?

The Gamemaster has more information on Subplots. If you are stuck, go to him for advice.

PLAYING SUBPLOTS

Once the Subplot is created, it is up to the GM to introduce it into the play of the game. If the GM is busy with the main adventure, he might not have time for a Subplot. On the other hand, a whole game session could be nothing more than an elaborate Subplot involving everyone in the group. Other times, the Subplot could be wrapped up with the main adventure. In any case here are some rules to follow while playing Subplots:

Subplots can have more than one solution. Subplots should not, like the main adventure, have only one way of ending. You are never locked into a solution for a Subplot. Like situations in real life, which rarely have neat and tidy resolutions, Subplots can continue for many many adventures without being resolved, or they can resolve thethemselves in unexpected or surprising ways.

Subplots can be positive for Players and NPCs. In the main adventure, your Super-Hero character is usually up against a bunch of maniacs trying to take over the world (or, at least, large chunks of it). It is often a life an death situation with only one victor: hopefully you.

Subplots are different. Everyone can "win" in a Subplot. Sometimes there are no winners and no losers —just fun. For example, in *A Night in the Life of Batman* in **Batman #383,** a whole Subplot was built around Batman trying to get some sleep after a long night of crime fighting. No life or death struggle there — and role playing this scenario could be really fun. You do not have to compete with the NPCs in the Subplot as you do with the villains in the main adventure.

Subplots can be frivolous, melodramatic, even silly. Usually, the main adventure is pretty serious. The Subplot can be anything: sad, happy, weird, intense, or even bland. The more positive a Subplot is, the more fun you'll have.

PULLING THE PLUG

Subplots should be fun, not morbid or cruel. If you don't like the way the GM is running your Subplot or if you are just bored with it, just "pull the plug" and refuse to accept the GM's judgement. You cannot use this rule to change what has happened in past gaming sessions, but any Subplot event that has just happened can be negated.

For instance: The GM announces that your girlfriend is murdered by the villain. If you feel this is too much and no fun to play, simply say that you refuse to accept this event.

On the other hand, if at the start of the adventure you accepted the fact that your girlfriend was kidnapped by the villain, you can't suddenly change your mind and say she isn't captured. But if the Gamemaster has the villain tie her to the nose cone of a nuclear missile—you can "pull the plug" about her new situation.

The Gamemaster can also "pull the plug" if he feels the Subplot is out of his control. This can happen at any time and for any reason.

If the plug is pulled and the Subplot is killed, you and anyone else in the Subplot are not eligible for any Hero Points gained by playing that Subplot, but there is no penalty for pulling the plug.

Sometimes, you might not want to completely stop a Subplot, but just put it on the "back burner." Talk it over with the Gamemaster; he might award some Hero Points for partially completed Subplots.

Subplot Catagories

Below are the basic categories for Subplots. The list is not intended to be all-inclusive or limiting to your imagination, but to give you a few ideas concerning some of the most comonly used subplots. If you create a different Subplot and the GM approves, use it.

SECRET PAST

Like a criminal past, a secret past assumes that the character has a dark secret that he wishes to keep undercover. The secret could be anything from a person who is trying to kill the character for an imagined or real insult, escaping from a mental institution, coming back from the dead, to a character who lived in a Tibetan monastery.

A character will most likely try to hide his secret past, but it could come back to haunt him: people from his former life could appear, or others might insist that they help him, even to the detriment of his new friends.

If you choose this Subplot, work out the details of his former life and the lives of those people who might have been part of it. You should also have a reason why he left his former life.

DEATH GUILT

At some time during the character's career, he killed someone accidentally, or maybe he feels responsible for someone's death. This guilt affects his ability to fight crime, making him constantly doubt his worth and his ability to do the right thing.

Death Guilt is somewhat like a Fear Limitation, and it can prevent the character from using force in situations that resemble the one he feels guilty about. Death Guilt may also cause the character to become obsessed with the well-being of another character whom he wishes to protect from dying under circumstances similar to the first death.

Death Guilt may be used as a Subplot as a result of one character accidentally killing another character during the game or being unable to prevent the death of another Player's character.

If this Subplot is chosen during Character Design, decide who was killed, outline the circumstances of the death, and determine how widely the circumstances are known.

ENEMIES

An Enemies Subplot is a continuing series of confrontations between the hero and his adversary. The adversary is not necessarily a super-powered villain, but can be someone who is continually and callously interfering in the hero's life: a snoopy neighbor, a bully who torments the hero's alter-ego, or a law enforcement official who doesn't like self-appointed champions of justice. This Subplot

may involve a villain or villainous organization that is out to get the hero. Describe the relationship between the enemy and your character, and how long the antagonism has been going on.

FAMILY

There are several possible Family Subplots. Here are a few suggestions.

1. The character is an orphan, with all of the insecurities that come from losing one's parents.
2. The character is adopted, and he wants to find his biological parents.
3. The character has a relative who is dependent on him for financial and/or emotional support.
4. The character is the "black sheep" of the family. He resents his estrangement and is suspicious of the intentions of any group of people that might resemble a family, especially groups of heroes.
5. One of the character's parents or close relatives is a villain. He isn't certain where his loyalty lies and is torn between claims to his loyalty.

If you choose a Family Subplot, describe the character's family relationship to the GM.

FRIENDS

A Friend Subplot revolves around the relationship between the character and one or more of his friends. The possibilities include the following:

1. The friend is being harassed by a villain or his henchmen, and needs help, even though it will distract the character from his main goal in the adventure.
2. The friend is related to a villain who constantly plagues the character. The friend is torn between family loyalty and his friendship with the hero.

If you choose a Friend Subplot, describe the friend and his/her relationship to the hero. Friend Subplots work well even with groups of people.

JOB

Job Subplots can come in many different varieties. In most cases, they should center around the occupation that you have chosen for your character. Here are some ideas for Job Subplots:

1. Heroing is complicating the character's life.
2. Financial problems require the character's attention.
3. A rival for his job is making a bid for the character's position in his absence.

If you choose a Job Subplot, tell the GM how it relates to the character's Occupation and Wealth. Remember to mention any important co-workers.

POWER COMPLICATION

Something has gone wrong with the character's Power and there is a harmful side effect to using it. Maybe the side effect is curable if the character can figure out a way to get the problem treated. The character must find a solution before he loses the Power altogether and is either forced to retire or is killed by the side-effect.

If you choose a Power Complication, outline which Power(s) is/are affected, and describe the side-effect. At first, the side-effect should be minor, but, as the condition worsens, the character needs to pay more attention to the problem.

NOTE: the GM could decide to give the character Hero Points (per the Limitation rules) if the complications become permanent. This is totally up to the GM, however.

PUBLIC REPUTATION

The character considers his reputation important, so threats to his good name receive a high priority. What would your character do if villains or sleazy reporters try to undermine his reputation?

If you choose this Subplot, brief the GM on your character's reputation, and how he tries to live up to it, as well as who is trying to tarnish the hero's good name.

Remember that if you choose too awesome a reputation, your character will be hard put to live up to this exalted image and lose a lot of face very quickly.

ROMANCE

A love interest can affect the character in several ways. Perhaps he must protect his loved one from villains. Or he might have to plan his time carefully so that he can spend a few precious hours with his loved one.

How does the character feel about the fact that he has abilities far above those of ordinary people, and yet is involved with an ordinary person? How completely can he confide in the one he loves? Do they love each other equally, or is it unrequited love?

If you choose Romance, describe the NPC(s) involved in the Subplot and their relationship to the character, including the duration and seriousness of the relationship.

SECRET IDENTITY

With a Secret Identity Subplot, the character chooses a Secret Identity to separate his heroic deeds from his more normal lifestyle. The difficulty of maintaining a Secret Identity is the main ingredient of this Subplot. How secret is his identity? Does anyone know who he really is, and if so, how many share the secret? Do any villains know the secret? How might his "normal life" friends be endangered if his Secret Identity is revealed?

If you choose a Secret Identity, describe the character's normal identity, and tell who, if anyone, knows the character's Secret Identity.

MISCELLANEOUS

Discuss any other Subplot ideas you may have with the GM. They may fit nicely into an adventure.

EXAMPLE OF CHARACTER DESIGN

The first step in character design is to imagine a fledgling hero. What is he like? What personality traits do you imagine him having?

For example, Matt has decided to design an android hero. The hero will possess Gliding and Sonic Beam Powers and the Scientist Skill. His name will be Echano.

Upon further thought, Matt decides that Echano is a Soviet android who defected after the Soviet government arrested the rest of the Special Forces unit with which Echano served.

Matt talks to the GM about adding a Miscellaneous Limitation: Echano was created by Soviet technology, and much of the metallurgy and electronics has not been duplicated in the West.

If Echano's current BODY APs are reduced to below 0, then his basic BODY AP value is permanently reduced by 1 AP. Maybe S.T.A.R. Labs is able to throw together some spare parts. Maybe not.

Echano also has a Serious Fear of the G.R.U., a Soviet Military Intelligence agency that he fears may still be looking for him.

Echano is an Affluent technician who works for S.T.A.R. Labs and has a

low-level connection there. Since he is an android, Echano is Artificial Life. Seeking Justice is his Motivation.

Echano's Hero Points:

Base Hero Points	250
Serious Fear (of G.R.U.)	15
Miscellaneous Limitation —Spare Parts	20
Artificial Life Form	40
Total	325

Matt has 325 Hero Points with which to design Echano. Matt decides that he will buy Sonic Beam and Gliding for Powers, and Charisma, Scientist, and Vehicles for Skills. Matt also wants Echano to be very tough physically. But, he quickly discovers that 325 Hero Points cannot buy everything that he wants.

After a little figuring, Matt decides to buy less, rather than adding another Limitation or a Vulnerability (which would give him more Hero Points to spend). Matt drops Scientist from his wish list, since that still has a base cost of 20. Apparently Echano will be a low-level technician at S.T.A.R. Labs. Matt decides that, even though he is well-paid, Echano is a cross between a stock boy and a paid guinea pig . . . for now.

Matt readjusts Echano's DEX, STR, and BODY to fit his Hero Points.

When Matt has finished, these are the results:

Name: Echano

Attributes:
DEX: 5 STR: 5 BODY: 5
INT: 2 WILL: 4 MIND: 3
INFL: 3 AURA: 3 SPIRIT: 3
INITIATIVE: 10

Attribute Cost: 206

Powers:
Sonic Beam: 7
Gliding: 4
Powers Cost: 76

Skills:
Charisma 4 Vehicles 4
Skills Cost: 29

Other:
Low-level connection, (S.T.A.R. Labs)
Other Cost: 5

Total Cost: 316

Hero Points Remaining: 19

Matt now decides to assign Subplots to Echano. He chooses a Job Subplot. Echano is not qualified for his position at S.T.A.R., but he is kept on so that S.T.A.R. Labs can study the technology that made him. Some of his co-workers have been exerting pressure to "stop carrying the load for that mechanized Soviet farm-boy." Echano is determined to prove his worth to both S.T.A.R. Labs and himself.

Matt also chooses an Enemy at S.T.A.R. Labs: Dr. Jeremy Horn. Dr. Horn would like to dismantle Echano to see what makes him tick. Dr. Horn has been persuading the administrators at S.T.A.R. Labs to put Echano through increasingly difficult "tests," which Dr. Horn has been developing into near-murderous challenges. If Echano were severly damaged, the S.T.A.R. Labs team of researchers would have to take him apart . . . and conveniently forget how to put him back together again.

Echano is now ready to enter the DC Universe.

EXPERIENCE AND CHARACTER GROWTH

A character who has experienced several adventures is usually more competent than one who is just starting out. The Experience and Character Growth rules cover this aspect of a DC Heroes Campaign.

Experience is measured in Hero Points. Hero Points are gained through the character's actions and by events which occur during the adventure. The Hero Points earned through adventures are used in the same way as they are in Character Design, to buy APs of an Attribute, Power, or Skill.

Gaining Experience

Once your character has adventured, you can gain Hero Points for five kinds of achievements:

1. Participation in the adventure.
2. Role playing your character well.
3. Saving the lives of innocent by tanders.
4. Thwarting the plot of the villain or villains.
5. Role playing Subplots.

A sixth award, the miscellaneous award, may be granted by the GM on rare occasions, like not entering Killing combat despite the pressures of the situation.

Each accomplishment is worth a specific amount of Hero Points called a Standard Award. How a Standard award is generated is discussed at the end of this section.

The Adventure

A single adventure is defined by a villain's plot. Once the villain(s) is encountered and the plot has either succeeded or been foiled, that adventure is over. Then the characters are awarded Hero Points. An adventure may take several sessions (get-togethers) to resolve, and, until its resolution, no Hero Points can be awarded.

STANDARD AWARDS

The following situations can occur in any adventure. Each situation is worth a specific amount of Hero Points. A Standard Award is simply a benchmark and is subject to change from adventure to adventure. Participating in an adventure against a couple of thugs should not count as much as adventuring against Trigon. Therefore, a sliding scale for Standard Awards is created to judge each adventure on its own merits. A Standard Award can be anywhere from 10 HPs to 500 HPs, depending on the villains you meet.

Each character receives Hero Points for each of the Standard Award categories that he fulfills.

Players can get less than a "full" Standard Award and may receive parts of an Award if they complete parts of an adventure. However, if a Player initiates Killing Combat he will ***not*** receive Hero Points for any part of the adventure.

Participation

Hero Points: 1 Standard Award

Any player whose character took part in the adventure receives the Standard Award for the adventure. The only exception to this rule would be a Player who deliberately entered Killing Combat during the adventure. In this case, this Player loses any Hero Point awards he might have gained.

NOTE: Players who consistently forfeit the Participation Award may not be asked by the GM to participate in any further adventures.

Role Playing

Hero Points: up to 1 Standard Award

A character in DC Heroes will have friends, colleagues, and a persistent foe with whom to interact. If the

Player's role playing is consistent with the chararacter's personality and Motivations, the player receives the Standard Award of Hero Points for his role playing.

If the character's actions violate his Motivations, or if he goes through sudden personality changes, the Player does not receive the Standard Award for role playing.

Players who are constantly on the lookout for ways to add new facets to their characters, or who role play consistently, even though their actions could place their characters in jeopardy, may be eligible for bonuses. Any exceptional creativity in role playing should be rewarded by the GM, who may choose to award an amount from 1 Hero Point to 1 Standard Award for the adventure.

Saving Innocent Bystanders

Hero Points: 1 Standard Award

If the conflict between the hero and the villains endangers the lives of innocent bystanders, DC Heroes will always attempt to save the bystanders. If the Player character succeeds and saves innocent bystanders, this award is given.

Only those NPCs who blunder into the action by mistake are considered innocent bystanders. If the villain plans to blow up Metropolis, for example, and the hero thwarts him, the citizens of Metropolis are not considered innocent bystanders.

Thwarting the Villain

Hero Points: 1 Standard Award

This award is given to characters who foil the plan of the villain or villains. The award is given at the end of the adventure in which the plan is finally crushed.

Subplots

Hero Points Gained: Role playing a Subplot is worth 1 Standard Award or 15 Hero Points, whichever is greater.

All characters who were involved in the Subplot receive the award for role playing a Subplot.

Miscellaneous

Hero Points: up to 1 Standard Award

The GM may give the player character a anywhere from 1 Hero Point to the 1 Standard Award for any heroic actions that are not covered in the other activities. For example, capturing an arch-criminal, or inventing an ingenious solution to a sticky situation are heroic actions and would deserve praise. This award is completely at the discretion of the GM and need not be given out at all.

Growth

Hero Points can be used at any time before or after an adventure to buy APs of an Attribute, Power, or Skill.

INCREASING ATTRIBUTES

	Cost Per AP for a(n)			
AP Range	Action Attribute	Other Attribute	Power	Skill
1-8	100	80	60	40
9-15	150	120	90	70
16-24	200	160	120	100
25-35	250	200	150	150
36-40	300	240	180	180
41-45	350	280	210	210
46-50	400	320	240	240
51-55	450	360	270	270
56+	500	400	300	300

The Action Attributes are: DEX, INT, and INFL.

All of the Hero Points needed for a particular increase must be paid at one time. No partial payment for increased abilities is allowed.

EXAMPLE:

If a Player wanted to raise the BODY of his character from 5 to 7 APs, it would cost him 160 Hero Points. To raise Gadgetry from 11 to 12 APs would cost a character 70 Hero Points. It would cost a character 150 Hero Points to raise Superspeed from 28 to 29 APs.

THE BATMAN OPTION

A character created using the Batman Option must pay an increased cost to increase any Attribute above 8 APs.

Buying 1 AP to raise an Action Attribute above 8 APs is 50 Hero Points more than the amount shown on the chart.

The cost of raising any other Attribute above 8 APs is an additional 40 APs.

Linking any new Powers costs 100 Hero Points. Linking any new Skills is still free

POWERS & SKILLS

Players will occasionally want to diversify their characters by adding new Powers and Skills.

Powers

Buying an additional Power for an existing character costs ***10 times*** the Base cost listed in the *Powers and Skills Manual* plus the cost of APs to enhance the Power.

Linking a new power costs 100 Hero Points.

Skills

Buying an additional Skill costs ***5 times*** the base cost of the Skill listed in the *Powers and Skills Manual*, in addition to any Hero Points spent to enhance that Skill.

Linking a new Skill costs 100 Hero Points. However, characters who are created with the Batman Option do not pay to link a new Skill.

BANKING HERO POINTS

Hero Points may be saved and carried over from one adventure to the next until they are expended. Extremely powerful Characters will find that they must bank several adventures worth of Hero Points in order to raise the APs of their abilities significantly. Any Hero Points that are banked count in the total Hero Points of a character.

Training

Skills may be improved by training, rather than by spending Hero Points. A character may train in only 1 Skill at a time. The training does not interfere with the character's participation in any adventures. The character may increase his APs of a Skill up to 3 APs per training attempt.

A character who wishes to train in a Skill must decide how much time (in APs) he wishes to devote to his training. This AP number is used as the Acting Value in a training roll. Look up the amount of training time listed under the Skill in the Powers and Skills Book. That number, plus 8, is used as the Opposing Value.

Once the Success roll is made, the character uses his existing APs of the Skill as the Effect Value on the Result Table. The Resistance Value will always be 0. The RAPs are the character's new APs in the Skill.

With this system, a character will only increase his APs of the Skill if he gets a Column Shift.

It is advisable for the character to enlist aid whenever he wishes to train in a Skill. If he can find another character who has the Skill he desires and the Training Subskill of Scholar, he is in luck. In this case, the coaching character's APs of Training are added to the Acting Value on the Action Table before the die roll is made.

Hero Points may not be spent to increase the character's odds in a training attempt roll.

DC HEROES™ CHARACTER SHEET

PLAYER: _____ **CHARACTER:** _____

ALIAS: _____ **MOTIVATION:** _____ **RACE:** _____

			Current Attributes
DEX: _____	STR: _____	BODY: _____	BODY: _____
INT: _____	WILL: _____	MIND: _____	MIND: _____
INFL: _____	AURA: _____	SPIRIT: _____	SPIRIT: _____
INITIATIVE: _____			HERO POINTS: _____

Powers/Skills	APs	Powers/Skills	APs	Powers/Skills	APs

ACTION TABLE

Acting Value Rows	Opposing Value Columns: 0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+5
1-2	6	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	+5
3-4	5	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	
5-6	4	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	
7-8	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	
9-10	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	
11-12	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	
13-15	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	
16-18	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	
19-21	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	
22-24	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	
25-27	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	
28-30	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	
31-35	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	
36-40	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	
41-45	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	
46-50	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	
51-55	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	
56-60	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	
+5																				C

+5: One Column Shift for each +5. C: Cancel. One +5 Row cancels one +5 Column.

Equipment

_____

_____

_____

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_____

LIMITATIONS:

VULNERABILITIES:

BACKGROUND

WEALTH: _____ **OCCUPATION:** _____

CONNECTIONS:

SUBPLOTS:



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DC HEROES ROLE PLAYING GAME



POWERS & SKILLS

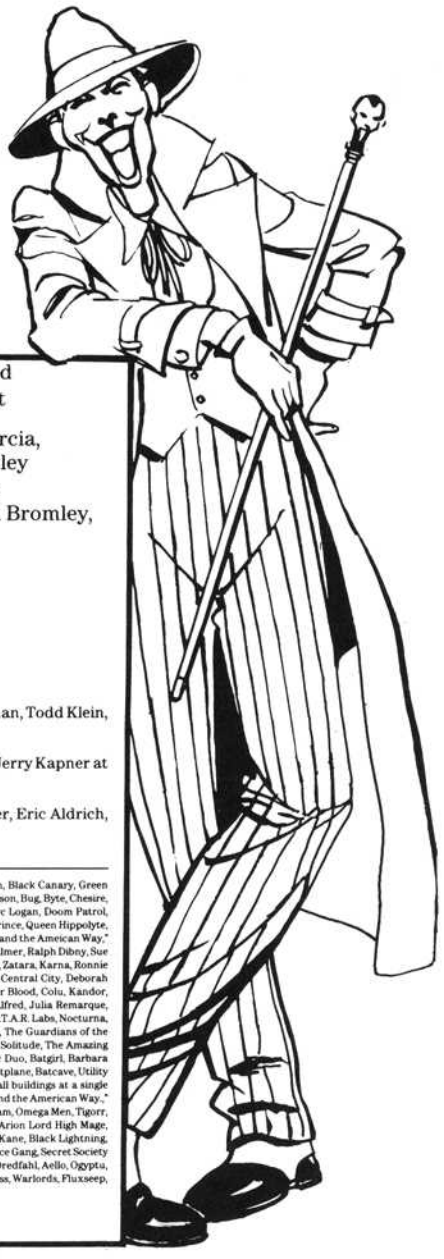
POWERS & SKILLS



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INTRODUCTION

While all of the characters in the DC Heroes Role Playing Game have Attributes, the Skills and Powers make the Super-Hero characters exciting and unique. This book contains all of the Skills and Powers that a player may use to create his own hero.

Skills are abilities that ordinary people, as well as heroes may possess. Super-Hero characters can simply perform their Skills better than normal people. There are 16 Skills listed in this book. Each Skill has several Subskills in which the characters might specialize.

In DC Heroes, an average human will have between 2 and 4 APs of a Skill. A normal person with 5 APs of a Skill is considered an expert. If he has 6 APs of a Skill, he is one of the foremost experts in the world. Super-Hero characters with 6 APs of a Skill are not unusual.

Super-Hero characters are distinguished from the other characters primarily by their Powers. The idea that anyone can perform these extraordinary feats makes DC Comics appealing. Many of your favorite characters are identified with Powers that have become their "trademarks", like Changeling's ability to Shape Change.

There are three types of Powers: Physical, Mental, and Mystical. Normally, an Attribute is the driving force behind a Power. These Attributes are called Link Attributes, and they determine what type of Power it is. Physical Powers are linked to Physical Attributes, Mental Powers to Mental Attributes, and Mystical Powers to Mystical Attributes. Jericho's Personality Transfer Power is an excellent example. The Link Attribute for his Power is his WILL, so his power is considered a Mental Power.

Powers can be purchased with Hero Points, but only Super-Hero characters are eligible to purchase them. The number of APs for a Skill or Power is limited only by the amount of Hero Points that a character can spend. In order to purchase a Skill or Power, first a character must pay the base Hero Point cost, if any, to obtain that Skill or Power. Any leftover Hero Points may be used to enhance the APs of that Skill or Power (see Player's Manual: Character Design). If you wish to design your own characters, the list of Skills and Powers in this book will help you to design a totally unique character.

Attempting a Skill without having purchased that Skill decreases the likelihood of a successful action. In fact, unless otherwise stated, it means that the Opposing Value receives 2 Column Shifts to the right on the Action Table. When a character is making an unskilled attempt, the APs for the Skill's Link Attribute must be used as the Acting and Effect Values. Read the Skill descriptions carefully, since some Skills, like Weaponry, necessitate different Column Shifts, and some Skills or Subskills cannot be used by unskilled characters.

Unless otherwise stated, Physical Attacks are made against DEX and BODY Attributes; Mental Attacks are made against INT and MIND Attributes; and Mystical Attacks are made against INFL and AURA Attributes.

TERMS

Ability. Any Power or Skill.

Automatic Action. Any Action (Power or Skill) which is done without opposition or resistance. This action is not rolled and does not use the Action and Result Tables, unless it is pushed (see *Players' Manual: Introduction*). The APs of an unpushed Automatic Action are the RAPs (Result APs) of the action.

Automatic Power or Automatic Skill. A Power or Skill which may be used as an Automatic Action.

Base Cost. The cost in HPs for acquiring 0 APs of the Skill or Power. The Base Cost must be paid before the Skill or Power can be taken (see *Players' Manual: Character Design*). A character who has participated in an adventure must pay five times the Base Cost to acquire a Skill and ten times the Base Cost to acquire a Power.

Knowledge Points. The number of RAPs (Result APs) used to measure the amount of knowledge or information derived through the use of certain Skills, Subskills, or Powers such as Clue Analysis and Mind Probe.

Link. The Attribute with which a Skill or Power may be linked. Once a skill or Power is linked, the APs of the Attribute are used for the APs of the Skill or Power. Any permanent decrease in the Attribute will decrease the Skill or power.

If the character was created under the Batman Option, there is no HP cost for linking a Skill (see *Players' Manual: Character Design*). The link cost is in addition to the Base Cost, if any, of the Skill or Power.

Power or Skill Failure. An Ability (either Power or Skill) can fail if it is pushed too far. An Ability will fail if you do not succeed on the Action Table **and** you have done one or more of the following:

1) You have "Gone for Broke" with the Power or Skill (see *Player's Manual*).
2) You have pushed an Automatic Power or Skill.

When an Ability (either a Power or a Skill) fails, its current level immediately drops to 0 APs. An Ability is completely useless at 0 APs. When a character makes a successful Bashing Recovery or Normal Recovery roll (see *Player's Manual: Combat*), he regains the use of any previously failed Abilities.

A character may make a Desperation Recovery roll to recover the use of an Automatic Ability, but not a Standard Ability.

When making a Recovery roll for an Ability, use the basic APs of the Ability for the Acting and Effect Values of the Recovery roll. Add any Result APs from the Recovery Roll to the current level of the Ability, until the basic APs of the Ability are fully recovered.

Range. The maximum Range of the power given in APs. If the entry says *Normal*, the Range is the RAPs of distance. If the entry is +3, it means the Range is 3 APs more than the *Normal* range for the Power. Some Powers have more than +3 for Range.

Self the character possessing the Power may only use the Power on himself. An entry of *Touch* means the character must touch the target in order to use the Power.

RAP. RAP means Result AP. A Result AP is the number on the Result Table that was achieved by a successful action. The RAPs of an unpushed Automatic Action are the APs of the Power.

Standard Action. Any action (Power or Skill) that is done against some resistance or opposition. Standard Actions are always rolled on the Action and Result Tables.

Subskills. The Abilities that are listed under a Skill and are related to that Skill are known as Subskills. Players may choose to have their characters specialize in one or more of these Subskills (see *Players' Manual: Specialization*).

Training Time. The time required to increase the Skill through training (see *Players' Manual: Character Experience*). The number in parentheses is the APs of time.

Type. A Power or Skill is either Automatic or Standard. A Standard Power or Skill must always be used as a Standard Action. An Automatic Power or Skill is one which may be used as an Automatic Action. An Automatic Power or Skill must sometimes be used as a Standard Action, for example, when the action is being opposed by another character.

POWERS

PHYSICAL

ABSORPTION FIELD

LINK: STR RANGE: Normal
TYPE: Automatic BASE COST: 10

Absorption Field allows the character to absorb energy from Mental Attack. The RAPs are added to the Resistance Value against any Mental Attack. The Absorption Field protects one volume per RAP.

Parts of the field may be lowered so that attacks may be made out of the field, but then there is a chance that attacks may come in through the opening. The Absorption Field remains stationary and can be created up to a distance equal to the RAPs of this Power.

ACID

LINK: BODY RANGE: Normal
TYPE: Standard BASE COST: 10

With this Power, a character can shoot streams of acid from the fingers. Use of this Power is treated as a normal Physical Attack. If the attack is made against a metallic object, a -2 Column Shift is applied to the Opposing Value.



ANIMAL TRANSFORMATION

LINK: DEX RANGE: Touch
TYPE: Standard BASE COST: 0

Animal Transformation is the ability to change the physical structure of an animal by merely touching the creature. The new animal must have the same APs of BODY as the original, but may be of a different species or genus. (A cat could be changed into a bird, a large bird).

The creature will know how to use its new form, but will have the instincts of its original form. This can lead to a very confused animal. Use of the Power is treated as a Physical Attack and the animal defends against the Power with its DEX and BODY as the Opposing and Resistance Values.

No more than one animal may be affected per phase and no creature with human or greater intelligence may be affected by this Power. The animal will not be affected if the animals BODY exceeds the hero's RAP's. The duration of the change is the RAPs of the Transformation attempt.

BIO-ENERGY BLAST

LINK: BODY RANGE: Normal
TYPE: Standard BASE COST: 10

Bio-Energy Blast allows the character to fire a bolt of energy. The bolt may come from one particular portion of the body, such as the eyes or hands. Use of this Power is a Physical Attack.

BOMB

LINK: STR RANGE: Normal
TYPE: Standard BASE COST: 10

With Bomb, a character is able to cause an explosion starting at the point that the character touches the ground and extending out to a distance equal to the APs of the Power. He is not affected by the explosion. Bomb is treated as a normal Physical Attack.

CLING

LINK: STR RANGE: Touch
TYPE: Automatic BASE COST: 10

Cling allows the character to cling to smooth surfaces and move across them as if they were level ground. This also allows the character to apply leverage where none would normally be possible like on a wall or ceiling.

Each RAP of Cling allows the character to carry 1 AP of weight. The weight total must be sufficient to support the character's weight and any objects carried. The total weight carried cannot exceed the character's APs of STR.

This Power functions as though the force of gravity were always perpendicular to the surface on which the character is travelling, whether he is walking up a wall or across a ceiling.

DARKNESS

LINK: STR RANGE: Normal
TYPE: Automatic BASE COST: 0

Darkness allows the character to generate a field of Darkness that allows no light to pass through. Any vision Power requiring light is blocked. Blinded characters have any Physical Action/Opposing Values reduced by the RAPs of the Power. Each RAP is an AP of volume.

The character must specify the type of vision to be obscured when he takes this Power. This Power may be taken more than once. The character using the Darkness Power does not affect his own vision by using this Power.

DIGGING

LINK: STR RANGE: n.a.
TYPE: Standard BASE COST: 5

Digging enables the character to tunnel through earth. A character is able to dig a volume of earth equal to the RAP of his Result Check.

For example, earth has an Opposing and Resistance Value of 4. A character has a Digging ability of 4 APs. He rolls on the Action Table and gets a 16. This is a Column Shift of 2. He gets all of his Power (A) for his Column Shift of 2, for a total of 4 APs.

Digging can also be used to dig through harder materials. To do this, roll using the BODY of materials as the Resistance Values of the material, to determine the APs of distance that the character can dig through in one phase (4 seconds).

Substance	Opposing and Resistance Values
Sand	2
Dirt	4
Rocky Soil	6
Soft Rock (Limestone)	8
Hard Rock (Granite)	14
Steel	17
Diamond	19

ENERGY ABSORPTION

LINK: STR RANGE: Self
TYPE: Automatic BASE COST: 15

Energy Absorption allows a character to absorb the damage generated by Physical Attacks. The energy is absorbed and then gradually dissipated later with no effect. It cannot be diverted or changed, just neutralized.

The hero must be in contact with some portion of the blast or attack in order for the Power to work. The energy absorbed by the character is the RAPs of the Power.

The RAPs of Energy Absorption is the maximum APs which may be absorbed in a single phase from all attacks.

If more damage is done, the Power fails (see Power Failure for description).

FLAME BEING

LINK: STR RANGE: Self
TYPE: Automatic BASE COST: 5

Flame Being allows the character to create and cover himself with a sheet of fire without being damaged. The flame covering continues to burn throughout the time that the Power is in operation.

All fire or heat attacks on the character are made with the character's RAPs of Flame being added to his Opposing and Resistance Values. The character's Opposing and Resistance Values have a -2 Column Shift added for cold-based attacks.

The RAPs of Flame Being may be substituted for the character's STR as an Effect Value when he is making a Physical Attack.

FLAME IMMUNITY

LINK: BODY RANGE: Self
TYPE: Automatic BASE COST: 0

Flame Immunity is a form of protection against heat-based attacks. The RAPs of the Power are added to the character's Resistance Value against any heat-based attack.

FLAME PROJECT

LINK: STR RANGE: Normal
TYPE: Standard BASE COST: 10

Flame Project allows a character to create and project a volume of flame in a manner similar to a flame thrower. A character using Flame Project cannot control the shape of the flame with this Power alone (see Flame Control). An attack using the Power is considered a Physical Attack, with the DEX and BODY of the target as its Opposing and Resistance Values.

FLASH

LINK: STR RANGE: Normal
TYPE: Standard BASE COST: 5

Flash allows the character to produce a bright burst of brilliant, pure light. If the target character is not prepared in some way (e.g. eyes covered, special filters, or a secondary vision), he will be blinded. A blinded character has his DEX reduced by the RAPs of the Flash for his next action, and the RAPs are subtracted from his Initiative for the next Initiative roll.

FLIGHT

LINK: DEX RANGE: Self
TYPE: Automatic BASE COST: 5

Flight allows the character to move in any direction through air or space. Flight by itself will not allow a character to survive in space, but will give the character the ability to move through it. The RAPs are the APs of distance that the character with Flight can move per phase.



FOG

LINK: STR RANGE: Normal
TYPE: Automatic BASE COST: 0

Fog allows the hero to use any moisture in the air to create a dense Fog. This obscures vision and vision-related Powers, including X-Ray Vision, Ultra Vision, Thermal Vision, and Sonar. The RAPs of Fog is the Opposing and Resistance Value against any of these forms of vision. The RAP of Fog equals APs of the volume Fogged.

The Fog will travel with the character, if desired, as long as the character is not traveling faster than the RAPs of the Power in distance per phase. A wind or volume of air which is moving faster than the RAPs of the Power per phase will dissipate the Fog.

FORCE FIELD

LINK: STR RANGE: Self
TYPE: Automatic BASE COST: 15

Force Field allows the character to exert an electromagnetic field to protect his own body. The Force Field will absorb damage from any Physical Attack. The RAPs of the Power are added to the character's Resistance Value to Physical Attacks.

In addition, the Force Field may be either semi-porous, allowing air and gases to enter the field, or it may be completely solid, protecting the character from both extreme temperature changes and poisoned air.

A Force Field is centered around the character using the Power, and may be generated to protect up to the same APs of volume as the Power's RAPs without weakening the field. No Physical Attacks can be made from within the field.



GLIDING

LINK: DEX RANGE: Self
TYPE: Automatic BASE COST: 0

With this Power, a character may Glide for the number of APs of distance equal to the sum of the RAPs and the APs of height he is above the ground.

For example, a character with a Gliding of 2 jumps from a building 2 APs above the street below. He may Glide to the ground up to a distance of 4 APs away. The speed of the character is equal to the RAPs of Gliding.

GROWTH

LINK: STR RANGE: Self
TYPE: Automatic BASE COST: 20

Growth allows the character to increase his size. The effects per RAP are:

1 AP to the character's Resistance Value if the character is Physically Attacked.

-1 AP to the Opposing Value of the character using Growth against Physical Attacks.

The RAPs are also added to the character's volume and weight. A character need not grow to his maximum weight and volume.

HYPERSENSITIVE TOUCH

LINK: DEX RANGE: Touch
TYPE: Standard BASE COST: 1

Hypersensitive Touch allows the character to "see" with his fingertips. He can read a newspaper by feeling the ridges of the ink, pick up conversation in phone lines by touching them, or feel the vibration of a smoothly running machine through a thick wall. One or more RAPs mean Hypersensitive Touch works fully.

The Opposing and Resistance Values for the above tasks are:

Task	Opposing and Resistance Values
Identify machines by vibration	3
Read a newspaper	3
Tap in on a phone line	10

ICE PRODUCTION

LINK: STR RANGE: Normal
TYPE: Automatic BASE COST: 5

Ice Production allows a character to create volumes of ice that are equal in APs to the RAPs of the Power. The ice may be formed into any shape the user desires, such as a wall, an ice dagger, a bridge, etc.

ICING

LINK: STR RANGE: Self
TYPE: Automatic BASE COST: 0

Icing allows a character to cover himself with a sheet of ice without incurring any damage. The RAPs of Icing may be added to a character's Resistance Value when defending against cold-based attacks.

If the attack is fire or heat-based, the character has a -2 Column Shift to his Resistance Value. The RAPs of Icing may be substituted for the character's Effect Value when he is making Physical Attacks.

INVISIBILITY

LINK: DEX RANGE: Self
TYPE: Standard BASE COST: 10

Invisibility makes a character impossible to see with normal vision, but the character is still detectable by sound or other indirect sight vision. The RAPs of Invisibility are used as the Opposing and Resistance Values against a perception attempt, using the RAPs of the Sense Power, which is being used to detect the Invisible character, as the Acting and Effect Values.

A positive result indicates that the Invisible character has been located. A character without some means of detection (e.g. Passive Sonar, Ultra Vision) will not be able to locate the Invisible character. If the Action Check for a Sense Power fails, the Invisible character cannot be attacked if he chooses only to evade possible attackers.

The first time that the Invisible character attacks another character, the victim is Surprised (see *Players' Manual: Combat*). Any counterattack must be preceded by a successful perception roll. If the perception roll is unsuccessful, the attack is made with the Opposing Value increased by the RAPs of the Power.

INVULNERABILITY

LINK: BODY RANGE: Self
TYPE: Standard BASE COST: 15

If a character has Invulnerability, he is difficult to kill. When a character who has Invulnerability has taken enough damage to die under ordinary circumstances, he rolls on the Action and Result Tables, using his BODY APs as his Opposing and Resistance Values and his APs of Invulnerability as his Acting and Effect Values. The RAPs are the number of BODY points that he regains.

NOTE: The character cannot move his current level of BODY APs above -1 APs through this Power.

JUMPING

LINK: STR RANGE: Self
TYPE: Automatic BASE COST: 5

The Jumping Power allows a character to leap for great distances or to great heights. The distance or height in APs that the character can Jump is the Power's RAPs.

MIMIC

LINK: DEX RANGE: Normal
TYPE: Standard BASE COST: 20

Mimic allows the character to duplicate and use one of the Powers of any other character within his Range. RAPs are the APs of time that the character can use the Mimicked Power.

Each Power must be Mimicked separately. The Power Mimicked will act as though it is Linked. Thus, if Bio-Energy Blast is Mimicked by a character with a STR of 5, the Bio-Energy Blast has 5 APs.

For a Physical Power, the attack is handled as a Physical Attack; for Mental Powers as a Mental Attack

and for Mystical Powers as a Mystical Attack.

GM NOTE: A Mimicked Power is a duplicate Power. The character possessing the original Power can still use that Power.

OMNI-ARM

LINK: BODY RANGE: Self
TYPE: Automatic BASE COST: 10

Omni-Arm Power can transform the physical shape of the character's own limbs. The material and mass remain the same, but the shape and function can vary greatly. The arms could be converted into any other arm-like appendage; tentacles, pseudo-pods, or arms which end in lobster claws, for example.

When using Omni-Arm, substitute the RAPs of the power for the STR and DEX when performing an action with the arms.

POISON TOUCH

LINK: STR RANGE: Touch
TYPE: Standard BASE COST: 25

The hero with Poison Touch can generate a substance which irritates the skin on contact, causing damage to an opponent.

Once a successful attack has been made, the victim is attacked each phase by the APs of Poison Touch, with the victim's BODY serving as both the Opposing and Resistance Values. The attacks continue until one of them fails.

The continuing attacks simulate the spread of the poison through the victim's body. The attacker may make another attempt to poison his victim when the victim has stopped taking damage from the previous poison attack.

A hero may request a Poison Touch which does no permanent harm, but puts opponents to sleep, paralyzes them, or that would put another character out of action temporarily. In this case, the poison will not reduce the victim's BODY APs to the point of death.

RUNNING

LINK: DEX RANGE: Self
TYPE: Automatic BASE COST: 5

Running allows the character to run at a speed equal to the RAPs of the Power.

SEALED SYSTEMS

LINK: BODY RANGE: Self
TYPE: Automatic BASE COST: 0

Sealed Systems enables the character using the Power to be sustained in any kind of atmosphere or environment, even those in which the character is not normally able to survive in. Sealed Systems is in effect for APs of time equal to the RAPs of the Power.

EXAMPLE: An air-breathing character could live in a vacuum without breathing, eating, or sleeping for the duration of this Power's effects. A character with Flight could use this Power to travel through Space without an environment suit.

SHRINKING

LINK: STR RANGE: Self
TYPE: Automatic BASE COST: 20

Shrinking allows the character to decrease his size. The effects per RAP of Shrinking are:

+1 AP on Resistance Value of opponents attacked by the character.

+1 AP on the Opposing Value for all physical attacks made against the character.

The RAPs of Shrinking reduces the hero to the sizes on the chart below:

RAPS	SIZE
2	small human
5	cat
8	mouse
12	insect
25	virus
32	atom

A character need not shrink to the minimum. He may choose how many APs of Shrinking he wishes to use.

SKIN ARMOR

LINK: BODY RANGE: Self
TYPE: Automatic BASE COST: 15

The RAPs of Skin Armor are added to the character's Resistance Value against Physical Attacks.

SOLAR SUSTENANCE

LINK: BODY RANGE: Self
TYPE: Automatic BASE COST: 0

Solar Sustenance gives the user the power to draw nourishment from the sun. The character using this Power must be exposed to sunlight for 10 APs of time (1 hour) before the Power is actually in effect.

No other sustenance (no food, no water) is needed by the character when this Power is in use. The RAPs of the Power are the APs of time that the character can go without continued exposure to sunlight and still be sustained.

SONIC BEAM

LINK: STR RANGE: Normal
TYPE: Standard BASE COST: 10

The Sonic Beam is a coherent beam of sonic energy, which has the ability to shatter a solid object. If the Sonic Beam is targeted against a living being, treat it as a regular Physical Attack. If the Beam is used against an inanimate target, the target will begin to vibrate, crack, then finally shatter explosively when the BODY of that object has received twice its APs worth of damage. For example, a skycycle with a BODY of 6 will shatter at -7 APs.

If a Sonic Beam is directed against a character who is using a hearing Power, then the Opposing and Resistance Values for the attack have a -2 Column Shift. The Sonic Beam may be used for a special Trick Shot (see *Players' Manual: Combat*). If an object is destroyed by a Trick Shot or series of Trick Shots, the vibrations will cause the object to explode with a force equal to the object's BODY APs.

The Sonic Beam must have a medium through which to travel. This Power will not work in a vacuum.



SPLIT

LINK: DEX RANGE: Self
TYPE: Automatic BASE COST: 10

The character can Split himself into two or more complete beings. Each being will have all the Powers and Attributes of the original character minus the number of times he has split.

EXAMPLE: A character with all Attributes, Skills and Powers at 6 can create one Split. Both beings now have all Powers and Attributes of 5.

No more than the RAP number of beings may be formed. Damage transferred to the original character is the greatest amount of damage taken by any of the splits. A dead split may not rejoin with the original character.

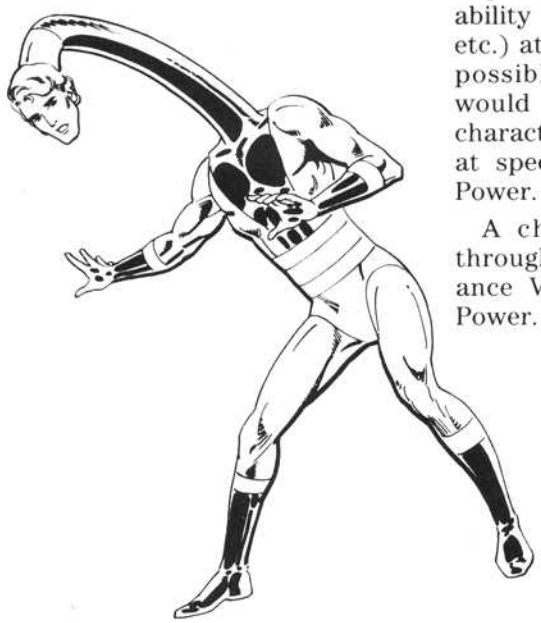
The character loses 1 AP of the Power for each Split that dies. However, the whole character may not be killed. If all of the Splits are killed or rendered unconscious, the Power will cease to function.

Note: There may be psychological effects on the living part of the hero if any his Split characters dies a horrible death.

STARBOLT

LINK: STR RANGE: Normal
TYPE: Standard BASE COST: 10

This enables the hero to shoot bolts of energy from his fingers. The stream of energy issues forth with maximum range of APs of distance equal to the APs of the Power. Starbolts act as Physical Attacks.



STRETCHING

LINK: DEX RANGE: Self
TYPE: Automatic BASE COST: 10

Stretching allows the character to change the surface area of his body. The RAPs of the Power are the APs of distance over which the character can expand his body.

GM Note: With this ability the character can absorb Physical Attacks by slowing a blow or shell with Stretching, by adding the RAPs of Stretching to his Resistance Value. To do this, the player must announce that he is defending and taking no other action.

SUPER BREATH

LINK: STR RANGE: Normal
TYPE: Standard BASE COST: 5

Super Breath allows the character to exhale a strong stream of air. The RAPs are used as a Physical Attack to determine if and how far an object is knocked back (see *Player's Manual: Combat*).

This is an area attack, not modified by the number of targets. The victim does not take damage from the blast of air itself, but from colliding with obstacles in his path. This Power has a 1 AP-wide corridor of effect. Note: This Power is noisy.

SUPERSPEED

LINK: DEX RANGE: n.a.
TYPE: Automatic BASE COST: 25

Superspeed gives a character the ability to move (run, jump, throw, etc.) at speeds faster than humanly possible (A world-class sprinter would move at 4 APs of speed). A character with Superspeed may travel at speeds up to the RAPs of the Power.

A character may also vibrate through any material with a Resistance Value less than his RAPs of Power.

At 30 RAPs or more, the character may Time Travel. With a speed of 30 APs or more, a character may travel to any time period, either past or future. He may not change what occurs—he may only observe.

The character may use his Superspeed RAPs instead of his DEX for his Initiative rating. In addition, he may use one of the following abilities:

1. He may substitute his Superspeed RAPs for his DEX.
2. He may use his Superspeed RAPs as his Effect Value when either performing an Action or defending himself.

SWIMMING

LINK: STR RANGE: Self
TYPE: Automatic BASE COST: 5

Swimming allows a character to move through any fluids. However, Swimming does not give a character the ability to breathe underwater (see Water Freedom). For example, Aqualad has a Swimming Power of 8 RAPs. He may swim at up to 8 APs of distance per phase.

SYSTEMIC ANTIDOTE

LINK: BODY RANGE: Self
TYPE: Automatic BASE COST: 0

Systemic Antidote gives the character limited immunity to any chemical, toxic, or drug attack. The RAPs of the Power are added to the Resistance Value against poison-based attacks.

TWO-DIMENSIONAL

LINK: DEX RANGE: Self
TYPE: Automatic BASE COST: 10

Two-Dimensional allows the character to move along the surface of objects like a shadow. The character cannot make any attacks and cannot be damaged by any Physical Attack, but can be affected by Mystical or Mental Attacks.

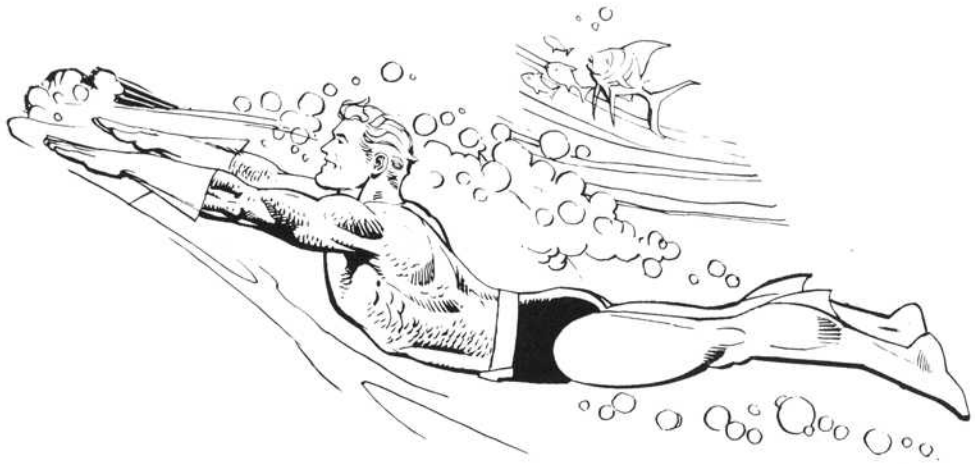
GM Note: A character who is Two-Dimensional will be invisible from the side. Treat the RAPs of the Power in the same way as in Invisibility.

WATER FREEDOM

LINK: DEX RANGE: Self
TYPE: Automatic BASE COST: 5

Water Freedom allows the character to move through liquids (primarily water) as easily as an average human moves through air on land. Water Freedom allows combat in water without the penalties associated with attacks in the water (see *Player's Manual: Combat*). Water Freedom includes the ability to breathe water.

The RAPs of Water Freedom may be substituted for a character's DEX when the character is submerged in water, including Initiative.



MENTAL

ACTIVE SONAR

LINK: INT RANGE: Normal
TYPE: Automatic BASE COST: 0

Active Sonar allows the character to "see" objects and persons around him as detailed outlines, by emitting pulses of high frequency sound. Sonar Power is accurate enough to distinguish carried objects from the person carrying them. Active Sonar will be detected by characters with Extended Hearing. Active Sonar is a 360-degree Power and will make a character aware of objects all around him within the Power's RAPs of distance.

This Power can only be blocked by sounds at the exact same frequency. In this event, Active Sonar is used as a Standard Action, with the APs of the Power being used as the Acting and Effect Values. The APs of the interfering sound are the Opposing and Resistance Values.

This Power may be used to detect Invisible objects or beings (see Invisibility).

AIR ANIMATION

LINK: WILL RANGE: Normal
TYPE: Automatic BASE COST: 10

Air Animation allows the character to form air into a swirling whirlwind being. The creator of the air being divides his RAPs into two numbers: The first number is applied to the APs of DEX, STR, and BODY of the creature, the second number is the APs of its INFL, AURA, and SPIRIT. The remaining stats (WILL, INT, and MIND) are not used and therefore cannot be attacked.

EXAMPLE: A character has 7 RAPs of Air Animation. The player decides to divide the RAPs into 2 and 5. The air being will have a STR, DEX and BODY of 2 each, while its WILL, AURA, and SPIRIT are each 5 APs.

NOTE: An animated air being must be controlled by the use of the Air Control Power (see Mystical Powers) or else it will wander about, randomly causing wanton destruction. For the purposes of Air Control the STR APs of the air being its Opposing and Resistance Values.

An animated air being occupies APs of volume equal to its APs of STR. The turbulent nature of an air being acts as a +1 Opposing Value modifier to any Physical Actions taken against it.

AIR CONTROL

LINK: IINT RANGE: Normal
TYPE: Standard BASE COST: 10

Air Control allows a character to control the movement of a volume of air. The APs of the volume of air to be moved are the Opposing and Resistance Values. The RAPs are the APs of distance it may be moved.

Air Control may be used to remove the air from a volume, creating a vacuum. To do this, you need a successful roll against Opposing and Resistance Values, which are the APs of the volume to be displaced. Each Value is increased by 2 Columns due to the difficulty of creating a vacuum. Characters caught in a vacuum lose 1 BODY AP per phase they are in the vacuum.

If Air Control is used to control an animated air being, the controller may, if he wishes, use the movement capabilities of the being rather than the result APs of Air Control. Air Control may be used to force a column of air at a foe, for a Physical Attack.

EXAMPLE: A character with 8 APs of Air Control wishes to disperse a poisonous gas which has been injected into a small room he is about to enter. The room has 7 APs of volume. The character is trying to push the poisoned air away from him and through the door opposite the one in which he is standing. The player rolls a 15, so the poisoned air may be moved 4 APs, which is enough to clear the room.

AIR WALKING

LINK: WILL RANGE: n.a.
TYPE: Automatic BASE COST: 0

Air Walking allows the character to walk, fight and run on the air itself as easily as he would on solid ground. The character moves his normal distance according to his APs of distance, but he may move in any direction in the air. If he runs upwards or downwards, he would still move as



easily as if he were on level ground.

The RAPs are the maximum APs of height above the ground that the character can reach. There must be an atmosphere to walk upon in order for this Power to work; this Power will not work in a vacuum or in outer space.

ANALYTICAL SMELL/ TRACKING SCENT

LINK: INT	RANGE: +2
TYPE: Standard	BASE COST: 0

Analytical Smell allows the character to identify something by smell alone. Smells can have Resistance to identification; uncommon smells have Opposing and Resistance Values of from 2 to 4, rare or masked scents have Opposing and Resistance Values of up to 8. Unique, very faint, or alien smells may have as much as 15 APs Opposing and Resistance Value to being recognized.

If the RAPs are 3 or less, the character has a basic idea of what the smell comes from. If the RAPs are 4 or more the character can precisely identify the smell.

A character with Analytical Smell also has Tracking Scent, which allows to track a living being or object by scent alone, if the character has encountered the being or object before. Once the scent has been encountered, Tracking Scent may be used to track it. The Opposing and Resistance Values are 6 for a type of scent (such as human, horse, or cyprus tree) and 8 for an individual scent (Jimmy Olsen, Secretariat, or the smell of a tree on the plantation of a villain).

Increase the Resistance Value by one for each day that has passed before the tracking character arrives on the scene. Weather could increase the Opposing Value by 1 (light wind or fog) up to 8 (Monsoon-torrential rain and high winds).

If the RAPs are greater than 0, the character can successfully track the smell.

ANIMAL MIMICRY

LINK: WILL	RANGE: Self
TYPE: Automatic	BASE COST: 10

Animal Mimicry enables the user to have the skill of any animal. This does not give the user the shape or weapons (claws, teeth, tusks, etc.) of the animal, but it has all the abilities and Physical Attributes (as well as limitations) of the animal.

For example, a character could breathe underwater like a fish, but he couldn't breathe air when using his fish ability. The RAPs are the maximum APs that any Attribute or ability may be for the animal Mimicked. If you don't have enough RAPs, you cannot Mimic the animal. Only one animal can be Mimicked at a time. (For animal Attributes and abilities, see *Gamemaster's Manual: Animals.*)

ATTRACTION/REPULSION

LINK: MIND	RANGE: Normal
TYPE: Automatic	BASE COST: 10

Attraction/Repulsion enables a character to attract or repel any one group of non-gaseous substances (metals, liquids, plants, plastics) toward or from his own body. The character may divide the RAPs in any manner he sees fit between the total weight of the objects and or their range from him.

EXAMPLE: A character has 5 RAPs of Attraction/Repulsion. He chooses to use Attraction putting 3 APs on range, and 2 on weight. The character may Attract up to 2 APs of objects from anywhere within the 3 AP range. Objects will fly toward the user, but will stop just short of striking him.

Repulsion has the opposite effect and could even stop a fired missile if the hero has RAPs above the missile's Effect Value.

AURA OF FEAR

LINK: WILL	RANGE: Normal
TYPE: Standard	BASE COST: 10

A character with Aura of Fear has the Power to generate an aura which causes characters to experience extreme fear. The Action Check is made as in normal Combat, except that each individual is attacked separately, and make his Action Check. There is no group defense against Aura of Fear.

The RAPs of the attack is the maximum APs of time during which the target is afflicted with Fear. However, the character using the Power may release the victim from the Aura of Fear at any time he chooses before the Power's APs of time have lapsed.

If the RAPs of the Aura of Fear is at least 5 APs greater than the MIND APs of the victim, then the victim can only quiver in fear. Otherwise, with a positive result, the target character will attempt to flee from the user of the power.

The affected character may rid himself of the Fear if he succeeds at any Recovery Check using his Mind. As the character has taken no real damage, the Opposing and Resistance Values to the Recovery Check are the RAPs of the Aura of Fear Power.

BROADCAST EMPATH

LINK: INT	RANGE: Normal
TYPE: Standard	BASE COST: 20

Broadcast Empath allows the using character to make another character feel whatever emotion the sender wishes. This allows the character to make all affected characters feel too sad to do anything, run in total fear, or to feel blissful and calm.

In order to have an effect, the RAPs of the Power must be greater than the MIND of the victim. If Broadcast Empath has an effect, then the RAPs of the Power is the maximum APs of time during which the victim feels the broadcast emotion.

The character using the Power may choose to release the victim from the Empathy attack at any time before the maximum time of APs has elapsed. The affected character may break free from the emotion if he succeeds at any Recovery Check using his MIND. As the victim has taken no real damage, the Opposing and Resistance Values to the Recovery Check are the RAPs of Broadcast Empath.

CELL ROT

LINK: WILL RANGE: Touch
TYPE: Automatic BASE COST: 10

Cell Rot is the ability to cause any formerly living material to rot rapidly. This means any natural substance derived from a once living source, including leather, hemp rope, cloth, paper, wood products (such as arrows), etc.

If the material is not completely rotted through, it still loses the RAPs from its structural BODY. If the APs of BODY of the object exceed the RAPs, subtract the RAPs from the APs of the object. The result is the APs of time it will take the object to completely rot.

If Cell Rot is used on a living character, the DEX of the attacker is used as the Acting Value since the target must be touched in order for the Power to work. The damage is treated only as normal physical damage, with no continued rotting damage.

COMPREHEND LANGUAGES

LINK: MIND RANGE: Normal
TYPE: Standard BASE COST: 0

A character with the Comprehend Languages Power may attempt to communicate with another intelligent being who speaks a different language. The character must make contact with the other being in order for the Power to work. The Opposing and Resistance Values are determined by the language differences as shown below. (See *Skills* under the *Scholar: Linguistics* Subskill for specific language groups.)

Language Relation	Opposing and Resistance Values
Same group (e.g. Spanish and French)	2
Same world (e.g. German and Swahili)	8
Alien language (e.g. Tamaranian)	12

A successful roll (not an "N") means that the character understands the language completely.

CONTROL

LINK: WILL RANGE: 1
TYPE: Standard BASE COST: 20

Control allows the user to dictate everything that the victim does. When a character Controls another, he receives access to the victim's memory and Controls the body. The RAPs of this Power's use this Power must exceed the victim's MIND APs in order for this attack to be successful. The victim is under Control of the attacker until he is released by the attacker or until he succeeds in breaking Control.

While the victim is controlled, the character using the Power has placed his mental force into the mind of the victim. The hero using Control still controls his own body, but must use one of his three actions for each phase to Control his victim.

The victim is entitled to combat the Control each phase. The victim uses his INT as the Acting Value and WILL as the Effect Value. The Controlling character uses his APs of Control. When the victim's cumulative RAPs exceed the APs of the Power, the victim has freed himself from the Control.

DAMAGE TRANSFERENCE

LINK: WILL RANGE: Touch
TYPE: Automatic BASE COST: 15

Damage Transference allows a character to heal sustained APs of damage. A character may not be resurrected by use of this Power. Damage Transference takes 1 minute (15 phases) to use. The maximum number of APs of BODY which may be restored equals the RAPs of the Power. The character using Damage Transference can take damage from the use of this Power.

Treat damage to be done to the character as an attack, with the MIND of the character being the Resistance Value, the INT being the Opposing Value, and the RAPs of Damage Transference as the Acting and Effect Values. The character may choose to distribute the damage between MIND and BODY in any fashion.

EXAMPLE: Raven uses Damage Transference to heal Cyborg of 10 BODY APs worth of damage. Raven has a INT of 9, the GM rolls a 15, which is a Column Shift of 2. He looks up on the Result Table with a 2 Column Shift. Her MIND is 20, so she takes no damage.

DANGER SENSE

LINK: INT RANGE: Normal
TYPE: Automatic BASE COST: 25

Danger Sense gives the character a warning of potential danger, but with no specific data other than the fact that there is a danger present.

GM Note: This means that the character will know that there is a source of potential danger to him within his range, but not whether or not there is going to be an attack. Danger Sense will also pick up on 'passive' dangers, such as a bridge which is about to give out from under the character.

The threat must be immediate; Danger Sense will not pick up future dangers, such as a pair of thugs plotting to kill the character later that week. Danger Sense will not pick an individual out of a group. The range for the use of this Power is the APs of distance.

Danger Sense is always used by pushing it as an Automatic Action. If the action fails, then the Danger Sense is reduced to 0 APs until Recovered.

If the RAPs are 1-7, then the character knows that there is a potential danger, but specific person(s) and/or object(s) involved cannot be identified. If the RAPs are 8 or more then the character can identify the person(s) or object(s) which are the source of the danger.

GM Note: When a character is within range of a dangerous situation you should make the Danger Sense Action Check for the character. If the Action Check succeeds, then you must warn the character of the danger. A character may elect to make Danger Sense roll himself. If the situation is dangerous, you should have informed him. If the Player elects to make a Danger Sense roll he may spend some of his character's Hero Points on the roll.

DENSITY INCREASE

LINK: WILL RANGE: Self
TYPE: Automatic BASE COST: 5

Density Increase allows the character to increase his own mass at will. The BODY Attribute of the character is increased by the RAPs of Density Increase. The maximum weight that the character can increase is the RAPs of the Power. The character may choose how much he wants to increase his density; he need not use the maximum amount RAPs of his Power.

The character's s DEX is negatively modified and his BODY is positively modified by his RAPs. For example, a character with 6 APs of Density Increase would reduce his DEX by 6 points and increase his BODY APs by 6 points.

Note: The character's DEX cannot be reduced below zero. If, in the example above, the character had a DEX of 4, his DEX would be reduced to zero and his BODY would be increased by 4.

DIRECTIONAL HEARING

LINK: INT RANGE: Normal
TYPE: Standard BASE COST: 0

Directional Hearing allows the character to pinpoint the location of the source of a sound. The APs of speed at which a target character is moving is the Opposing Value for the Action Table. The APs of Thief (Stealth) or a Power which would allow silent movement equal the Resistance Value. One RAP or more means success.

DISPERSAL

LINK: WILL RANGE: Self
TYPE: Automatic BASE COST: 0

Dispersal allows the character to disperse his atoms and become insubstantial so he can pass through objects or so that objects can pass through him without damage.

GM Note: While he is Dispersed, the character cannot move or damage anything solid, but can do so to something that is Dipersed. A Dispersed character can be moved, but not damaged, by very high winds.

The RAPs of Dispersal are added to the Opposing Value to all Physical Attacks made against the character in this Dispersed state. Mystical and Mental Attacks can affect a Dispersed character as long as the effects are not strictly physical. The STR of the Dispersed character is reduced by the RAPs of the Power; 0 APs is as low as the STR can be reduced. All Physical Powers of the Dispersed character are likewise reduced.

A character must have at least 4 RAPs of Dispersal before he can completely Disperse and move through any opening larger than one millimeter at normal movement rate. With less than 4 RAPs, the character appears as a syrupy blur, retaining the defensive abilities but not yet Dispersed enough to move through openings smaller than a centimeter in size.

At 8 RAPs a character could move through supposedly solid items made of wood or plastic, at 10 RAPs a character could pass through virtually any man-made substance, and 15 RAPs of Dispersal allow the character to move his atoms through any substance. A Dispersed character may move through a shield or field if his RAPs exceed the RAPs of the shield or field.

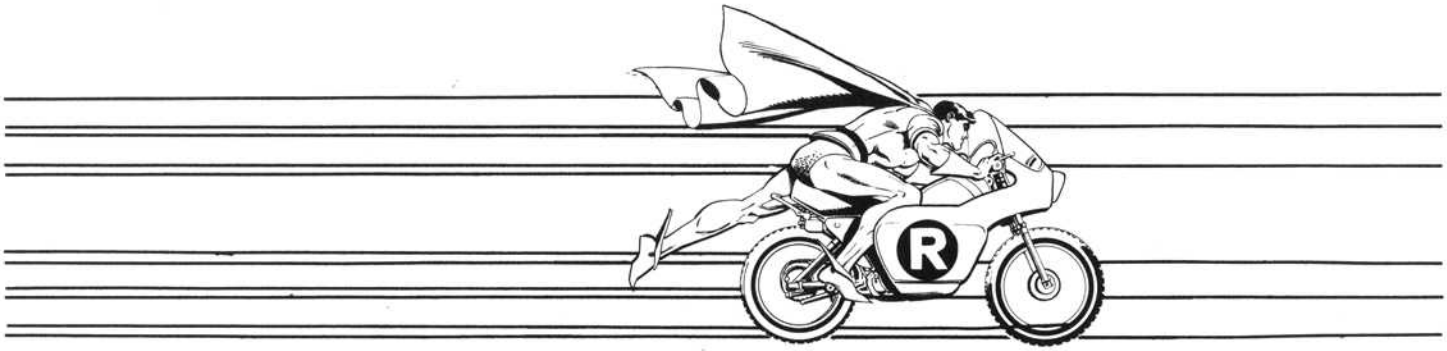
EARTH ANIMATION

LINK: WILL RANGE: Normal
TYPE: Automatic BASE COST: 10

Earth Animation allows the character to form earth and rock into a living being. The creator of the earth being splits the Result Points into two numbers. The first number is the APs of STR, DEX and BODY of the creature, the second number is the APs of INFL, AURA and SPIRIT which the creature has. The remaining stats (WILL, INT and MIND) do not exist and cannot be attacked.

EXAMPLE: A character has 10 RAPs of Earth Animation. The player decides to divide the APs to 7 and 3. This gives the earth being a STR, DEX, and BODY of 7 APs each, while its INFL, AURA and SPIRIT are each 3 APs.





The animated creature uses its STR for doing damage. An Animated Earth being occupies APs of volume equal to its APs of STR.

NOTE: An Animated Earth being must be controlled by the use of the Earth Control Power or it will wander about randomly causing wanton destruction. For the purposes of Earth Control, the STR Value of the earth is its Opposing and Resistance Values.

EARTH CONTROL

LINK: INT	RANGE: Normal
TYPE: Standard	BASE COST: 10

Earth Control allows the character to cause and control the movement of a volume of earth (rock, soil). The APs of the volume of earth he intends to move are the Opposing and Resistance Values. The RAPs of the Power is the maximum distance that the earth may be moved.

EXAMPLE: A character with 7 APs of Earth Control wishes to move 5 volumes of earth. He can move this amount 2 APs of distance.

If a character is using Earth Control to control an animated earth being, he may opt to use the being's own movement rather than the APs of Earth Control. Earth Control may be used to hurl Earth at a foe for a Physical Attack.

EMPATHY

LINK: WILL	RANGE: Normal
TYPE: Standard	BASE COST: 0

Empathy allows the character to feel the emotions of others around him. This allows the character to tell if someone is happy, sad, angry, afraid, or experiencing any basic emotion.

A successful Action Check, with the INT of the target as the Opposing Value and the MIND as the Resistance Value, is needed for this Power to work. RAPs are the APs of time that the user can detect the emotions of the victim.

EXTENDED HEARING

LINK: INT	RANGE: Normal
TYPE: Automatic	BASE COST: 0

Extended Hearing allows the character to clearly hear sounds made long distances from him. The Power works as a narrow 'beam' emanating from the character, so the character will not hear sound more than a few degrees from either side of the beam. This beam magnifies all sound in its path. The character may choose the level of magnification at which he wishes to listen to the target, up to his APs of the Power without pushing.

EXAMPLE: A character who wishes to hear a voice 9 APs away has 8 APs of the Power. If he uses 8 RAPs, the voice will sound as if it were 20 feet (1 AP) away. If a thug steps directly in front of the character (and in line of the Power) and shouts, "Hey, whadda ya think yer doin'!" the sound of the shout will deafen the character.

The character could recover his hearing through a Recovery Roll, using his BODY APs as the Acting and Effect Values, and the APs of Extended Hearing (at the time of the deafening shout) as the Opposing and Resistance Values. The character is deaf until the APs of Recovery equal the RAPs of Extended Hearing

FLAME ANIMATION

LINK: WILL	RANGE: Normal
TYPE: Automatic	BASE COST: 10

Flame Animation allows the character to form flame into a living inferno, a flame being. The creator of the flame being splits the RAPs into two numbers: The first number is the APs of STR, DEX and BODY of the creature; the second number is the APs of AURA, INFL, and SPIRIT which the creature has. The remaining Attributes (Mental) are non-existent and cannot be attacked. The Animated being does damage with its STR.

EXAMPLE: A character has achieved 9 RAPs of Flame Animation. The player decides to divide these APs into 4 and 5. This gives the flame being a STR, DEX and BODY of 4 each, while its INFL, AURA and SPIRIT are 5 APs each.

NOTE: An animated flame being must be controlled by the Flame Control Power or it will wander about randomly causing wanton destruction. For the purposes of Flame Control, the STR Value of the flame being is its Opposing and Resistance Values. An animated flame being occupies a volume equal to its APs of STR.

At least one volume of flame must be present to animate into a flame being. Any cold or water-based attack on the flame being receives a -2 Column Shift on the Resistance Value.

FLAME CONTROL

LINK: INT	RANGE: Normal
TYPE: Standard	BASE COST: 10

Flame Control allows the character to control the intensity of any flame. The character will be able to direct the flame toward any adjoining area if the flame is large enough. The APs of the volume of flame to be moved is its Opposing and Resistance Value.

The RAPs are the maximum APs of distance that the flame may be moved in a single phase (4 seconds). The flame may be "moved in on itself" by reducing the volume of flame, or it may be expanded out to its maximum volume, or the entire volume may be moved in one direction for the RAPs of distance.

EXAMPLE: A warehouse is accidentally set on fire when some kids, playing with matches, ignite a pile of cardboard boxes. By the time the character gets to the scene, the entire warehouse is in flames.

The character has 12 APs of

Flame Control. Instead of controlling all of the flame she goes for the flame on part of the top story (12 APs of volume). She rolls a 15 and can move the flame 4 APs in a single phase.

The heroine moves the flame 4 APs straight up where, without any fuel to sustain it, the flame burns out. She searches the building, moving the flame out of the way, until she finds the kids on the second floor. After rescuing them, she returns to the task of putting out the fire.

If this Power is used to control an animated flame being, the movement may be based on the animated creature's DEX rather than the APs of Flame Control, if the controller wishes.

FORCE MANIPULATION

LINK: WILL | RANGE: Normal
TYPE: Automatic | BASE COST: 50

Force Manipulation is the ability to shape one particular form of energy into virtually any physical object. The object produced will have the total APs of its Attributes equal to the user's APs of the Power.

EXAMPLE: Green Lantern has 25 APs of Force Manipulation. He may create a jet with BODY of 5, STR of 5 and Speed of 15.

The created object can only attack physically. Each RAP of the Power is one standard volume for purposes of determining the maximum size of the object created by Force Manipulation. A Power Limitation (see Character Design) must be taken when purchasing this Power. The Limitation must be a common item or color (yellow, red, water, lead, steel, etc.).

FORCE SHIELD

LINK: WILL | RANGE: Normal
TYPE: Automatic | BASE COST: 5

Force Shield allows the character to set up a plasma field in a flat, round shape like that of a shield. The area of the Shield may be generated as small as the palm of a hand, or as large as the character using the Power. The Shield may be projected at range.

The RAPs of the Power are added to the Resistance Value of a character against Physical Attack, if the character can perceive the location from which the attack is coming, and the Shield is large enough to entirely block the attack. If the character is 'blindsided' the Force Shield is of no use against that attack.

FULL VISION

LINK: INT | RANGE: Normal
TYPE: Automatic | BASE COST: 0

Full Vision allows the character to see anything for 360 degrees around him without moving his head. This eliminates the chance of being surprised in normal circumstances. The Range of Full Vision is the maximum distance at which an object of any size may be seen. A Character could not, however, use Full Vision to see a tank which lay beyond his range of sight.

GRAVITY DECREASE

LINK: INT | RANGE: Normal
TYPE: Automatic | BASE COST: 30

Gravity Decrease allows a character to decrease gravity. The RAPs of the Power is the maximum APs of weight which can be negated. An object will float in place unless propelled in some way. If fewer than the maximum APs of weight are affected, then the remaining RAPs may be used to propel the object at that speed.

EXAMPLE: Geo Force has a Gravity Decrease of 11. He may negate the gravity force on an object weighing 11 APs, or he may propel an object weighing 2 APs (himself, for example).

Note: Gravity Decrease is not finely tuned enough for use in Physical Attacks. Earth Control is needed for this.

GRAVITY INCREASE

LINK: INT | RANGE: Normal
TYPE: Standard | BASE COST: 15

Gravity Increase allows the character to increase gravity locally. The attack is Physical, similar to a Grappling Attack (see *Player's Manual: Combat*).

The Opposing Value is the target's STR and the Resistance Value is the target's BODY. The RAPs are the damage done to the target. If the RAPs exceed the target's STR, the target character may not move.

HEAT VISION

LINK: INT | RANGE: Normal
TYPE: Standard | BASE COST: 5

Heat Vision is used to heat, burn or melt objects. The APs of the Power are used for Combat situations. Cold-based beings or defenses are attacked with a -2 Column Shift for the Opposing Value on the Action Table. Heat-based defenses gain a +2 Column Shift on the Opposing Value modifier on the Action Table.

HYPNOTISM

LINK: INT | RANGE: Normal
TYPE: Standard | BASE COST: 20

Hypnotism allows the character to mesmerize a victim. If the Hypnotism is successful, the character using the Power may implant as many suggestions as the character's RAPs for this Power.

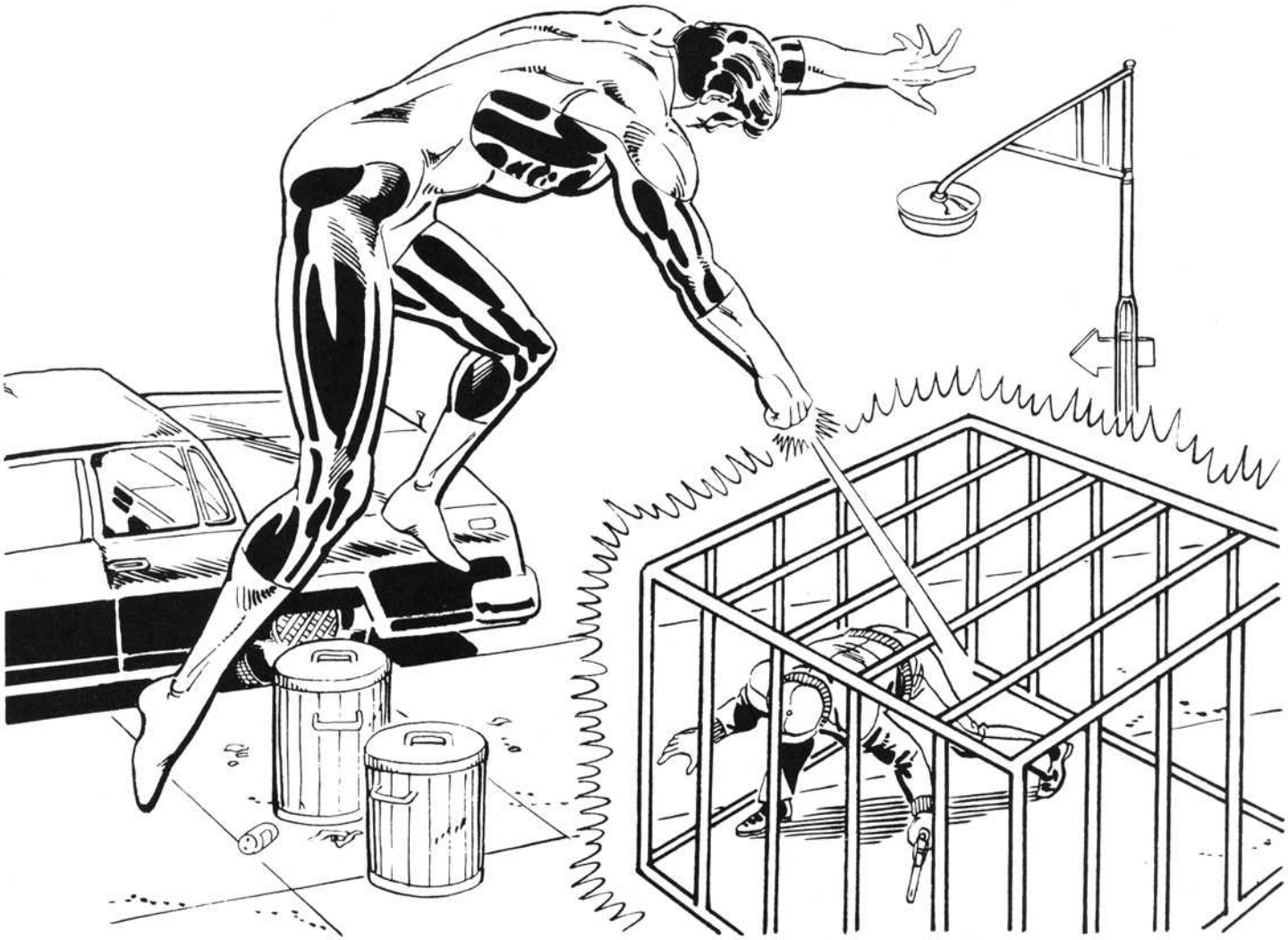
The character using Hypnotism may divide the Power's RAPs in any way he wants, allocating some of the RAPs to each suggestion. Each suggestion is then treated as a separate Mental Attack on the victim. If the attack is successful, the suggestion is carried out.

GM NOTE: The victim will not do something that is completely against his or her motivation or belief, but a clever character can get around this restriction.

For example, the average person will not choose to kill, but if the Hypnotized character is told that a child or other loved one will be killed by the Hypnotizing character's real target, then the Hypnotized character may, try to kill that target.

EXAMPLE: Mento the Magician, with 10 APs of Hypnotism tries to Hypnotize a victim with an initial INT and MIND each of 5. Mento rolls an 18 on the Action Table. With Mento's APs of 10 and the victim's Opposing Value of 5 to 6. Mento gets 4 Column Shifts on the Result Table.

The victim has a MIND of 5. Mento looks on the Result Table, and indexes his 10 APs against the victim's Resistance Value of 5 to 6. He has 10 RAPs of Hypnotism. Mento divides his RAPs into two suggestions:



1. The victim will become hungry immediately after meeting the crime boss of Central City. He will call the phone number given him by Mento and ask for a pepperoni pizza. When asked "anything special on that?" the victim will respond with a short description of the crime boss's next plan.

Realizing this is a tough suggestion Mento allocates 7 RAPs to it. For this action to take place, Mento must receive a die roll of 9 or better to be successful.

2. The remaining 3 RAPs will be allocated to the suggestion that the victim forget about ordering the pizza as soon as the phone clicks. He will still be hungry, and will probably remember deciding to order a pizza. He will simply forget that he has "ordered" one. Mento needs to roll a 13 or better in order for the suggestion to work.

Mento the Magican is **not** a DC character.

ICE ANIMATION

LINK: WILL RANGE: Normal
TYPE: Automatic BASE COST: 10

Ice Animation allows the character to form ice and rock into a living being. The creator of the ice being splits the RAPs into two numbers. The first number is the APs of STR, DEX and BODY of the creature, the second number is the APs of INFL, AURA, and SPIRIT which the creature has. The created being's other Attributes are non-existent and cannot be attacked.

EXAMPLE: A character has 12 RAPs of Ice Animation. The player decides to divide the APs to 4 and 8. This gives the ice being a DEX, STR, and BODY of 4 each, while its INFL, AURA, and SPIRIT are each 8 APs.

NOTE: An animated ice being must be controlled by the use of the Ice Control Power or it will wander about randomly causing wanton destruction. For the purposes of Ice Control, the STR Value of the ice being is a negative Action modifier.

An animated ice being occupies the number of APs of volume equal to its APs of STR. The creature's STR is used to determine any damage. Any heat-based attack on the ice being receives a -2 Column Shift to the Resistance Value.

ICE CONTROL

LINK: INT RANGE: Normal
TYPE: Standard BASE COST: 0

Ice Control allows the character to cause and control the movement of a volume of ice. The APs of volume of ice to be moved are the Opposing and Resistance Values. The RAPs of the Power are the maximum APs of distance the ice can be moved.

If a character is using Ice Control to control an animated ice being, he may opt to use the being's own movement rather than the APs of Ice Control. Ice Control may be used to hurl ice at foes in a Physical Attack.

ILLUSION

LINK: WILL RANGE: Normal
TYPE: Automatic BASE COST: 30

Illusion allows the character to make others see what he wants them to see. This Power cannot create matter where there is none, but it may create the appearance of such matter.

An illusory set of stairs could not be climbed, but a rickety set of stairs could be made look like a palatial stairwell. Characters who try to climb a totally illusory set of stairs would believe themselves to be climbing but they would stay firmly on the ground.

Since an Illusion has no material reality, it cannot negate any material part of that reality. A wall could be disguised, or made invisible, but a character would hit it if he tried to walk through it.

The RAPs are the maximum number of APs of time the target character will believe in a particular Illusion. The Illusionist may cast an identical Illusion near the end of that time, and if the action is successful the character "resets the clock", believing it, as he did the first time he had seen the Illusion.

The RAPs are also the APs of volume of the Illusion's effect, although an Illusion may be visible from outside the volume as if it were a real object. No illusory damage may occur outside of the volume.

If the Illusion is of a moving object, it may only move inside of the volume of effect, dissipating if ordered to move outside the volume of effect. The volume must be designated at the instant the Illusion is cast, and it may not move or be moved.

Illusions can do no physical damage, although the characters can believe they have been hurt. If a character believes that the Illusion exists, the Illusion will fight with stats equal to the RAPs of the Illusion.



All illusory damage is taken by the character's MIND. When the MIND falls below 0, the character falls unconscious. If a character actively disbelieves an object, that is his attack for the phase. If he does this, his DEX is 0 for that phase. The Illusion will do no physical damage.

If a character disbelieves an Illusion, he does an Action, with his INT as the Acting Value and the Illusionist's RAPs of the Power as the Opposing Value. The Effect Value is the WILL of the disbeliever and the Resistance Value is the RAPs of the Illusion. If the Result is a number (not an "N"), then the Illusion will no longer affect the character who disbelieved.

IRON WILL

LINK: WILL RANGE: Self
TYPE: Automatic BASE COST: 0

Iron Will allows the character to resist all forms of control Powers such as Hypnotism and Control. This Power does not protect the character from any Mystical or Physical Attack, nor does it resist Mental Attacks such as Mind Blast. The RAPs are added to the character's Resistance Value to an attack on the character's MIND.

LIFE SENSE

LINK: WILL RANGE: Normal
TYPE: Automatic BASE COST: 5

Life Sense allows the character to detect the location of any living being within Range. If a being does not wish to be detected, a Standard Action Check is done with the INT and MIND of the character as the Opposing and Resistance Value. A positive RAP means the action was successful. Trying to identify the life source of a character is modified as follows:

+2 Column Shifts on the Opposing Value if the character identified is unknown by the character employing the Life Sense Power.

-2 Column Shifts on the Opposing Value if the character employing Life Sense has a strong emotional bond with the character being identified.

MAGNETIC CONTROL

LINK: WILL RANGE: Normal
TYPE: Standard BASE COST: 0

Magnetic Control allows the character to create and control the flow of the magnetic fields around him. Each RAP exerts 1 AP of force on anything that can be affected by a magnetic field.

The Opposing and Resistance Values are the DEX and BODY of the Controlled object. The Opposing and Resistance Value of the object affected is increased 2 columns if at least 50% of the object is not iron-based metal.

When being attacked by objects which contain iron, the RAPs of Magnetic Control are added to the Resistance and Opposing Values of the character.

GM Note: This power works on materials which are at least partially iron-based metal; including steel and many alloys. Living tissue is not directly affected by Magnetic Control. The character may move a smaller weight a greater distance. With a RAP of 5 a character can move 4 APs of weight 1 AP of distance or move 3 APs of weight 2 APs of distance, etc.

MATTER MANIPULATION

LINK: INT RANGE: Normal
TYPE: Standard BASE COST: 25

Matter Manipulation allows a character to change non-organic matter into energy, with explosive results. It can also be used to change the basic structure of a non-organic object.

When a character uses this Power to cause an explosion, the RAPs of the Power are the APs of explosive damage which are used as the Acting and Effect Value against the victim. If the attack is successful, the victim takes the full APs of explosive damage.

Matter Manipulation is a normal Physical Attack, but when it is used as an attack on an object that is being carried by another character, the DEX of the character is the Opposing Value and the object's BODY APs is the Resistance Value.

The RAPs of the Power is the amount of time the item stays in its changed state.

MENTAL BLAST

LINK: WILL RANGE: Normal
TYPE: Standard BASE COST: 10

Mental Blast allows the character to attack another character in the same manner as a Physical Attack. The effect is just as though a normal Physical Attack is being made on the target, with the DEX and BODY being used as the Opposing and Resistance Values.

MICROSCOPIC VISION

LINK: INT RANGE: 1
TYPE: Automatic BASE COST: 0

Microscopic Vision allows a character to see small objects. If a character successfully sees an object with Microscopic Vision, then the character can see everything about the object (shape, texture, color) there is to see.

The following table lists the type of objects visible at various RAPs of Microscopic Vision:

RAPs	Typical Object
1	Cloth Weave
3	Hair
5	Smallest Insect
8	Human Cells
10	Metal Fatigue
12	Bacteria
23	Viruses
26	DNA
30	Atom
35	Electron

MIND BLANK

LINK: MIND RANGE: Self
TYPE: Automatic BASE COST: 5

Mind Blank is used by a character to negate detection powers such as Life Sense, Telepathy and Mind Probe. The RAPs of the Power are added to the character's Resistance Value against such detection Powers.

MIND BLAST

LINK: WILL RANGE: Normal
TYPE: Standard BASE COST: 15

Mind Blast is a Power which allows the hero to attack the MIND of an opponent. The defender has an Opposing Value of his INT and takes the damage to his MIND APs. When an opponent has his current level of MIND APs reduced below zero, he falls unconscious.

MIND DRAIN

LINK: WILL RANGE: Normal
TYPE: Standard BASE COST: 25

Mind Drain allows the character to drain MIND APs from the victim. The RAPs are subtracted from the MIND APs of the victim and are added to the MIND APs of the attacker.

The victim's MIND APs cannot be reduced below zero. The victim's APs may be kept for the RAPs of time, in phases, and then returned to the victim. No character can be drained again until the original Drain has expired.

MIND OVER MATTER

LINK: MIND RANGE: Self
TYPE: Automatic BASE COST: 5

Mind Over Matter allows a character to neutralize Physical damage until either help can be given or a Recovery Roll made. The character can fight up to the RAPs of time after taking Physical damage that would otherwise render him unconscious.

This Power may be used only once per Combat. The character will fall unconscious after the current fight has ended. However, this Power will not allow a character to continue fighting if he takes enough damage to die.

MIND PROBE

LINK: WILL RANGE: Normal
TYPE: Standard BASE COST: 10

Mind Probe allows the character to closely scrutinize a person's thoughts. The RAPs of the Mind Probe must be greater than the MIND of the target. There is no modifier if the Mind Probe is used to monitor the occurring thoughts of the target.

If the Mind Prober wishes to delve into the memory of the target, the victim receives a +2 Column Shift on his Opposing Value. The probing character must be searching for something specific in the target's memory (a certain time, memories of a specific person or event), or else the probing will only result in a jumble of unintelligible data.

The RAPs are the Knowledge Points the Mind Prober obtains during the probe. If the probe is interrupted, no information is gained.

MOLECULAR CHAMELEON

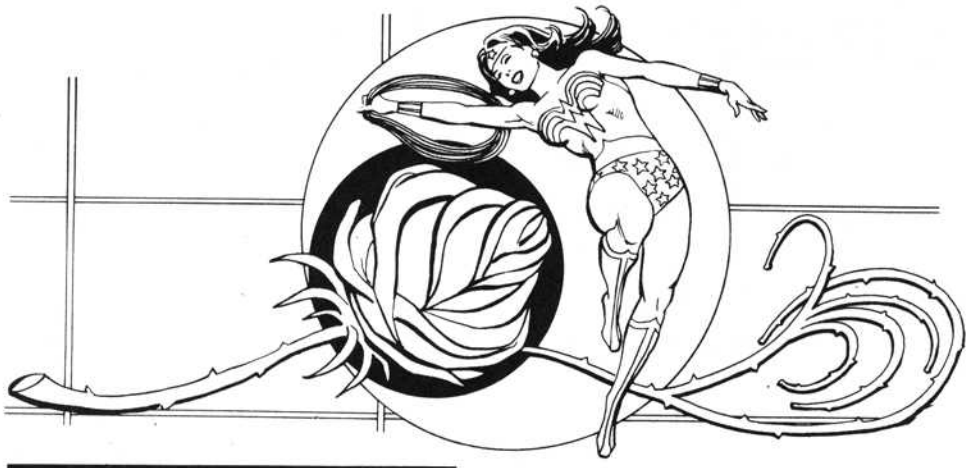
LINK: WILL RANGE: Touch
TYPE: Automatic BASE COST: 25

Molecular Chameleon is an Ability which allows the character to restructure his molecules into the same material as the molecules he is touching. However, a character may not use Molecular Chameleon to assume the structure of a gas.

When this Power is in use, the character's molecules are as hard and enduring or as flexible as the material that was copied. The character retains full control over his body. The molecules will not automatically "leak" away if they change to a fluid, nor are they completely rigid if they change to stone. A character using Molecular Chameleon may move normally. He may change back to normal at any time.

The RAPs of the Power substitute for the character's BODY while the Power is in use. Each time the character transforms himself, his current level of BODY APs is restored to the level of the RAPs of the Power, effectively healing any damage taken while in a previous form.





MYSTIC SHIELD

LINK: WILL RANGE: Self
TYPE: Automatic BASE COST: 15

Mystic Shield allows the character to shield against Mystical Attacks. The RAPs of Mystic Shield are added to the character's Resistance Value to Mystical Attacks affecting the SPIRIT. This Power cannot be used against indirect AURA attacks such as an animated or summoned object.

OBJECT AWARENESS

LINK: WILL RANGE: Normal
TYPE: Automatic BASE COST: 10

Object Awareness allows a hero to tune in on any familiar object and become aware of its location and surroundings. The object must have been examined within 24 hours (15 APs) and held by the character.

Only one object may be "tuned in" at one time. Once it is "tuned in", the character can see, hear, smell or use any of his other senses as if he were standing next to the object. No attack of any kind may be projected through the object. The RAPs of Object Awareness equal the maximum amount of APs of distance from the character the object may be located, and still be detected.

PASSIVE SONAR

LINK: INT RANGE: Normal
TYPE: Automatic BASE COST: 5

Passive Sonar allows the character to "see" objects and persons around them as blocky outlines, without having to emit a sound. This Power gives full 360 degree awareness around the user. It is possible to get an accurate impression of the size and location of the object or person, but no other details.

PERSONALITY TRANSFER

LINK: WILL RANGE: Normal
TYPE: Standard BASE COST: 30

Personality Transfer allows the character to move his Mental and Mystical Attributes, including his Mental and Mystical Powers, into the victim along with his own Skills. To be successful, the RAPs of the Power must exceed the APs of the victim's MIND. The character with the Power will acquire the victim's Physical Attributes, Powers, and Skills.

The physical self of the character using Personality Transfer disappears when this Power is used. When the character transfers his personality back into his own body, the character's body returns to the physical world and is once again solid within 10 feet (0 APs) of the victim.

The defender's Mental and Mystical Abilities cannot be used by either the defender or the character using Personality Transfer. The character who is taken over can still talk for himself, the vocal chords being the only physical aspect of his body which the defender can still control.

PHOBIA

LINK: WILL RANGE: Normal
TYPE: Standard BASE COST: 25

A character who uses Phobia can create an irrational fear in the mind of the victim. The victim will attempt to destroy or flee from the object of this fear. The character who uses Phobia can make any object look like what is feared by the victim.

For example, if the character using the Power so wishes, a victim would be made to fear spiders and any person next to him would seem to be a spider to the victim. The RAPs of Phobia must exceed the victim's MIND APs to be successful.

If the Power is successful, the Phobia will last for the RAPs of time alotted. It will be immediately stopped if the caster becomes unconscious, dead, out of Range, or if he decides to release his victim before the time is up.

POSTCOGNITION

LINK: INT RANGE: Touch
TYPE: Standard BASE COST: 5

Postcognition allows the character to know what has happened to an object in the past. The Opposing and Resistance Values of the object is how far back in time (in APs) the character wishes to probe. If a character wishes to look back 1 hour (10 APs), for example, the Opposing and Resistance Values would be 10.

The RAPs are the APs (Knowledge Points) of information gained; 1 Knowledge Point of information would be a series of fuzzy impressions, while 8 Knowledge Points would give a mental image as strong and as clear as if the object had eyes to see the events.

EXAMPLE: Postcognition on a bullet may reveal that it was loaded into a revolver by a man with scarred hands, then darkness, and then impact with a young person not more than two hours ago.

Postcognition is a measure of the "psychic imprints" left on a particular object. So, unless the object was handled by someone, there can be no information derived from that object. A bullet which has been sitting in a gun in a dresser would bear no information on a crime in which another weapon in the room was used.

POWER DRAIN

LINK: WILL RANGE: Normal
TYPE: Standard BASE COST: 20

Power Drain allows the character to absorb Powers of his victim. The Powers may be retained for RAPs of time. If the Result Check is successful, roll for damage, adding the victim's BODY to his Opposing Value.

The result is the number of APs absorbed. The number of APs absorbed cannot exceed the APs of the Power the victim has. The victim loses his APs of that Power for the period during which the character with Power Drain has them.

Like Mimic, this Power acts as a Physical Attack when Draining Physical Power, as a Mental Attack when Draining Mental Power, and as a Mystical Attack when Draining Mystical Powers. No other Power may be drained until the time for the original Drain has elapsed.

PRECOGNITION

LINK: WILL RANGE: Touch
TYPE: Standard BASE COST: 5

Precognition allows a character to look into the future. The Opposing and Resistance Values are determined by how far ahead in APs of time the character is trying to look. If a character is trying to look one hour (10 APs) into the future, the Opposing and Resistance Values are 10.

A character may only use Precognition on a living being whom he is touching or himself. If a group of characters hold hands in a circle, which includes the Precognitive character, all of the characters are considered to be in range of the Power.

The RAPs of Precognition are the maximum number of characters who may be included in a Precognition. If more than this number are involved (holding hands in a circle, for instance), the Precognition fails.

The character using the Power will get a truthful but unclear image of the most (or one of the more) important events in which the characters will be involved. The events seen through Precognition are what could likely happen in the period of the future covered by the use of the Power, but the details of the events may not be exactly the way they are perceived.

Once a period of a character's future has been subject to Precognition, no further Precognition attempts may be made for that character until the "future event" occurs.

PSYCHIC WALL

LINK: WILL RANGE: Normal
TYPE: Automatic BASE COST: 20

Psychic Wall is a manifestation of WILL. This Wall is mentally cast in a certain location and ends whenever it comes in contact with stationary, solid matter. If cast into a doorway it would not extend into the wall on any side or into the floor. It would be within an atom's width of the door frame.

Once the Wall is created, it will resist Physical Attacks. Normally, it is 10′ (0 AP) x 10′ (0 AP), although it may be made as large as the caster wishes it to be, with the limitation that there must be 1 RAP expended for each AP width or height section of Wall. The remaining RAPs are its defensive Value.

EXAMPLE: A character with 7 RAPs of Psychic Wall wants to create a Wall which is 1 AP x 1 AP. The Wall has 5 APs of defense against Physical attacks for each section of wall.

The defense RAPs of the Wall is added to the Resistance Value of characters protected by the Wall. The protection is against Physical Attacks and works for characters on either side of the Wall.

RADAR SENSE

LINK: INT RANGE: Normal
TYPE: Automatic BASE COST: 0

Radar allows the character to "see" objects and persons around him as detailed outlines by emitting radar. When in use, this Power will be detected by characters with Super Hearing. The character using Radar Sense projects a beam in the direction he is facing, and he will be able to accurately distinguish objects larger than ½ inch across.

It is possible to jam this Power electronically, the APs of the jamming device being the Opposing and Resistance Values. Jamming causes Radar Sense to work as a Standard Power.

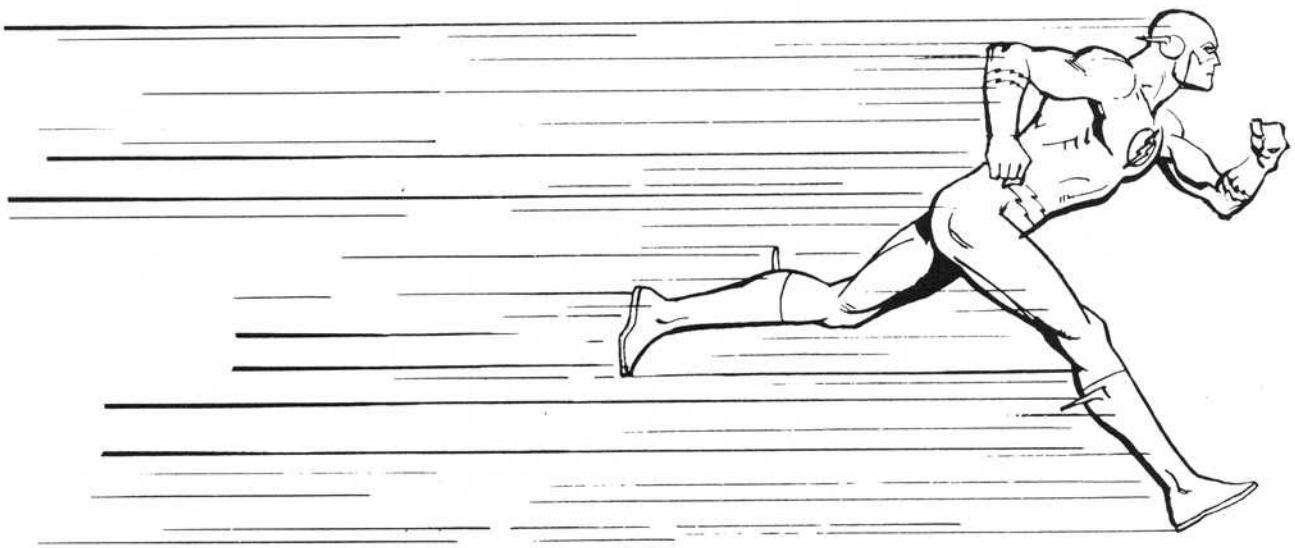
RECALL

LINK: MIND RANGE: Self
TYPE: Automatic BASE COST: 0

With this Power a character may mentally retain certain amounts of written information he reads. The amount of knowledge retained is determined by his RAP for the Power and is measured in Knowledge Points. He can retain this information until he either sleeps or is rendered unconscious.

For example, a character has a Recall of 14. He can remember 14 APs, or Knowledge Points, of information. Thus, he could memorize a set of encyclopedias.

Knowledge Points (APs)	Amount of Information
1	Page
6	Chapter
8	Book
14	Set of Encyclopedias



POWERS & SKILLS

PHYSICAL POWER	Page Number	Link Attribute	Base Cost	Type	OV/RV
Absorption Field	4	STR	10	Auto	
Acid	4	BODY	10	Std	PHY
Animal Transformation	4	DEX	0	Std	PHY*
Bio-Energy Blast	4	STR	10	Std	PHY
Bomb	4	STR	10	Std	PHY
Cling	4	STR	4	Auto	
Darkness	4	STR	0	Auto	
Digging	4	STR	5	Std	*
Energy Absorption	5	STR	15	Auto	
Flame Being	5	STR	5	Auto	
Flame Immunity	5	BODY	0	Auto	
Flame Project	5	STR	10	Std	PHY
Flash	5	STR	5	Std	PHY*
Flight	5	DEX	5	Auto	
Fog	5	STR	0	Auto	
Force Field	5	STR	15	Auto	
Gliding	6	DEX	0	Auto	
Growth	6	STR	20	Auto	
Hypersensitive Touch	6	DEX	1	Std	*
Ice Production	6	STR	5	Auto	
Icing	6	STR	0	Auto	
Invisibility	6	DEX	10	Auto	
Invulnerability	6	BODY	15	Std	*
Jumping	6	STR	5	Auto	
Mimic	6	DEX	20	Std	*
Omni-Arm	7	BODY	10	Auto	
Poison Touch	7	STR	25	Std	PHY*
Running	7	DEX	5	Auto	
Sealed Systems	7	BODY	0	Auto	
Shrinking	7	STR	20	Auto	
Skin Armor	7	BODY	15	Auto	
Solar Sustenance	7	BODY	0	Auto	
Sonic Beam	7	STR	10	Std	PHY
Split	8	DEX	10	Auto	
Starbolt	8	STR	10	Std	PHY
Stretching	8	DEX	10	Auto	
Super Breath	8	STR	5	Std	PHY*
Superspeed	8	DEX	25	Auto	
Swimming	8	STR	5	Auto	
Systemic Antidote	8	BODY	0	Auto	
Two-Dimensional	8	DEX	10	Auto	
Water Freedom	9	DEX	5	Auto	

MENTAL POWER	Page Number	Link Attribute	Base Cost	Type	OV/RV
Active Sonar	9	INT	0	Auto	
Air Animation	9	WILL	10	Auto	
Air Control	9	INT	10	Std	VOL
Air Walking	9	WILL	0	Auto	

MENTAL POWER	Page Number	Link Attribute	Base Cost	Type	OV/RV
Analytical Smell/ Tracking Scent	10	INT	0	Std	*
Animal Mimicry	10	WILL	10	Auto	
Attraction/ Repulsion	10	MIND	10	Auto	
Aura of Fear	10	WILL	10	Std	MEN*
Broadcast Empath	10	INT	20	Std	MEN*
Cell Rot	11	WILL	10	Auto	
Comprehend Languages	11	MIND	0	Std	*
Control	11	WILL	20	Std	MEN*
Damage Transference	11	WILL	15	Auto	
Danger Sense	11	INT	25	Auto	
Density Increase	12	WILL	5	Auto	
Directional Hearing	12	INT	0	Std	*
Dispersal	12	WILL	0	Auto	
Earth Animation	12	WILL	10	Auto	
Earth Control	13	INT	10	Std	VOL
Empathy	13	WILL	0	Std	MEN*
Extended Hearing	13	INT	0	Auto	
Flame Animation	13	WILL	10	Auto	
Flame Control	13	INT	10	Std	VOL
Force Manipulation	14	WILL	50	Auto	
Force Shield	14	WILL	5	Auto	
Full Vision	14	INT	0	Auto	
Gravity Decrease	14	INT	30	Auto	
Gravity Increase	14	INT	15	Std	*
Heat Vision	14	INT	5	Std	PHY
Hypnotism	14	INT	20	Std	MEN*
Ice Animation	15	WILL	10	Auto	
Ice Control	15	INT	0	Std	VOL
Illusion	16	WILL	30	Auto	
Iron Will	16	WILL	0	Auto	
Life Sense	16	WILL	5	Auto	
Magnetic Control	16	WILL	0	Std	PHY*
Matter Manipulation	16	INT	25	Std	PHY*
Mental Blast	17	WILL	10	Std	PHY
Microscopic Vision	17	INT	0	Auto	
Mind Blank	17	MIND	5	Auto	
Mind Blast	17	WILL	15	Std	MEN
Mind Drain	17	WILL	25	Std	MEN*
Mind Over Matter	17	MIND	5	Auto	
Mind Probe	17	WILL	10	Std	MEN*
Molecular Chameleon	17	WILL	25	Auto	
Mystic Shield	18	WILL	15	Auto	
Object Awareness	18	WILL	10	Auto	
Passive Sonar	18	INT	5	Auto	
Personality Transfer	18	WILL	30	Std	MEN*

MENTAL POWER	Page Number	Link Attribute	Base Cost	Type	OV/RV
Phobia	18	WILL	25	Std	MEN*
Postcognition	18	INT	5	Std	Time
Power Drain	18	WILL	20	Std	*
Precognition	19	WILL	5	Std	Time
Psychic Wall	19	WILL	20	Auto	
Radar Sense	19	INT	0	Auto	
Recall	19	MIND	0	Auto	
Regeneration	22	WILL	15	Auto	
Sensory Block	22	WILL	30	Std	MEN*
Shape Change	22	WILL	10	Auto	
Speak With Animals	22	INT	0	Auto	
Super Hearing	22	INT	0	Auto	
Super Ventriloquism	22	INT	0	Auto	
Suspension	22	WILL	0	Auto	
Telekinesis	23	WILL	10	Auto	
Telepathy	23	INT	10	Auto	
Teleportation	23	WILL	15	Auto	
Telescopic Vision	23	INT	0	Auto	
Thermal (IR) Vision	23	INT	0	Auto	
Truesight	24	WILL	5	Auto	
Ultra Vision	24	INT	0	Auto	
Warp	24	WILL	25	Std	*
Water Animation	24	WILL	10	Auto	
Water Control	24	INT	10	Std	VOL
X-Ray Vision	24	INT	0	Std	*

MYSTICAL POWER	Page Number	Link Attribute	Base Cost	Type	OV/RV
Animal Control	25	INFL	Var	Std	MYS*
Animal Summoning	25	INFL	0	Auto	
Animate Image	25	AURA	25	Auto	
Animate Objects	26	AURA	20	Auto	
Eye of the Cat	26	AURA	0	Auto	
Joined	26	AURA	0	Auto	
Lightning	26	AURA	10	Std	PHY
Locate Animal	26	INFL	0	Auto	
Magical Sense	26	INFL	0	Auto	
Magic Blast	26	AURA	10	Std	MYS
Magic Shield	27	SPIRIT	0	Auto	
Mystic Link	25	AURA	10	Auto	Per Power*
Plant Control	27	INFL	15	Std	VOL
Plant Growth	27	AURA	0	Std	VOL
Spirit Travel	27	AURA	10	Auto	
Spiritual Drain	27	AURA	20	Std	MYS*
Transfer	27	AURA	0	Auto	

MYSTICAL POWER	Page Number	Link Attribute	Base Cost	Type	OV/RV
Transmutation	28	AURA	10	Std	PHY*
Vampirism	28	AURA	30	Std	PHY*
Voodoo	28	AURA	20	Std	MYS*
Weather Control	28	INFL	0	Std	*

SKILL	Page Number	Link Attribute	Base Cost
Acrobatics	29	DEX	0
Subskills: Climbing, Diving, Dodging, Gymnastics			
Animal Handling	29	INFL	0
Subskills: Animal Training, Riding			
Artist	30	INFL	0
Subskills: Actor, Musician, Painter, Photographer, Sculptor, Writer			
Charisma	30	INFL	5
Subskills: Interrogation, Intimidation, Persuasion			
Detective	32	INT	5
Subskills: Clue Analysis, Counterfeit Recognition, Identification Systems, Law, Police Procedure			
Gadgetry	33	INT	10
Subskills: Build Gadget°, Identify Gadget			
Martial Artist°	34	DEX	5
Subskills: Attack Advantage°, Melee Weapons°, Taking A Blow°			
Medicine	34	INT	5
Subskills: First Aid, Forensics°, Medical Treatment°, Surgery°			
Military Science	34	INT	5
Subskills: Camouflage°, Cartography°, Demolition°, Electronic Countermeasures (ECM)°, Tracking			
Occultist	36	INFL	10
Subskills: Create Object°, Identify Object			
Scholar°	36	INT	0
Subskills: Academic Study°, Linguistics°, Training°			
Scientist°	37	INT	20
Subskills: Analysis°, Drawing Plans°			
Spy	38	INT	5
Subskills: Brainwashing, Coding, Connoisseur, Photo Interpretation			
Thief	38	DEX	5
Subskills: Escape Artist, Forgery, Locks and Safes, Pickpocketing, Security Systems, Stealth			
Vehicles	39	DEX	0
Subskills: Air Vehicles°, Land Vehicles, Water Vehicles, Subterranean Vehicles°, Space Vehicles°			
Weaponry	39	DEX	0
Subskills: Exotic Weapons°, Firearms, Melee Weapons, Missile Weapons, Heavy Weapons			

MEN Action is resolved as a Mental Attack.

MEN* Action is resolved as a Mental Attack, but the RAPs have a different effect—see description.

MYS Action is resolved as a Mystical Attack.

MYS* Action is resolved as a Mystical Attack, but the RAPs have a different effect—see description.

OV/RV Opposing Value/Resistance Value for the normal Standard Action.

Per Power* See the Linked Power for the Values.

PHY Action is resolved as a Physical Attack.

PHY* Action is resolved as a Physical Attack, but the RAPs have a different effect—see description.

Time The APs of Time are the Opposing and Resistance Values.

Var The Base Cost varies—see Power's description.

VOL The volume APs of the matter to be controlled are the Opposing and Resistance Values.

* See the Power's description for the Opposing and Resistance Values.

° Skill or Subskill may be used only by characters with the Skill.

REGENERATION

LINK: WILL RANGE: Touch
TYPE: Automatic BASE COST: 15

Regeneration allows the character to regenerate BODY, MIND or SPIRIT APs lost for any reason. Regeneration speeds up the character's natural recuperative powers. Regeneration may be used on the hero himself or any character he touches. Regeneration will not resurrect a dead character.

The character's RAPs of Regeneration are added to the APs of time spent Recovering (see *Recovery* in the *Players' Manual*). This AP total is used to determine how much total "time" has passed for the purposes of Recovery.

EXAMPLE: A character with 6 RAPs of Regeneration uses the Power on himself. If he can stay out of Combat for 4 APs of time, (1 minute) he has a total of 10 APs (1 hour) of Recovery time. He is able to make a Bashing Recovery Check (see *Player's Manual: Combat).*

SENSORY BLOCK

LINK: WILL RANGE: Normal
TYPE: Standard BASE COST: 30

Sensory Block allows the character to cut off all sensory input of another character. The victim cannot see, hear, taste, smell or feel anything at all. Being in a Sensed Blocked condition increases the Opposing and Resistance Values of the victim's Action Check by the RAPs of the Power. All intended victims have a +2 Column Shift on both their Opposing and Resistance Values against this attack. The RAPs are the APs of time that the character is affected.

If the Power is successful, the Sensory Block will last for its RAPs of time, or until the caster is unconscious, dead, or out of range. The hero may release his victim at any time before the Power runs out.

SHAPE CHANGE

LINK: WILL RANGE: Self
TYPE: Automatic BASE COST: 10

Shape Change allows the character to alter his shape to that of any known animal form. He also gains the animal's abilities and Physical Attributes. He may add his RAPs of Shape Change to the highest Attribute, Skill, or Power of that animal. However he may not increase any of those Values beyond double their original APs.

The BODY of the object or animal cannot exceed the RAPs of Shape Change. (See *Gamemaster's Manual: Animals.*)

GM Note: The character keeps his own Powers and Skills along with all of his Mental and Mystic Attributes. A character cannot gain Powers other than his own this way and the form chosen must be familiar to the hero (Changeling can turn into a bird and fly, but he could not turn into a medusa and turn creatures to stone, nor could he turn into an animal he has never seen).



SPEAK WITH ANIMALS

LINK: INT RANGE: Normal
TYPE: Automatic BASE COST: 0

Speak With Animals gives the character with this Power the ability to converse with all animals. This Power does not guarantee that the animals will be friendly, just understandable.

Remember that some of the animals, particularly the smaller and plant eating animals, are dumb. This Power does not make the animal smart, it just lets you communicate with it on its own level. The RAPs are the APs of time that the animal may be questioned.

SUPER HEARING

LINK: INT RANGE: +3
TYPE: Automatic BASE COST: 0

Super Hearing allows the character to hear extremely high and low frequency sounds. This allows the character to hear sounds outside the range of normal human hearing, including radio and television transmissions.

SUPER VENTRILOQUISM

LINK: INT RANGE: Normal
TYPE: Automatic BASE COST: 0

Super Ventriloquism allows the hero to "throw" his voice up to the RAPs of distance.

EXAMPLE: Superman must save Lois Lane from falling off a ledge. At the same time he sees that Jimmy Olsen is being mugged in a nearby alley. Superman flies to Lois's rescue and throws his voice behind the mugger ordering him to drop his gun.

SUSPENSION

LINK: WILL RANGE: Self
TYPE: Automatic BASE COST: 0

The player using Suspension must state how long he wishes his character to remain in Suspension or on what cue to end the Suspension. Suspension reduces the "subjective time" of the character by the RAPs of this Power.

EXAMPLE: Merlin has Suspension at 20 RAPs. He wishes to remain Suspended for 1000 years (35 APs of time). At 1000 years, Merlin will have spent 8 hours (13 APs = 33-20 APs) of subjective time.

Healing is also slowed proportionally and suitably little air and food are used during the use of Suspension. A character may remain Suspended for RAPs of time.

TELEKINESIS

LINK: WILL RANGE: Normal
TYPE: Automatic BASE COST: 10

Telekinesis allows the character to move objects with the Power of his mind alone. The RAPs of Telekinesis are a limit to the sum of the APs of weight and the distance that objects can be moved within a single Phase (4 seconds-0 APs) of time.

EXAMPLE: A character with 8 RAPs of Telekinesis could hold 8 APs of weight stationary for one phase, or he could move 6 APs of weight a distance of 2 APs, or he could hurl 1 AP of weight at a speed of 7 APs.

A character does not have to use the full RAPs. He could choose to lift a man (2 APs) and move him slower than full speed, which might be appreciated by the character being lifted.

A character may resist being moved by Telekinesis if he has a Power to do so. For example a character with 6 APs of Flight could reduce the speed of the Telekinetic movement by 6 APs.

In Combat, the Acting Value is the APs of Telekinesis and the Effect Value is the weight in APs of the object thrown.

TELEPATHY

LINK: INT RANGE: Normal
TYPE: Automatic BASE COST: 10

Telepathy allows a character to be in mental link with another sentient being. This link may be used for either communication or Mind vs. Mind Combat. When receiving the Telepathic contact, the beings must be conscious or in a natural sleep.

A conscious being will hear a presence in his mind, while a character who is asleep will have a dream in which a disembodied voice speaks to him. The RAPs of the Power are the APs of distance that the Power is effective.

Once contact is established, a Mind vs. Mind Combat is possible. This Combat is considered a Mental Attack, but at this point, only Mental Attributes may be used; Mental Powers may NOT be used.

The sender may break the link at any time. The receiver may attack the link using his INT as the Acting Value and his WILL as the Effect Value. In this case, the Opposing and Resistance Values are the RAPs of Telepathy. Any positive result breaks the link and these RAPs damage the MIND of the sender.

TELEPORTATION

LINK: WILL RANGE: +7
TYPE: Automatic BASE COST: 15

Teleportation allows the character to instantaneously move himself and other mass from one point to another with no change in momentum. If a character Teleports while travelling at 100 mph (7 APs) he will arrive at his destination travelling at 100 mph (7 APs). Range refers to the APs of distance through which a character may Teleport.

The maximum weight which the character may Teleport (including his own weight) is the character's RAPs of Teleportation. Single objects may not be Teleported into a solid mass. No "partial" Teleportings are possible: Either all of a mass is Teleported at the same time or the Teleportation fails.

A character with Teleportation may Teleport any mass which is within the same 10 feet (0 APs) as himself. The character using Teleportation can select which persons or objects in Range are to be Teleported.

Any character not wishing to be Teleported may resist as with a Mental Attack. To succeed, the RAPs of Teleportation must exceed the victim's MIND APs.

TELESCOPIC VISION

LINK: INT RANGE: n.a.
TYPE: Automatic BASE COST: 0

Telescopic Vision allows characters to see distant objects. By magnifying images, the Power is assumed to make the image appear closer to the character.



To use the Power, subtract the RAPs of the character from the APs of the actual distance of the object. The result is the APs of distance which the object appears to be at.

EXAMPLE: A character with 5 RAPs of Telescopic Vision is sighting an object 6 APs away. He sees the object as if it were 1 AP of distance away.

A character need not use all of his APs of Telescopic Vision when sighting an object.

THERMAL (IR) VISION

LINK: INT RANGE: Normal
TYPE: Automatic BASE COST: 0

Thermal (Infra-red) Vision allows the character to see variations of temperature on an area, but not detail. Thermal Vision shows light in warmer areas (heat sources), and dark in cooler areas.

Uniformly cool surfaces such as a cave wall would be invisible to Thermal Vision, but if someone had recently touched the wall, a white, blurred handprint would be visible. Footprints (even in shoes or on hard surfaces) are detectable with Thermal Vision for the RAPs of time.

A source of heat, such as a torch flame, will "white out" Thermal Vision in the vicinity. This Power may let the character see Invisible objects (see *Invisible*). The RAPs of Thermal Vision is the maximum possible distance in APs at which a character can use this Power.



TRUESIGHT

LINK: WILL RANGE: Normal
TYPE: Automatic BASE COST: 5

Truesight allows the character to see through an Illusion or other Mystical or Mental concealment. If the RAPs of Truesight are greater than the RAPs of the Illusion (concealment) then the Illusion (concealment) fails to fool the character using Truesight.

Otherwise, the RAPs are added to the Acting Value of a disbelief attempt (see *Illusion*). Truesight has no effect on other forms of concealment such as Camouflage.

ULTRA VISION

LINK: INT RANGE: Normal
TYPE: Automatic BASE COST: 0

Ultra Vision allows the character to see at night or in a dark place as clearly as if it were daylight. Some source of illumination is necessary (e.g. Light, heat, radio waves, etc.). A character with this Power will see Invisible objects (see *Invisibility*).

WARP

LINK: WILL RANGE: n.a.
TYPE: Standard BASE COST: 25

Warp allows the character to open a extradimensional rift between two points of real space. A Warp may not be opened into solid matter. Instantaneous travel is possible through the Warp, although it is not possible to travel between dimensions with this Power.

There is no weight limit that can pass through the Warp as long as it is open. The Warp collapses as soon as the character using the Warp Power steps through the rift.

The Opposing and Resistance Values for using Warp are the real space distance between the points connected by the Warp. If a character is trying to open a Warp between points 17 APs apart (100+ miles), the Opposing Value would be 17. The RAPs of Warp are the APs of time for which the Warp remains open (unless the Warping character steps through the rift).

A Warp may be used to attack a character any phase after it has been created (assuming the Warp still exists). The RAPs which created the Warp are used as the Acting and Effect Values. The attack is a Physical Attack, the DEX of the defender being the Opposing Value and the BODY is the Resistance Value. Any positive RAPs indicate the that defender has been pulled into the Warp.

WATER ANIMATION

LINK: WILL RANGE: Normal
TYPE: Automatic BASE COST: 10

Water Animation allows the character to form water into a living being. The creator of the water being divides the Result Points into two numbers: The first number is the APs of STR, DEX and BODY of the creature; the second number is the APs of INFL, AURA and SPIRIT which the creature has. The remaining stats (INT, WILL and MIND) are non-existent and cannot be attacked.

EXAMPLE: A character has 11 RAPs of Water Animation. The player decides to divide the APs to 9 and 2. This gives the water being a STR, DEX and BODY of 9 each, while its INFL, AURA and SPIRIT are each 2 APs.

NOTE: An animated water being must be controlled by the use of the Water Control Power or else it will wander about randomly causing wanton destruction. For the purposes of Water Control, the STR Value of the Water Being is its Opposing and Resistance Values.

An animated water being occupies the APs of volume equal to its APs of STR. Any flame or cold-based attacks on the water being receive a -2 Column Shift to the Resistance Value.

WATER CONTROL

LINK: INT RANGE: Normal
TYPE: Standard BASE COST: 10

Water Control allows the character to control the movement of a volume of water. The APs of volume to be moved are the Opposing and Resistance Values. The RAPs are the maximum APs of distance that the volume may be moved. Water Control may be used to hurl water at foes for a Physical Attack.

EXAMPLE: A character with 7 APs of Water Control wishes to move a 1 AP volume of water. He rolls a 12. He may move the AP of water 7 APs that phase.

If a character is using Water Control to control an animated water being, he may opt to use the being's DEX as the Acting and Effect Values rather than the APs of Water Control for movement purposes.

X-RAY VISION

LINK: INT RANGE: Normal
TYPE: Standard BASE COST: 0

X-Ray Vision allows the character to see through virtually any material, but there must be one common material that the GM determines will stop this type of vision (lead, stone, etc.). The player must list this material on his Character Sheet. The BODY of the object to be seen through is the Resistance and Opposing Value for X-Ray Vision.

MYSTICAL

Mystic Link comes first in this section because it is is a very special Power which enables Mental and Physical Powers to be linked to a character's Mystical Attribute. As such, it enables a character to acquire many abilities, instead of being simply an ordinary Power. The rest of this section is in alphabetical order.

MYSTIC LINK

LINK: AURA RANGE: Self
TYPE: Automatic BASE COST: 10

Mystic Link is not a distinct Power that stands alone, but rather it allows the user to purchase and use one Physical or Mental Power. The Physical or Mental Power must be purchased when Mystic Link is purchased. Only the Base Cost of the Physical or Mental Power is paid—the APs of the Power are the RAPs of Mystic Link.

Once a Power has been attached by Mystic Link, it functions exactly as described in its own Power description. For example, Flame Project would still be a Standard Power, even if bought through Mystic Link.

Since Mystic Link is an Automatic Power, it may be pushed. The increased APs, which result, increase the APs of the linked Physical or Mental Power for the phase in which Mystic Link is pushed. Pushing Mystic Link counts as an Action.

You may purchase Mystic Link more than once, purchasing a different Physical or Mental Power each time you take Mystic Link.

NOTE: Hero Points may be used when pushing the Automatic Action of Mystic Link. They may also be used with the Linked Power.

EXAMPLE: Mento the Magician has 12 APs of Mystic Link attached to Flame Project. He pushes his Mystic Link, spending 4 Hero Points on the Acting Value and 12 HPs on the Effect Value; he gets 2 Column Shifts and adds the 17 RAPs to his Mystic Link. Mento uses the RAPS to boost his Flame Project to 29 APs this phase. Pushing Mystic Link is considered a simple action.

If Mento wishes, he may spend up to 29 Hero Points to each of the Acting and Effect Values for Flame Project during that phase.

Note: Mento the Magican is not a DC character, but created by Mayfair Games Inc.

If a character has a vulnerability or a limitation to Mystic Attacks, then Powers which are linked through Mystic Link are considered to be Mystical, as they derive their energy from mystical sources.

ANIMAL CONTROL

LINK: INFL RANGE: Normal
TYPE: Standard BASE COST: Variable

Animal Control allows the character to gain the cooperation of one class of animal (see *Animals: Gamemaster's Manual*). This is considered a Mystical Attack. Animals who are controlled will not perform an action contrary to the wishes of the controlling character, but they will not be able to follow any orders unless the character has a method for making the animals understand him such as Speak with Animals.

If the character has a way of making the animals understand him, the animals controlled will serve him for RAPs of time. If either the hero or animal is knocked unconscious, the control is lost.

The Base Cost for the Power is variable. There are five classes of animals which may be controlled with this Power: Birds, Fish and other underwater creatures, Insects, Reptiles including Amphibians, and Mammals. If only one of these groups is taken, the Base Cost is 0. For each additional group affected by this Power, the Base Cost is increased by 5.

ANIMAL SUMMONING

LINK: INFL RANGE: Normal
TYPE: Automatic BASE COST: 0

Animal Summoning enables the character to call for all the animals of a particular type or for one specific creature. Only those animals within the range of the Power will respond. The RAPs equals the APs of distance from which the animals can be Summoned.

The animals will come to the summoner at their best speed; they are not magically whisked to the summoner. The animals will arrive in an uncontrolled state; Animal Control is required for a character to make the Summoned animals do as he or she wishes once they arrive.

More than one animal may be Summoned as a Multi-Attack (see Combat). If the RAPs of Summoning are not greater than the BODY of the largest animal Summoned, the Summoning fails. Creatures with human or better intelligence may not be Summoned by this Power.

ANIMATE IMAGE

LINK: AURA RANGE: Normal
TYPE: Automatic BASE COST: 25

Animate Image allows a character to turn a existing two-dimensional image (such as a cartoon figure, billboard painting, or an image on a screen) into an exact three-dimensional duplicate figure that will obey the commands of the caster. A figure cannot simply be created out of the imagination of the caster.

The figure has all the Powers of the two-dimensional image represented. For example: An animated picture of an eagle will be able to fly, a fish swim, and the picture of a singer would have the Subskill of Artist: singer.

The figure created also has Physical, Mental, and Mystical Attributes into which the caster divides the RAPs of his Power. All Skills and Powers of the figure are automatically linked to these Attributes. All Attributes that receive no APs of Power are at 0 APs.

EXAMPLE: Mr. Mxyzptlk animates a picture of Superman. The animated form has all the Powers of Superman (Flying, X-ray Vision etc.) but the APs he has in these Powers are considered linked to his stats which are determined by Mr. Mxyzpltk's RAPs of Animate Image. This "false" Superman would only have the Strength Mr. Mxyzpltk allocated to this Attribute when he created the figure.

ANIMATE OBJECTS

LINK: AURA RANGE: Normal
TYPE: Automatic BASE COST: 20

Animate Objects allows the character to make inanimate objects move and behave as though they were alive. They will be under the character's control. The object's STR equals the RAPs of the Power. All Mystical Attributes are equal to the RAPs of the Power. The object cannot be attacked mentally.

GM NOTE: This Power will make the object act as though it were alive, but it will be under the control of the character. The object cannot change shape, but if it has limbs they will work like arms or legs. The object will fight until it is destroyed or the character is unconscious.

RAPs of the Power are the maximum APs of BODY that can be Animated. An item which could not fly before it was Animated still cannot fly, but most items will be able to move in some way. The items' movement rate per phase is the RAPs of the Power up to a maximum of 5 APs.

EYE OF THE CAT

LINK: AURA RANGE: Normal
TYPE: Automatic BASE COST: 0

This Power allows the user to see through the eyes of any mammal. To use this Power, a character must first become aware of the location and type of mammal to be used. Range is the RAPs of the Power.

JOINED

LINK: AURA RANGE: Normal
TYPE: Automatic BASE COST: 0

This Power "Joins" the character using it to the earth. While so joined (normally at the feet), the hero cannot be easily knocked back, blown back, or otherwise moved from the spot. The "Joining" increases Resistance Value to knockback, Super Breath etc. by the RAPs of the Power.

LIGHTNING

LINK: AURA RANGE: Normal
TYPE: Standard BASE COST: 10

Lightning allows the character to summon and control a bolt of lightning from his own body. This is treated as a Physical Attack. Characters struck by lightning who are naturally insulated (for example, someone with Molecular Chameleon who is in the form of rubber when struck) have a +2 Column Shift to both their Opposing and Resistance Values. Any electronic device, or any character who is android or semi-android (e.g. Cyborg) is attacked with a -2 Column Shift to the Opposing and Resistance Values.

LOCATE ANIMAL

LINK: INFL RANGE: Normal
TYPE: Automatic BASE COST: 0

This Power gives the location and the type of animals within the range of the user. The range of the Power is the RAPs of the Power.

MAGIC BLAST

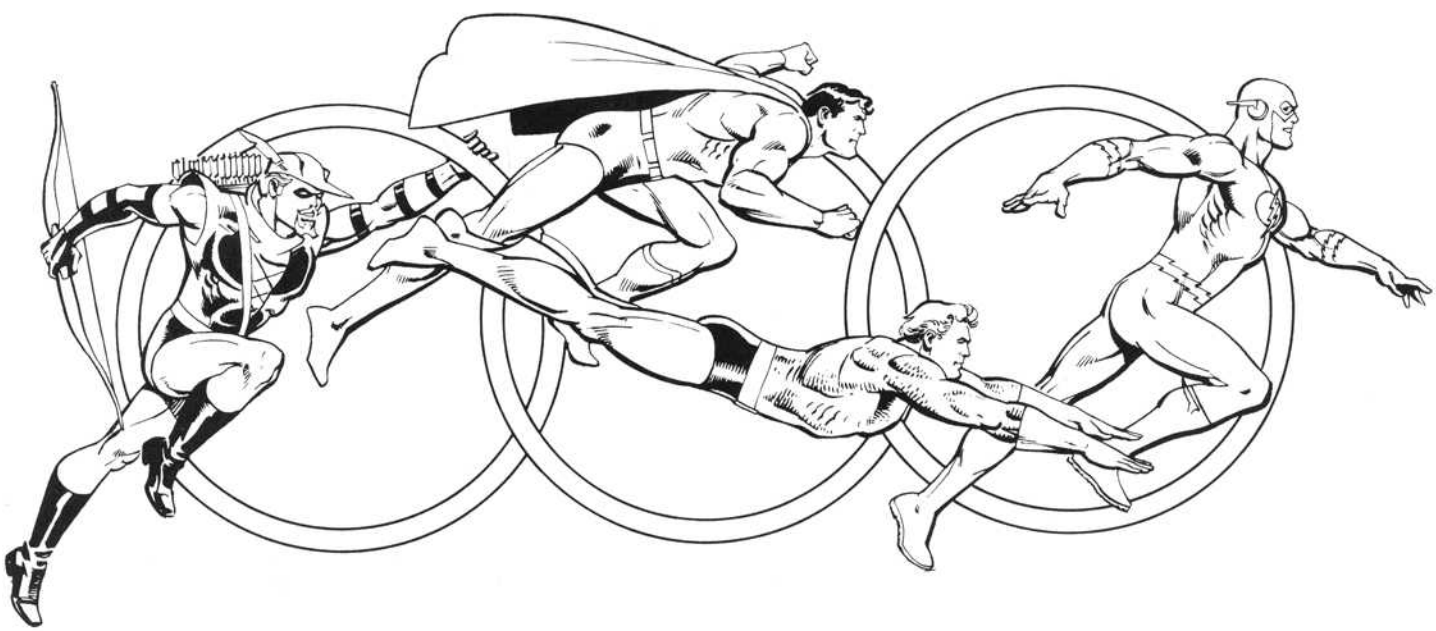
LINK: AURA RANGE: Normal
TYPE: Standard BASE COST: 10

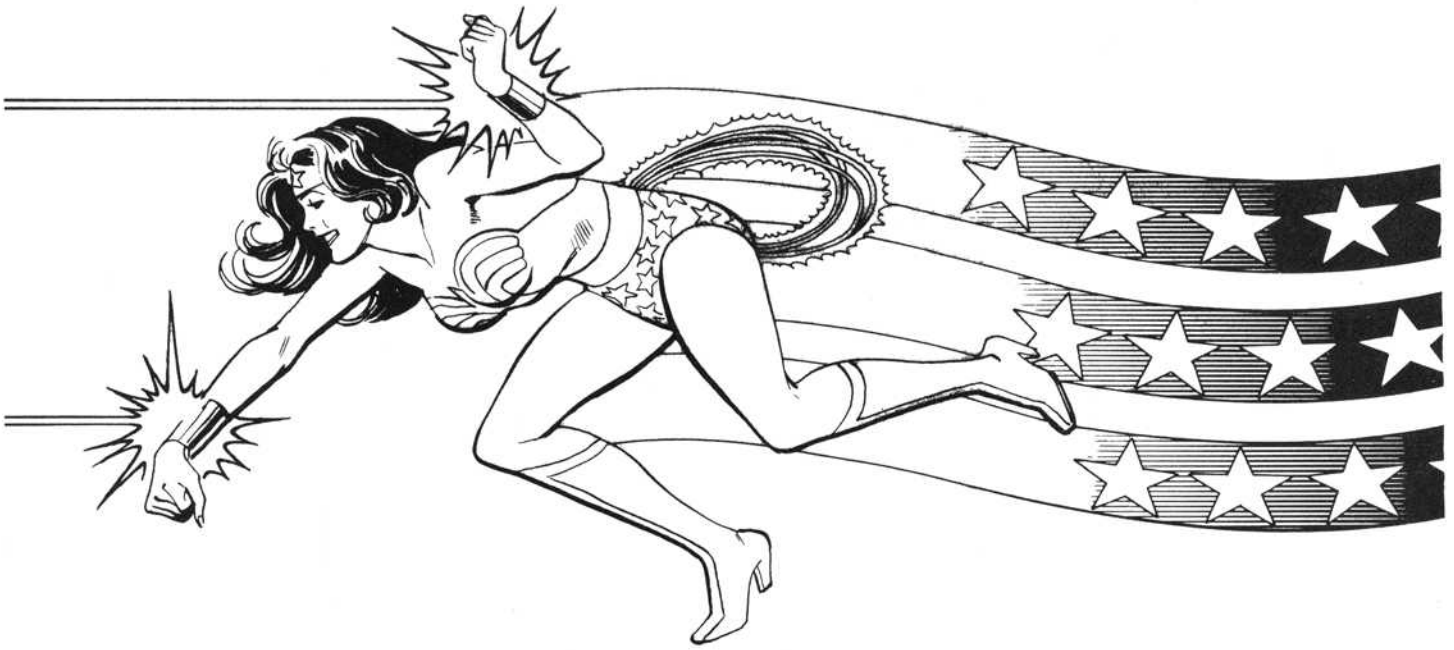
This is a Mystical Attack on the SPIRIT of an opponent.

MAGICAL SENSE

LINK: INFL RANGE: Normal
TYPE: Automatic BASE COST: 0

This shell of aura extends for the RAPs of distance around the user. It has the effect of announcing to any other magic-using hero that you have Mystical abilities. It also detects magic, and magic-users within range of the Power. The Power itself has no effect on the attacks passing through it.





MAGIC SHIELD

LINK: SPIRIT RANGE: Normal
TYPE: Automatic BASE COST: 0

Magic Shield defends against all Mystical Attacks by blocking the Power that the character is defending against. The RAPs of the Magic Shield are added to the character's Resistance Value.

PLANT CONTROL

LINK: INFL RANGE: Normal
TYPE: Standard BASE COST: 15

Plant Control allows the hero to control the movements of plants, and gives them some of the mobility of animals. The movement rate of the plants per phase is the RAPs of the Power up to a maximum of 5 APs.

Plants which exist in more than one volume may be controlled, but in that case the APs of volume to be controlled is the Resistance and Opposing Values. The STR, DEX, BODY and MIND of the plants controlled are equal to the RAPs of the Power.

PLANT GROWTH

LINK: AURA RANGE: Normal
TYPE: Standard BASE COST: 0

Plant Growth causes the acceleration of plants' growth. Plants can be very destructive when they grow, but they will always grow by the easiest route unless they are under Plant Control. The RAPs of the Result Check are added to the volume of plants grown.

Such expansion takes one phase. More than one volume of plants may be grown with a single use of this Power. The Opposing and Resistance Values are equal to the APs of volume to be grown.

SPIRIT TRAVEL

LINK: AURA RANGE: Normal
TYPE: Automatic BASE COST: 10

This Power lets spirit leave the body (which is then barely alive) and travel at any speed up to the character's RAPs of Power. In this form, the spirit can only observe the physical plane, and can make no attacks.

A spirit is vulnerable only to Mystical Attacks while in this state. If the body is destroyed, the spirit will be trapped loose, and will fade at the rate of 1 SPIRIT AP per day until it is lost.

SPIRITUAL DRAIN

LINK: AURA RANGE: Touch
TYPE: Standard BASE COST: 20

Spiritual Drain allows the character to absorb the APs of another character's SPIRIT. The character to be Drained must be touched on his skin. The victim's SPIRIT is added to his Resistance Value.

The RAPs are the number of APs of SPIRIT Drained by the use of Spiritual Drain. These APs are temporarily added to the Draining character's SPIRIT. The SPIRIT may be kept for a number of phases equal to the RAPs of the Drain attempt. A character's SPIRIT may not be lowered past 0 by use of this Power.

No character can be Drained again until the original Drain has expired. When a Spirit Drain expires, the remaining APs that were Drained from the Attribute are returned to the Drained character.

TRANSFER

LINK: AURA RANGE: Touch
TYPE: Automatic BASE COST: 0

Transfer enables a hero to pass an inherent Power (i.e., bought or earned himself) to another character. This does not give him the ability to gain Powers from others.

Once passed, the Power is lost until the character retrieves it. The Power can be regained on contact with the other person, or whenever that character is willing to return it without contact. The maximum amount of time which the Power may be Transferred is the Power's RAPs of time.

The maximum RAPs of a Power to be Transferred equals the APs of Transfer, but cannot exceed the Transferring character's APs of that Power.

TRANSMUTATION

LINK: AURA	RANGE: Normal
TYPE: Standard	BASE COST: 10

Transmutation allows the character to convert any element into any other element. An element is a material which consists of just one kind of atom, such as Gold, Lead, Iron, Oxygen, Hydrogen, Silicon. The material must be 90% pure in order to be affected by this Power. The impurities remain unchanged. Each RAP allows 1 AP of volume to be Transmuted. The change is permanent unless reversed by another use of this Power.

Transmutation is handled as a Physical Attack, with DEX and BODY of the target as the Opposing and Resistance Values.

VAMPIRISM

LINK: AURA	RANGE: Normal
TYPE: Standard	BASE COST: 30

Vampirism allows the user to transfer RAPs of BODY from the victim to his own BODY, if the user has lost any BODY APs. The APs acquired through this Power will repair any damage received, but the total BODY APs of the "vampire" can never rise above his original level.

Once the character's current level of BODY is healed fully, the character may not use this Power. The damage done to the victim is the RAPs of the Power. The Opposing and Resistance Values are the same as those for a Physical Attack.

VOODOO

LINK: AURA	RANGE: Normal
TYPE: Standard	BASE COST: 20

The Power of Voodoo can cause physical damage to a victim by using a doll (containing a piece of hair or clothing from the victim) as the focal point. The character with the Power causes his target pain by inflicting damage to the doll (i.e. sticking pins in it, throwing it in a fire, etc.).

While the Power does physical damage, it is a Mystical Attack. The RAP's of Voodoo are subtracted from the target's current level of BODY APs. The victim can only recover from the physical damage by making a Mystical Recovery Check.

The Power is only effective over the range of its RAPs. If the user is separated from the doll the attack is stopped, but if he retrieves the doll, the he may resume with attack. If the doll is destroyed, the attack and the potential for attack will end, though the character will suffer for 1 phase.

WEATHER CONTROL

LINK: INFL	RANGE: +5
TYPE: Standard	BASE COST: 0

Weather Control allows the character to have control of the weather within APs of range the Power. Even severe shifts in the weather are possible using this Power.

Current Weather has Opposing and Resistance Values of 0. The RAPs are the duration of the weather change. If Weather Control is used to shift the weather to an extreme of wind and precipitation, the Power may be used in Combat like Air Control, to make a Physical Attack.

Each weather level change adds a Column Shift modifier to the Opposing and Resistance Values. The number of Column Shifts are cumulative for each area changed.

Weather Condition	Level
Precipitation	
Drought	1
Dry	2
Muggy/Damp	3
Rain	4
Monsoon	5
Temperature	
Record Cold	1
Chill/Freezing	2
Warm	3
Hot	4
Record Heat	5
Wind	
Still	1
Slight Breeze	2
Windy	3
Gale	4
Hurricane	5
Tornado	6

EXAMPLE: Central City is currently experiencing a cool, dry day with a slight breeze off the lake. Weather Wizard wants to change this to a Record Heat day with Tornados and Monsoons. The Opposing and Resistance Values is 0 with 9 (3+2+4) Column Shifts (the "19 to 21" Column).



SKILLS

ACROBATICS

LINK: DEX BASE COST: 0
TRAINING TIME: 8 months (23 APs)

Acrobatics has four Subskills; Climbing, Diving, Dodging, and Gymnastics.

Climbing allows the character to climb walls, trees, buildings, etc. The Opposing and Resistance Values for easy climbs (such as a tree) are 4. For tough climbs, the Opposing and Resistance Values should be:

Object Climbed	Opposing and Resistance Values
Telephone Pole	2
Sheer Cliff	8
Glass and Steel Skyscraper	10

A Climbing Action Check is made once per surface climbed. If the Action Check fails, then the character falls when he is halfway up the surface (at -1 to the APs of the surface's total height). The RAPs (Result APs) are the distance traveled during the phase (0 APs: 4 seconds) by the climbing character.

If you subtract the RAPs from the total height APs of the surface climbed, the result is the APs of time it takes to get to the top. NOTE: Climbing is treated as a movement "Power" for the purposes of determining movement in Combat.

EXAMPLE: A character with 7 APs of Climbing is climbing a sheer cliff that is half a mile (9 APs) high. The Acting Value is 7, the Opposing Value is 8. The player rolls 13, giving a regular one-Column Shift.

Taking 7 as the Effect Value and 8 as the Resistance Value. The RAPs, after the Column Shift, are 3.Subtract the 3 from the height AP (9), giving 6 APs (4 minutes), which is the time it takes to climb the surface.

Diving includes both diving off a board and from a high platform. It also includes the ability to skydive. Diving enables the character to know how to fall to minimize damage on impact, as well as to make flashy dives. The APs of Diving functions as the Skin Armor Power, adding the Diving APs to the Resistance Value when taking damage from a fall.

Dodging enables the character to avoid a blow or other physical attack. This allows the character to avoid damage from an attack, but the character cannot perform any action other than movement during the phase that he is Dodging the attack. The APs of Dodging are added to the Opposing Value of the Dodging character (the character's DEX).

Gymnastics allows the character to perform rolls, tumbles, flips, etc. It also allows the character to juggle. This is a Skill which gives no benefit in combat, but it will impress a crowd. An Olympic gymnast would have 4 or 5 APs of this Subskill.

Each item juggled more than 3 is +1 to the Opposing Value (normally 0), so 5 items will have an Opposing Value of 2. The GM may increase the Opposing Value if the items are of different balances and weights. For example, juggling bowling balls and toothbrushes would be worth +2 to the Opposing Value. The Resistance Value is the same as the Opposing Value. The RAPs are the amount of time the items may be juggled without dropping one.

A normal tumbling routine has Opposing and Resistance Values of 2, while an Olympic-caliber routine has Opposing and Resistance Values of 4.

If a character is performing for an interested and neutral crowd 1-2 RAPs (Result APs) indicates the audience was pleased, 3-4 RAPs means they loved the performance, and with 5 RAPs or more the crowd broke into frenzied applause. A RAP of 6 or more indicates an electrifying performance, which will be remembered for years.

Gymnastics will not impress anyone in a dangerous or hostile situation; the combatants have their minds on other things.

ANIMAL HANDLING

LINK: INFL BASE COST: 0
TRAINING TIME: 8 months (23 APs)

Animal Handling has two Subskills, Animal Training and Riding.

Animal Training allows the character to train animals if he has daily contact with them. The Opposing Value for Animal Training is the INFL of the beast being trained. The Resistance Value is its SPIRIT.

If the Animal Training is successful, the RAPs are the number of simple commands which the animal may be trained to perform, such as "attack," "fetch," "scout ahead," and "find home."

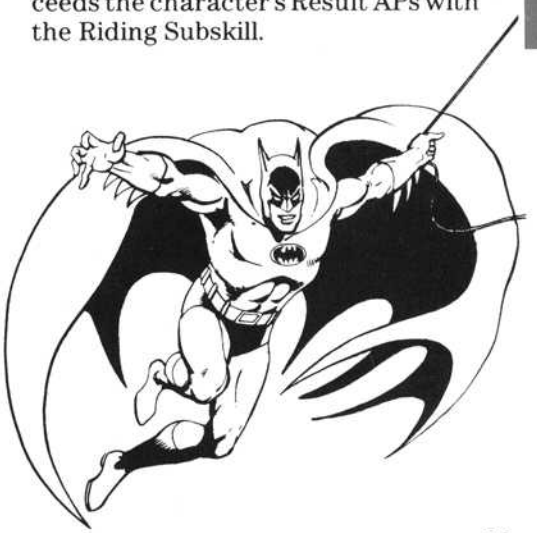
A command may only be complicated enough for the animal to act upon it with its native ability. A "program the navigational computer with attack coordinates" command given to a pet monkey, for example, will result in a lot of random monkey motion at the console of the navigational computer.

An animal must be trained for a full week (18 APs). Only one animal may be trained at a time and only one training attempt may be made per week.

A character with Animal Training may train any animal to carry him, if that animal is large and strong enough. A character could ride a Bengal tiger, if the tiger were trained for the purpose.

Riding allows the character to ride any sort of animal which has been trained for that purpose. If the animal is untrained, the Opposing Value is the DEX of the animal. If the animal is trained to accept its rider, then Riding is an Automatic Action.

The character will not lose control of his mount unless an attack upon the animal is made which either knocks the beast unconscious or exceeds the character's Result APs with the Riding Subskill.





ARTIST

LINK: INFL BASE COST: 0
TRAINING TIME: 8 months (23 APs)

Artist has six Subskills: Actor, Musician, Painter, Photographer, Sculptor, and Writer. Each of these Subskills has the potential to please an audience. A hostile group does not constitute an audience; these Skills are meant to impress only those who are willing to look at the art created by the character using the Artist Skill.

When a characer is using the Artist Skill to perform or produce a work, 4 is the Opposing and Resistance Values, unless it is done or performed for a specific person, in which case, that person's Artist Skill is the Opposing and Resistance Value. If the person doesn't have the Artist Skill, the person's INFL is the Opposing Value and SPIRIT is the Resistance Value. If the RAPs (Result APs) are:

1-2 The performance or work is liked.
3-4 The performance or work is very well received.
5 The artist receives critical acclaim (a standing ovation if it is a performance).
6+ The artist gives an immortal performance or creates a masterpiece which the audience will never forget.

If the audience liked his performance or work, they will be Friendly toward the Artist. Using Artist in this manner while in combat will achieve nothing.

The GM should remember that great works of art are not produced hourly, and while there is no fixed time for the fruition of genius, the guideline is three months (about 21 APs) per major work. Saleable work may be produced in the minimum times given in the Subskills below.

Actor gives the character the ability to act in dramas, and become adept at portraying many different personae. This skill may be used to disguise a character, in which case, the APs of Actor are the Acting and Effect Values, and the Opposing and Resistance Values are the target's INT and MIND.

The RAPs are the amount of time the target character is fooled by the disguise. At the end of that time, the Action Check roll must be made again.

To determine any modifiers, the GM should bear in mind whether or not the Actor is impersonating someone well-known to the target character (in which case there is a +2 Opposing Value Column Shift) or merely a generic character, like a guard at a military installation, in which case there is no Opposing Value modifier. The GM should also be aware of any information of which the Actor may be unaware, like passwords or other inside information that would be known to the character being impersonated.

The Actor Subskill may also be used to penetrate a disguise or to resist being fooled by a character who is using the Actor Subskill. In either case, the APs of Actor are both the Acting and Opposing Value.

Musician gives the character the the ability to sing and play instruments. Musician is not a combat Skill, and may not be used in combat.

Painter includes any of the graphic arts; comic book illustrator would fit into this category. Each particular work is a separate action, taking at least one week (18 APs) to complete.

Photographer is the art of creating photographic works. Fashion photographers, and movie and TV directors would fit into this category.

Sculptor includes any art of a three-dimensional nature. Each particular work is a separate action, taking at least one week (18 APs) to complete.

Writer allows the character to produce novels, screenplays, comic books, scripts, prose, poetry, etc. Each particular work is a separate action, taking at least one week to complete.

CHARISMA

LINK: INFL BASE COST: 5
TRAINING TIME: 2 months (21 APs)

Charisma has three Subskills: Interrogation, Intimidation, and Persuasion. Use of the Charisma Skill is often a struggle of Mental or Mystical strength.

Interrogation allows a character to gain information from an NPC through the use of psychological pressure and veiled threats. No physical force need be used. In fact, the use of physical force will gain no additional information.

The INT of the interrogated character is the Opposing Value. The interrogated character's MIND is the Resistance Value. The RAPs is used as the number of Knowledge Points which the interrogated character reveals.

The amount of information revealed by the interrogated character in terms of Knowledge Points is given as follows:

Knowledge Points	Information Revealed
1-2	A minor clue or riddle.
3-4	Name or place of a character connected with the central theme.
5	Vague or incomplete details about the villain's scheme.
6	All that the interrogated character knows.

A character must Interrogate for an hour (10 APs) to get the best effect. If a character is interrogated for less than 10 APs of time, increase his Opposing Value by 1 AP for every AP less than 10. For instance, if a character is interrogated for 15 minutes (8 APs), then he adds 2 APs to his Opposing Value.

A Player character receives +2 Column Shifts to his Opposing Value when he is Interrogated, in addition to any modifiers that are due to Powers. A villain may Interrogate a hero for clues to his secret identity or any other important piece of information. However, a Player character can never be forced to fully reveal a piece of information through Interrogation. Thus, on the above chart, 6 RAPs or greater from a Player character are treated as 5 RAPs.

Intimidation allows a character to cause the target characters (the characters who are being intimidated) to panic, stop whatever action they are performing, and flee the scene. If more than one character is targeted, use the Multi-Attack Combat procedure (see Player's Manual: Combat) to resolve the use of this Subskill.

The intimidated characters' INFL is his Opposing Value, and his SPIRIT is his Resistance Value. The RAPs must be greater than the SPIRIT of the target to Intimidate the target. The RAPs are the length of time during which the Target character is Intimidated.

An Intimidated character always moves after all un-Intimidated characters when they are in Combat, regardless of their Initiative scores. An Intimidated character may be prevented from performing hostile actions or escaping by the character with Intimidation, but the character with Intimidation may not compel the target character to act.

Persuasion is the ability to convince NPCs to see things your way. Most of the time, NPC's are not willing to put their lives in danger at the suggestion of a Player character, but they will be willing to help in other ways.

The INFL of the target character is the Opposing Value, the SPIRIT is the Resistance Value. The RAPs are the length of time the Non-Player Character remains in any of the states given below.

If the RAPs are less than or equal to the defender's SPIRIT, the NPC's state remains unchanged. The NPC will take no direct action against the character as long as he is persuaded. Thus, it is possible to persuade the Villain not to dip you into the vat of acid, at least for a while, which gives you a chance to escape.

If the RAPs are greater than the defender's SPIRIT, then his state improves one step. For example, Neutral to Friendly, if he started off as Neutral.

Opposing Value Column Modifiers	NPC State Before Persuasion
-2	Awestruck/Enamored
-1	Friendly
0	Neutral
+1	Suspicious
+3	Hostile
+4	Opposed to character's motivations
+7	Personal vendetta against the Persuading character

Awestruck/Enamored characters are willing to help the Charismatic characters in any way they possibly can. They will take considerable risks for the Charismatic character. Best friends and lovers will fit in the Awestruck/Enamored category.

Friendly characters are willing to help the characters by giving them any information they have (as long as revealing the information is not suicidal), and will be willing to run errands or get help for the Charismatic character. They will not voluntarily risk their lives for the Charismatic characters.

Neutral characters are willing to give some information to the Charismatic character (directions, name of his employer) as long as the information is not vital to their own safety. A Neutral character will not go into detail, and if he is pressed, he will become Suspicious. A Neutral character will not interfere with the actions of Player characters as long as the actions do not endanger him, but they will not help a Player character.

Suspicious characters will give a Player character the time of day, but not much else. They will not let the Charismatic character try anything which looks as though it could cause trouble. Suspicious characters are prone to call the authorities or some other help.

Hostile characters (including those characters opposed to the motivation of a Charismatic character, and those with a personal vendetta) will not normally cooperate in any way with the Charismatic character.

This does not mean that they will be mulish and silent . . . they may be talkative and deceitful. They will try to further their own interests at the expense of the Charismatic character. Villains, as well as their allies and thugs, always begin at least Hostile to Player characters.

NPC's whose States are hostile (or worse) may never be persuaded to a category better than Neutral.





DETECTIVE

LINK: INT BASE COST: 5
TRAINING TIME: 2 months (21 APs)

Detective Skill has 5 Subskills: Clue Analysis, Counterfeit Recognition, Identification Systems, Law, and Police Procedure.

Clue Analysis is the ability to glean information from physical clues to a crime or criminal. Each RAP (Result AP) is one Knowledge Point gained. There may be many Knowledge Points in a single clue, and some pieces of information may require more than a single Knowledge Point to uncover.

There is a clue structure to any clue, built like a series of steps. Each step has a piece of information, and each step has a Knowledge Point total necessary to reach it. Once a step is reached, all of the information given in preceeding steps has been already uncovered.

The Opposing and Resistance Values for Clue Analysis are determined by the GM, depending on the situation. Usually either the Thief Skill or the INT and MIND of the criminal leaving the clue will be used for the Opposing and Resistance Values.

EXAMPLE: A police detective has Clue Analysis of 3. He finds a cigarette holder which has the following clue structure:

Knowledge Points	Clue
1	A
3	B
4	C
6	D

The Opposing and Resistance Value of the cigarette holder is 3. The detective rolls a 13. He succeeds, with a 1 Column Shift. The police detective has 2 APs, enough to discover A, the first clue, but he is 1 AP short of clue B. He has discovered that the cigarette holder is a style used exclusively by women.

Batman finds the same cigarette holder. Batman has Clue Analysis of 12. Batman rolls a 13. He succeeds with a 1 Column Shift. He gets 10 RAPs, more than enough to unravel the entire clue.

He knows that the style of cigarette holder is used exclusively by women. He also knows:

B. The cigarette holder has a narcotic residue, analysis of which may yield more information concerning the habits of the former owner.

C. There is a small tube running the length of the mouthpiece in which there are traces of a deadly poison. There has been a peculiar series of deaths at Gotham's elite Strindberg Club, and this poison could have been the cause of the deaths.

D. The mouthpiece detaches from the rest of the holder, presumably to load the poison tube. Around the rim, in minute engraving, are the words "To help Preserve the Night, this Gift —Nocturna."

Counterfeit Recognition allows the character to spot phony money, fake art, forged signatures, anything which is a fraudulent copy. The Opposing and Resistance Values to Counterfeit Recognition are the Counterfeiting RAPs of the object examined (see Thief). If the action is successful, the fake has been discovered. If not, then the character believes it to be the genuine article.

Identification Systems allows the character to verify the identity of another character from finger prints, retinal patterns, voice patterns, etc. if he has the proper equipment. If the target character is virtually unknown by any authority, there is no chance of identifying a criminal through Identification Systems.

The Opposing and Resistance Values are the Thief Skill of the criminal. Any RAPs yields the identity of the criminal.

Law allows the character to use the legal system to get himself and friends out of trouble. The Opposing and Resistance Values are the Law ability of the opposing Lawyer.

There is an Opposing Value modifier of +6 Columns where the character or friend is blatantly guilty, and an Opposing Value modifier of +3 to +6 if the character has been framed. If the character who is behind the frame-up is exposed, then the previous Opposing Value modifier is replaced with a -2 Column Shifts for using the Law to have the character released. A character who is innocent and has not been framed has a -1 Column Opposing Value modifier.

Any positive RAPs indicate a successful defense/prosecution.

Police Procedure allows the char-

acter to avoid trouble with the police and avoid police security. For example, this allows the character to turn in felons and have access to the scene of the crime to get clues while they are fresh, without getting arrested for interfering with an investigation.

A character with Police Procedure will be on neutral or neutral terms with the police, unless the character is a known criminal. This Subskill can be used as a substitute for and in the same manner as Persuasion when dealing with any type of law enforcement personnel.

GADGETRY

LINK: INT BASE COST: 10
TRAINING TIME: 2 months (21 APs)

Gadgetry is the ability to build, use, and identify objects which have a Physical or Mental effect. This includes most weapons, vehicles, and personal items such as special belts and costumes. Gadgets are normally built in laboratorys. Gadgets not built in labs are more expensive (see *Labs and Workshops* in the equipment section of the *Gamemaster's Manual.*)

Gadgetry has two Subskills: Build Gadget and Identify Gadget. Unskilled characters may only use the Identify Gadget Subskill.

Build Gadget When building a gadget from scratch, all of the Physical and Mental Attributes of the device are zero. The gadgeteer may then build Powers into the device or change the gadget's Physical or Mental Attributes. Each change or addition counts as one use of the Gadgetry Skill. Gadgets may mimic only Mental or Physical Powers.

Build Gadget is a Standard Action. The action of giving a gadget a Power or Attribute has the APs of Gadgetry as the Acting and Effect Values. If a Scientist designed the plans for the gadget, his APs of Scientist may be used as the Effect Value.

The Opposing and Resistance Values of this action are the number of charges in the gadget. Each use of a gadget is a charge. For gadgets which have Attributes or mimic Automatic Powers, each charge allows the gadget to be used for APs of time equal to the APs of the builder's Gadgetry—this time is the gadget's "Duration."

The action's RAPs (Result APs) are the APs of the Power or Attribute being built into the gadget. The APs of the gadget may not exceed the APs of the lab it was built in or, if built outside of a lab the characters APs of Gadgetry.

The cost of adding a Power or Attribute to a gadget is the Base Cost of the mimicked Power in Hero Points plus 2 Hero Points per charge. In addition, it takes one day to build a gadget (see *Building Time* below).

Each charge in a gadget costs 2 Hero Points. Once all the charges are used, the device may not be used until it is recharged. A recharge requires a recharge pack for that specific Power or Attribute and one Action to recharge. The gadgeteer must spend one day and 10 Hero Points to build a recharge pack.

When building a gadget, all the Automatic Powers and Attributes must have the same number of charges. Standard Powers do not. Activating any of the Attributes or Powers will activate all of them.

Building Time

One day (15 APs) is the usual amount of time it takes to build a Power or Attribute into a gadget. However, a gadget which is built over a long time is usually better built. Conversely, a gadget may be built more quickly, but at a reduced effectiveness.

To reflect this, each AP of time over 15 APs used to add a Power or Attribute to a gadget adds 1 AP to the Gadgetry of the builder for that action. For each AP of time under 15 APs, 1 AP is subtracted from the Gadgetry of the builder.

Skilled Gadgets

Skilled gadgets reduce the Opposing Value of an appropriate action. A gadget may obtain a Skill if the Link Attribute is positive, and the Link cost and Base Cost of the Skill is paid. A Skill must linked to its Attributes. If the Link Attribute is replaced, all linked Skills must be repurchased.

Omni-Gadgets

Omni-gadgets are devices whose exact Powers and Attributes are defined at the time of their activation. This simulates a hero's ability to have exactly what he needs to get out of a situation when he has only a finite number of gadgets with him.

Each omni-gadget has one charge and may not be recharged. When building each gadget, the Opposing and Resistance Values (1 AP) are modified by Column Shifts depending on the nature of the device. The Column Shifts are cumulative—increasing with the flexibility of the device.

If the gadget can be transformed into:	
A. Physical Attributes	+1 Column Shift
B. Mental Attributes	+1 Column Shift
C. Mimicked Power	+2 Column Shift
D. Attributes which substitute for its user's Attributes	+2 Column Shift

Thus, if a gadget can be transformed into either a Physical or a Mental Attribute, which the character may substitute for his Attributes or which may mimic a Power (an "ABCD" omni-gadget), that gadget would have a cumulative total of 6 Column Shifts. When the gadget is activated, its user must decide which one of these possible uses he wants.

A omni-gadget may have multiple Attributes assigned to it by multiple uses of the Gadgetry Skill and thus may create an object with more than one Attribute.

Identify Gadget. When using Gadgetry to identify the function of an unknown gadget, an Action Check is made with the APs of Gadgetry of the builder as the Opposing and Resistance Values. If the action is successful, the identifying character not only understands what the gadget is, but is able to use the gadget correctly.

If the gadget is alien in nature, an Opposing Value Column modifier may be applied to the Gadgetry action at the GM's discretion. This modifier can range from +1 to +10, depending on how different the alien intelligence is from human thought patterns. A +1 would be for aliens who are almost human while a +10 would be for aliens whose thoughts are totally incomprehensible to the most accomplished empath.

1-2	RAPs (Knowledge Points) means the gadgeteer has a rudimentary understanding of the device. He can operate it with a +4 Column Opposing Value modifier, using the APs of Gadgetry. This replaces the unskilled modifier.
3-6	Knowledge Points mean the gadgeteer has a working knowledge of the device. He can operate it with a +2 Column Opposing Value modifier.
7-8	Knowledge Points enable the gadgeteer to operate the machine without penalty.
9+	Knowledge Points allow the gadgeteer to recharge and repair the item.

MARTIAL ARTIST

LINK: DEX BASE COST: 5
TRAINING TIME: 8 months (23 APs)

Martial Artist includes these Subskills: Attack Advantage, Melee Weapons, and Taking A Blow. A character may use either Attack Advantage or Taking A Blow in a single phase, but not both. Unskilled characters may not use Martial Artist.

Attack Advantage allows a Martial Artist to add his APs of this Skill to his Initiative Score. Attack Advantage also allows the Martial Artist to substitute his APs of the Skill for his DEX and STR APs when he is making an attack. He need not substitute his Skill APs for his DEX and STR, but if he does so, he must substitute for BOTH Attributes.

When attacking more than one opponent, Attack Advantage decreases the Opposing Value one column to the left, negating a portion of the Multi-Attack penalty (see *Player's Manual: Combat*).

Attack Advantage may only be used when attacking with Melee Weapons or the character's body (punch, body block, etc.).

Melee Weapons allows the character to use Melee Weapons without a penalty. The APs of Martial Artist are used in place of DEX and STR for the Acting and Effect Values when using Melee Weapons.

Taking A Blow is the ability to move with, block, or deflect a physical attack to lessen the damage received. Energy attacks may not be affected by this Subskill. The Resistance Value is increased by the APs of Taking A Blow.

MEDICINE

LINK: INT BASE COST: 5
TRAINING TIME: 8 months (23 APs)

The Subskills for Medicine are: First Aid, Forensics, Medical Treatment and Surgery. First Aid and Surgery are only good for healing damage done to the BODY of a character. Medical Treatment may be used to heal the BODY or the MIND. Only First Aid may be used by unskilled characters.

First Aid enables a character to treat wounds inflicted in Killing Combat, at least by reducing or delaying the resulting damage: bleeding may be stopped, and the infection of wounds prevented. The Opposing Value is the total amount of damage taken by the character being treated. The Resistance Value is 0.

Characters who have been reduced to below 0 BODY in Killing Combat may have their loss of BODY APs stopped if the First Aid is successful. The RAPs are the length of time in APsfor which the bleeding has been stopped. At the end of this time. the wounds begin to take their toll again.

Forensics allows a character to determine the manner of death by examining a body. A laboratory is necessary to use this Subskill in all but the most obvious cases. In a laboratory, the exact cause of death and the approximate time of death may be determined.

Accuracy of the time of death would be 5 APs less than the length of time the victim has been deceased. For example, if the body had been dead a week (18 APs) the time of death could be determined to within 8 hours (13 APs). If Knowledge Points may be gained from a body, Forensics may be used to gather the information.

The Opposing Value for a body dead a week or less is 4. If the character has been dead for more than a week and up to 8 months the Opposing Value is 8, and if he has been dead for more than 8 months, the Opposing Value is 10. If the Action is successful, the information is revealed.

Medical Treatment allows a character to aid others in healing and fighting off the effects of disease. Medical Treatment may only be tried once per day on a character. The RAPs (Result APs) of Medical Treatment are added directly to the APs of Recovery (see *Player's Manual: Combat*) to see how well the person heals. If Recovery is unsuccessful for any reason, the APs of Medical Treatment have no effect.

The Opposing and Resistance Value is the positive value of the APs of damage less than 0 taken by the character treated; if a character's BODY is reduced to -6, then the Opposing and Resistance Values are 6.

The Opposing and Resistance Values may also be determined by the virulence of the disease or poison (measured in APs), at the GM's discretion. A character who was wounded in Killing Combat will stop losing BODY points as soon as he receives successful Medical Treatment.

If Medical Treatment is being given for the MIND, the patient may only be treated once a week.

Medical Treatment requires proper equipment and medicines. If these are not available, only First Aid may be given. A character who specializes in Medical Treatment must also have First Aid.

If a character fails his Medical Treatent action (the mistreatment has made the condition worse), and the patient loses his next Resting Recovery Roll, as the mistreatment has made the condition worse. If the damage to a character is done to a specific organ or portion of the BODY and the BODY has been reduced below 0, Medical Treatment is of no use; Surgery is required.

Surgery allows a character to repair extensive damage to a character. It also allows the character to perform normal Surgery up to and including transplant operations and implantation of artificial organs.

The Opposing Value and Resistance Values are the positive value of the number of APs less than 0 to which the patient's BODY has been reduced; a character with a BODY of -9 would have an Opposing and Resistance Value of 9. The Opposing and Resistance Values are increased by 1 Column if vital organs (such as the heart, lungs or brain) are the object of the Surgery. Surgery may be done a maximum once per day on a character. A character may receive Surgery and Medical Treatment on the same day.

Specific organs or limbs that have been damaged, may be repaired through Surgery. The Result APs of Surgery are added directly to the BODY APs of the Character to help repair the damage.

A character with Surgery Skill must also have the Medical Treatment and First Aid Subskills.

If a character fails the Surgery roll, the patient receives 1 AP damage and loses his next Resting Recovery roll.

MILITARY SCIENCE

LINK: INT BASE COST: 5
TRAINING TIME: 8 months (23 APs)

Military Science has five Subskills: Camouflage, Cartography, Demolition,

Electronic Countermeasures, and Tracking. Only Tracking may be used by unskilled players.

Camouflage lets the character alter the appearance of equipment to conceal it from view. Any attempt to spot a Camouflaged item has the Opposing Value increased by the APs of Camouflage. An item that is not Camouflaged may normally be seen with 0 APS.To be successful the spotter must get RAPS of 1 or more.

Cartography allows the character to draw and interpret maps. This is an Automatic Action if the map is in an intelligible language. If the map is in a language unintelligible to the character, the attempt to read it has an Opposing Value of 4. If the nature of the map is completely alien to the map reader, the Opposing Value is 10.

RAPs are used as Knowledge Points, and 6 RAPs or more indicates a correct interpretation of every symbol and symbolic relationship on the map. The amount of knowledge gained is limited to the detail and accuracy of the map. For example, very little information can be derived about a city from a map of the U.S.

Making a map is an Automatic Action for a character with this Subskill. The APs of time needed to make a map is 5 APs plus the number of Knowledge Point APs put into the map.

One Knowledge Point would be the equivalent of a sketch map. Six Knowledge Points would be a highly accurate large scale topographic map with buildings represented to exact form and type of construction, surface and sub-surface soils indicated, and the type and placement of vegetation shown.

Demolition allows the character to work with explosives safely and to get the desired effect from a charge if the explosive is strong enough. The APs of Demolition are the Acting Value, as the Demolition Skill allows a character to find weaknesses in structures and objects which multiply the effectiveness of the explosive. The APs of the explosive are used for the Effect Value (see *Player's Manual: Combat*).

It takes a full minute (4 APs) to employ the Demolition Skill.

Electronic Countermeasures (ECM) allows the characters to understand, operate and detect the use of bugs, jammers, scramblers, decoders, etc. When searching for a bug or similar device, the Acting Value is the ECM Skill of the searching character. The Opposing Value is the ECM Skill of the character who placed the bug.

A successful action indicates the device functions as it is supposed to; a failure means the device doesn't function at all.

Tracking is the ability to follow the trail of another being. The Action Check is made with the character's Tracking APs as the Acting Value and the DEX of the quarry as the Opposing Value.

If the quarry is trying to conceal the trail, the Opposing Value is increased by 1 Column. If more than one character is making the trail, the lowest DEX of any character making a trail is used as the Opposing Value.

If a character with Tracking is trying to obscure his own trail or the trails of others, his Tracking APs are the Opposing Value for anyone trying to Track the characters. A character with Tracking may obscure the trail of any number of characters less than or equal to the number of his APs of Tracking.

The Resistance Value for Tracking is 0. The Result APs are the length of time the Tracker may follow the trail before he must reroll to continue Tracking.

Opposing Values may be modified by environment. Suggested modifiers range from -3 Columns for following a quarry who is leaving easily visible imprints in the ground (such as in snow or mud), to +7 Columns for following a quarry at night over hard concrete in a blinding rainstorm.



OCCULTIST

LINK: INFL BASE COST: 10
TRAINING TIME: 2 months (21 APs)

Occultist is the ability to build, use, and identify Mystical objects. This includes most magical weapons, mystical modes of transport, and personal items such as special belts and costumes.

Occultist has two Subskills: Create Object and Identify Object. Unskilled characters may only use the Identify Object Subskill. Mystical objects are normally built in workshops. Objects not built in workshops are more expensive. (see *Labs and Workshops* in the equipment section of the **GM's Manual**.)

Create Object. When a character is building an object from scratch, all of its Physical and Mystical Attributes are considered to be zero. The creator may then build Powers into the device and change each of its Physical or Mystical Attributes. Each change or addition counts as one use of the Occultist Skill. Objects may only mimic Mystical or Physical Powers.

Create Object is a Standard Action. The APs of Occultist are the Acting and Effect Values. The Opposing and Resistance Values are the number of charges in the object. A charge is one use of the object. For objects which have Attributes or mimic Automatic Powers, each charge allows the object to be used for APs of time equal to the APs of the creator's Occultist.

The RAPs (Result APs) are the APs of the object, but the APs of the object may not exceed the APs of the workshop where the object was built. If the object was built outside a workshop, the APs will be equal to the character's APs of Occultist. It takes one day to conjure an object (see **Building Time** below). The Base Cost in Hero Points of each mimicked Power must also be paid. When building an object, all of the Attributes and Powers must have the same level of charges.

Each charge in an object costs 2 Hero Points. Once all of the charges are used, the object may not be used until it is recharged. A recharge requires a recharge pack for that specific Power or Attribute and one action to recharge (of the three in a phase). The creator must spend one day and 10 Hero Points to build a recharge pack.

Activating any of the Attributes or Powers of an object will activate all of its Attributes and Automatic Powers.

Building Time

One day (15 APs) is the usual amount of time it takes to create an object. However, an object which takes longer to conjure is usually superior. Conversely, an object may be created more quickly, but at a reduced effectiveness. To reflect this, for each AP of time over 15 APs add 1 AP to the Occultist of the creator. For each AP of time under 15 APs, 1 AP is subtracted from the Occultist of the creator.

Omni-Objects

Omni-objects are devices whose exact Powers and Attributes are defined at the time of their activation. This simulates a hero's ability to have exactly what he needs to get out of a situation when he has only a finite number of objects with him.

All omni-objects have only one charge and may not be recharged. When building each object, the Opposing and Resistance Values (1 AP) are modified by Column Shifts depending on the nature of the device. The Column Shifts will be cumulative according to the flexibility that the object allows.

If the object can be transformed into:	
A) Physical Attributes	+2 Column Shift
B) Mystical Attributes	+1 Column Shift
C) Mimicked Power	+2 Column Shift
D) Attributes which substitute for its user's Attributes	+2 Column Shift

Thus an object which can be transformed into either Physical or Mystical Attributes, may be substituted for the user's Attributes or may mimic a Power (an "ABCD" omni-object). This object could cause a cumulative total of 7 Column Shifts. When activated, The user would have to decide which one of these possible uses he wants.



An omni-object may have multiple Attributes assigned to it by multiple uses of the Occultist Skill. Thus its possible to create an object with more than one Attribute.

Identify Object. When using Occultist to identify the function of an unknown mystic object which he did not create, an Action Check is made with the APs of Occultist of the builder as the Opposing and Resistance Values. If the Action Check is successful, the identifying character not only understands what the object is, but is able to use the object correctly.

SCHOLAR

LINK: INT BASE COST: 0
TRAINING TIME: 8 months (23 APs)

Scholar has three Subskills: Academic Study, Linguistics, and Training. The Scholar Skill may be taken more than once if a character wishes to have different fields for the Academic Study Subskill. Unskilled characters may not use Scholar.

Academic Study is the equivalent of receiving formal academic training in a specific field of study. This Subskill is intended to cover all the other academic areas of knowledge which are not explicitly covered by other Skills.

Examples include Archaeology, Astronomy, Computer Science, English Literature, History, Mathematics, Philosophy, Psychology, and Sociology. This Subskill may be taken more than once, either by eliminating one of the other Scholar Subskills for each Academic Study taken, or by taking Scholar as a Skill again.

1 AP of Academic Study is equivalent to a High School diploma.

2 APs of Academic Study is equivalent to an Associate's degree.

3 APs of Academic Study is equivalent to a Bachelor's degree.

4 APs of Academic Study is equivalent to a Master's degree.

5 APs of Academic Study is equivalent to a Ph.D.

6 APs of Academic Study makes you one of the world's top experts in the field.

Linguistics allows a character to study and become fluent in a group of languages (see below). He may write and converse at will in any language which is part of the group as an Automatic Action.

He may speak and write the language of any other group at an Opposing Value of 6. He may speak and understand the language of alien Humanoids at an Opposing Value of 12 after he has been exposed to the language for one hour. He may speak and understand the language of non-humanoid aliens at an Opposing Value of 20 after being exposed to the language for an hour.

1 RAP of a language is sufficient only for the most basic concepts, such as needing food, medical attention. Only the present tense is understood.

2 RAPs of a language is sufficient for all ordinary conversation.

3 RAPs of a language is sufficient to know the nuances and dialects of a language, as well as have an extended vocabulary greater than 95% of the population using the language.

4 RAPs of a language indicates mastery of the language and working knowledge of many forms of technical jargon. A character would be able to express any concept in the language, assuming he understands the concept.

Language Groups

African: All languages of continental Africa except Egyptian.

American-Indian: Includes the languages of the Indian tribes of North, Central, and South America.

Asiatic 1: All Chinese dialects, Japanese, Korean, and other southeast Asian languages such as Cambodian, Indonesian, Laotian, Thai, and Vietnamese.

Asiatic 2: The languages of India, Pakistan, and Afghanistan.

Polynesian: Includes languages of the South Pacific Islands; Hawaii, Tahiti, and the Philippines.

Celtic: Includes Celtic and Welsh.

European 1: Includes English and other Germanic languages (Danish, Dutch, German, Icelandic, Norwegian, and Swedish); also Finnish.

European 2: The Italic languages; French, Italian, Portuguese, and Spanish.

European 3: Eastern European/Slavic languages such as Czech, Polish, Russian, Slovak, and Ukranian.

Middle Eastern: Hebraic and Aramaic languages (Hebrew and Arabic); also Egyptian, Greek, Persian, and Turkish.



Training allows the scholar to teach a character any other Skill which is known to the character who has the Training Subskill. The APs of Training are a modifier when training with a Skill (see *Player's Manual: Character Experience*).

SCIENTIST

LINK: INT BASE COST: 20
TRAINING TIME: 8 months (23 APs)

A Scientist has two Subskills: Analysis and Drawing Plans.

With Analysis, he can discover the structure of any physical object from an electronic computer console to an alien genetic code. He can discover how they are built, and any flaws in their structures.

Using Drawing Plans, a Scientist can also draw up plans for any gadgets, although it requires the Gadgetry Skill to actually build those gadgets. Unskilled characters may not use Scientist.

A Scientist can analyze any item and have a chance, depending on the RAPs, to understand its physical and mental components. A Scientist cannot analyze or plan the mystical components of a device.

Analysis. The Analysis action has the Opposing and Resistance Values of the APs of Gadgetry or Scientist of the character who built the item (whichever AP value is greater). The RAPs (Result APs) are interpreted in Knowledge Points as follows:

1-2 RAPs (Knowledge Points) means the Scientist has a rudimentary understanding of the gadget. He can operate it with a +4 Column Opposing Value modifier, using the APs of his Scientist Skill to operate the gadget unless the APs of Gadgetry are greater. This replaces the unskilled modifier.

3-6 Knowledge Points means the Scientist has a working knowledge of the gadget. He can operate it with a +2 Column Opposing Value modifier.

7-8 Knowledge Points enables the Scientist to operate the machine without penalty, and allows the Scientist to discover any "hidden weaknesses" which the item might have. These hidden weaknesses allow the Scientist to discover an Attack form to which the item is vulnerable, either Mental or Physical, and the location at which it is most vulnerable.

The APs of Scientist then reduce the Opposing Value of the item for the next attack, as the knowledge of a weakness greatly enhances the chances of the attack working. A weakness may be found only once per item, and the attack bonus only works for the first attack action.

9+ Knowledge Points allows the Scientist to later draw up plans to duplicate the item. The item will be duplicated at the APs of the original.

Drawing Plans A Scientist may make up plans for gadgets, using this Subskill as an Automatic Action. The plans drawn up using this Subskill make the item more effective. A person with Scientist who also has the Gadgetry Skill may also build the item. The APs of Scientist of the person who drew the plans may be substituted for the Effect Value in place of the Gadgetry Skill of the item's builder.

A Scientist may make plans for any physical or mental device. He must state the nature of the item according to the categories found in Gadgetry, such as a normal device, or a Omni-Gadget, or any combination which can be found in the Gadgetry Skill. Each plan takes 1 week to design, and the design costs 2 Hero Points. Drawing Plans is an Automatic Action.

SPY

LINK: INT BASE COST: 5
TRAINING TIME: 8 months (23 APs)

Spy has four Subskills: Brainwashing, Coding, Connoisseur, and Photo Interpretation.

Brainwashing enables a character to use intensive pressure tactics (primarily mental) on a target to change his basic motivations or beliefs. The target character must be captured and immobilized prior to the Brainwashing attempt. Brainwashing requires a full day to perform. The target character's INT is the Opposing Value and his WILL is the Resistance Value.

The target character's MIND APs are reduced by the RAPs of the Brainwashing attempt. When the MIND has been reduced to 0 or less, the new motivation or belief may be programmed into the character. The subsequent APs of Brainwashing build up the target's MIND (to a maximum of its original level).

A character may not use Recovery to regain the MIND APs lost in Brainwashing. The MIND APs of the Brainwashed character must be converted by a deprogramming; the Brainwashing procedure must be performed by a character with Brainwashing in order to reinstate the target character's original ideas and beliefs. MIND APs which are lost through Brainwashing are lost from the original Attribute level of MIND, also lowering the current level of APs.

Brainwashing may be attempted only once per day per character since it takes an entire day to perform. If a Player character is being Brainwashed, his Opposing and Resistance Value is increased by 2 Columns.

Coding is the ability to encode and decode messages. Encoding and decoding are Automatic Actions, while code breaking is not. The APs of Coding of the codemaker is the Opposing Value for the codebreaker. If the action succeeds, the code is broken.

Codebreaking requires a full hour (10 APs) to perform, while encoding and decoding are dependent on the message length, with a minimum of one minute (4 APs).

Connoisseur gives a character an appreciation of and familiarity with the fine things in life; jewelry, wines, furs, food, antiques and high fashion. Connoisseur is a Standard Action.

Particular items such as, works of art, gems, or fine wines will have an AP Value which acts as the Opposing and Resistance Value of the item, depending on its rarity or complexity.

If the RAPs (Knowledge Points) are equal to or greater than the APs of the item, the Connoisseur knows all about the item and can appreciate it fully. If the Knowledge Points are less than the APs of the item, he may understand the quality of item but can not appreciate is full worth. Thus a character with 2 APs of Connoisseur may not be able to distinguish between a fine wine of 4 APs and a vastly superior vintage of 9 APs.

1-2 Knowledge Points indicates the character can at least distinguish the good from the bad, the proper from the gauche.

3-4 Knowledge Points indicates a superior knowledge, which allows him to know something of the history of items of its type.

The extra knowledge gained is in addition to the specific knowledge about the item that the Connoisseur already knows.

Photo Interpretation allows the character to identify the components of and interpret the meaning of photographs, including satellite photos and aerial photographs. Photo Interpretation is an Automatic Action. If there is information to be gained from the photo, then the APs of the Photo Interpretation Action Check are the number of Knowledge Points gained.

Thus, a person with Photo Interpretation of 1 might notice the missiles in the photo, but a character with a Photo Interpretation of 6 APs could notice that every other missile was a fake, and that the missiles were constructed from a variety of European missiles. In the instance of a Camouflaged item in the Photo, the APs of Camouflage act as the Opposing and Resistance Value.

THIEF

LINK: DEX BASE COST: 5
TRAINING TIME: 2 months (21 APs)

Thief has six Subskills: Escape Artist, Forgery, Locks and Safes, Pickpocketing, Security Systems, and Stealth. NOTE: It is not actually necessary to have your character steal in order to use these Subskills. They are traditionally criminal Skills, but they need not be used that way.

Escape Artist allows the character to escape from close restraints, ropes, etc. The Opposing and Resistance Values for various types of restraints are as follows:

Kind of Restraint	Opposing & Resistance Value
Quick Binding	2
Tightly Bound	4
Handcuffs	8
Chained to a Wall	8
Locked in a Jail Cell	10
Locked in a Safe	15

Any positive RAPs indicate success, but each restraint needs to be rolled for separately. One use of Escape Artist takes one Combat phase (4 seconds).

Forgery allows a character to create copies of peoples' signatures or works of art. The Opposing and Resistance Values for copying the signature of a character is 4. The Opposing and Resistance Values for copying a work of art is the RAPs of Artist of the piece of work. Money may be counterfeited with this skill. The Opposing and Resistance Values for counterfeiting money are 8.

If successful, the action the RAPs of the forged item are as the Opposing Value against its recognition as a fake by keen observers or detectives with Counterfeit Recognition.

Lock and Safes allows the character to open locks. The Opposing and Resistance Value of the lock or safe is the same as the Gadgetry Aps built into that lock or safe.

Simple locks, such as those found on a normal house have an Opposing and Resistance Value of 2. More complicated locks (time locks, for example) can have an Opposing and Resistance Value of up to 10, or even higher if the locksmith has Gadgetry at a high enough level.

The simplest safe has an Opposing and Resistance Value of 4, while the most complicated and secure would have an Opposing and Resistance Value of 15, possibly higher if a character who also has Gadgetry decides to build a safe.

If the action succeeds, the lock or safe is opened. It takes at least one phase (4 seconds) to open a lock and at least one minute (4 APs) to open a safe.

Pickpocketing is the ability to lift valuables from another's person without the person's knowledge. The INT of the victim is the Opposing Value. The Opposing Value may be increased by as much as 3 Columns if the valuable is in an inaccessible location, such as the inside pocket of a suit jacket when the man is wearing an overcoat.

Security Systems allows the character to override electronic security alarms. The security systems will have an AP value equal to the RAPs of the creator's Gadgetry attempt. This AP value will be the Opposing Value to the Security Systems action. A standard security system will have a 5 AP value.

A successful Action overrides the system. It takes at least one minute (4 APs) to use Security Systems.

Stealth is the ability to move without being seen or heard by nearby characters. To determine whether or not a character using Stealth is detected, use the INT and WILL of any character that might detect that character as the Acting Value, and the Stealth APs of the moving character as the Opposing and Resistance Values.

Positive RAPs indicate that the character has been spotted. Stealth is assumed to be used at night or under other obscuring conditions. The following are Opposing Value Column modifiers to the Stealth attempt based on the environment. All of the modifiers are cumulative.

Circumstance	Column Modifier
It is daytime or the area is well lit	-2
Guards are alerted to the presence of an intruder	-1
There is no cover between guards and character using Stealth	-2

VEHICLES

LINK: DEX BASE COST: 0
TRAINING TIME: 2 months (21 APs)

Vehicles has five Subskills: Air Vehicles, Land Vehicles, Water Vehicles, Subterranean Vehicles, and Space Craft. Each Subskill is identical except for the sort of craft each covers. Unskilled characters may only use the Land and Water Vehicles Subskills.

Each Vehicle Subskill allows the character to safely operate the vehicle under normal conditions. When using on-board weapons while operating a vehicle, the Vehicle Skill is used (instead of DEX) as the Acting Value. If firing at another Vehicle the Opposing Value is the Vehicle Skill of the opposing vehicle operator.

Trying a trick maneuver, such as leaping a canyon, driving well over the speed limit, or avoiding a collision in an asteroid field, increases the Opposing Value anywhere from +1 to +10 Columns. A +1 would be a simple motorcycle jump over a car and a +10 is flying on the event horizon of a black hole.

Air Vehicles includes fixed wing and rotary wing aircraft (helicopters, etc.), and dirigibles.

Land Vehicles includes cars, trains, trucks, and Hovercraft.

Water Vehicles includes everything from sailboats to aircraft carriers, and submarines.

Subterranean Vehicles burrow through the earth.

Space Vehicles are intended to work in deep space or to go from a planetary surface into space.

WEAPONRY

LINK: DEX BASE COST: 0
TRAINING TIME: 2 months (21 APs)

Weaponry has five Subskills: Firearms, Exotic Weapons, Melee Weapons, Missile Weapons, and Heavy Weapons. These five Subskills function in an identical manner except for the type of weapon they cover. Unskilled characters may not use the Exotic Weapon Subskill.

The APs of Weaponry are used instead of DEX when determining whether an Attack hits when a character is using a weapon. Weaponry also allows the weapons to be repaired when they are damaged or malfunction in a minor way; a gun could jam or a bowstring could break. Such malfunctions require one minute to repair. No roll is necessary.

NOTE: If a character is unskilled in Weaponry, he will only have a +1 Column increase to the Opposing Value, instead of the usual +2 Column increase, except for Exotic Weapons, which cannot be used at all by an unskilled character.

Firearms are all weapons which fire chemically powered projectiles or beam weapons. The Firearms Subskill is used when the weapon is fired.

Exotic Weapons are any weapons that are specially designed and unavailable commercially. Weapons that have been designed specifically for a Super-Hero character are included in this category. A character who is unskilled in Exotic Weapons cannot use this Subskill.

Melee Weapons includes knives, clubs, swords, and all manner of weapons which may be used in hand to hand combat. They are not usually projectile weapons, although a character swinging a rifle with the intent of clubbing a character would use the Melee Subskill rather than the Firearms Subskill to see if he hits.

To use an exotic weapon that was not designed for him, a character must make an Action Check. His Exotic Weapon Skill is used for his Action and Effect Values. The highest Attribute or Power of the Weapon is used for the Opposing and Resistance Value.

Missile Weapons includes all muscle-powered projectiles from thrown rocks to longbows to grenades.

Heavy Weapons includes all explosive projectile weapons from grenade launchers to tank guns; artillery to rockets.



BENCHMARK APs

APs	TIME	DISTANCE	WEIGHT	VOLUME	INFORMATION	APs
0	4 seconds	10 feet	Sack of grain (50 lbs.)	1 cubic ft.	Paragraph	0
1	8 seconds	20 feet	Human Child (100 lbs.)	2 cubic ft.	Doublespace Typed Page	1
2	16 seconds	40 feet	Human Adult (180 lbs.)	4 cubic ft.	2 Typed Pages	2
3	32 seconds	80 feet	Lion (400 lbs.)	35 gal. Fishtank	1,000 words	3
4	1 minute	150 feet	10' high tree (700 lbs.)	Doghouse	Chapter from a Book	4
5	2 minutes	100 yards	Grizzly Bear (½ ton)	Closet	Term Paper	5
6	4 minutes	200 yards	Car (1.5 tons)	Pantry	Short Story	6
7	8 minutes	⅛ mile	Elephant (3 tons)	5-Man Tent	64K Computer Memory	7
8	16 minutes	¼ mile	"Semi-" Truck (6¼ tons)	Bathroom	Novella	8
9	32 minutes	½ mile	Light Tank (12.5 tons)	Bedroom	Paperback Novel	9
10	1 hour	1 mile	DC-9 Airplane (25 tons)	Living Room	Elementary Textbook	10
11	2 hours	2 mile	Battle Tank (30 tons)	Store Front	1 Megabyte of Memory	11
12	4 hours	4 miles	Blue Whale (60 tons)	Studio Apt.	Tolstoy's "War and Peace"	12
13	8 hours	8 miles	Boeing 747 (110 tons)	1 Bedroom Apt.		13
14	16 hours	16 miles	C-5A Galaxy (240 tons)	Cottage		14
15	1 day	30 miles	Freighter (450 tons)	3 Bedroom House	A Year of DC Comics	15
16	2 days	60 miles	Destroyer (900 tons)	2 Flat Apt. Building	Oxford English Dictionary	16
17	4 days	125 miles	Small Building (1800 tons)	4 Flat Apt. Building	Set of Encyclopaedias	17
18	1 week	250 miles	Loaded Train (3800 tons)	Small Warehouse		18
19	2 weeks	500 miles		Large Warehouse		19
20	1 month	1000 miles		8 Story Building		20

For ease of play, we recommend that you use the Benchmark APs above. For exact definition, use the Upper Limit table below.

AP RANGE UPPER LIMITS

APs	TIME	DISTANCE	WEIGHT
0	4 seconds	10 feet	50 lbs.
1	8 seconds	20 feet	100 lbs.
2	16 seconds	40 feet	200 lbs.
3	32 seconds	80 feet	400 lbs.
4	1 minute	150 feet	750 lbs.
5	2 minutes	100 yards	1500 lbs.
6	4 minutes	200 yards	1.5 tons
7	8 minutes 20 s.	416 yds. 2 ft.	3.25 tons
8	16 minutes 40 s.	833 yds. 1 ft.	6.50 tons
9	33 minutes 20 s.	1666 yds. 2 ft.	13 tons
10	1 hour 6⅔ m.	1 mile, 4720 ft.	26 tons
11	2 hours 13⅓ m.	3 miles, 4160 ft.	52 tons
12	4 hours 26⅔ m.	7 miles, 3040 ft.	104 tons
13	8 hours 53⅓ m.	15 miles, 800 ft.	208 tons
14	16 hours 40 m.	28 m. 2160 ft.	375 tons
15	1 day 9 h. 20 m.	56 m. 4320 ft.	750 tons
16	2 days 18 h. 40 m.	113 m. 3360 ft.	1500 tons
17	5 days 18 h. 53⅓ m.	236 m. 3920 ft.	3125 tons
18	11 d. 13 h. 46⅔ m.	473 m. 2560 ft.	6250 tons
19	23 d. 3 h. 33⅓ m.	946 m. 5120 ft.	12500 tons
20	46 d. 7 h. 6⅔ m.	1893 m. 4960 ft.	25000 tons

COMBAT MODIFIERS

TYPE OF ATTACK	Opposing Value Column Modifier	Resistance Value Column Modifier
Critical Blow	+2	-3
Devastating Attack	+4	-6
Multi-Attack ..... on 2	+1	+1
on 3-4	+2	+2
on 5-8	+3	+3
on 9-15	+4	+4
on 16-30	+5	+5
on 21-60	+6	+6
Pull Your Punch	-	+1
Sweep Attack ..... Area	-1	-1
Linear Area	-1	-
Team Attack ..... by 2	-1	-
by 3-4	-2	-
by 5-8	-3	-
Trick Shot (minimum)	+2	-
Situation Modifiers		
Blindside	-1	-
Darkness	+2	-
Surprise	-2	-
Underwater	-	+1

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DC HEROES ROLE PLAYING GAME



GAMEMASTER'S MANUAL

GAMEMASTER'S MANUAL

Now that you've read the other manuals, you can play the game. The GM's Manual is mostly filled with information and guidelines, not hard and fast rules. Even so, it is important that you read this book before you become a GM.

The Manual is divided into two parts. The first part consists of the *APs: The World and the Effect Chart*, *Standard Award Guidelines*, and *Mastering the Game*. The first two sections are the only really "rules" in the entire book. Especially, concentrate on the Standard Award Guidelines, for they outline the awards for experience.

Mastering the Game and its subsections: *Don't Panic*, *Creating an Adventure*, *Starting a New Character*, *Creating a Quick Adventure*, and *Subplots* contains tips and advice on how to run adventures and how to run a series of adventures to form a DC Heroes campaign. There is help on constructing your own adventures, and even a simple roll-your-own-bashing-encounter system for those times when you just don't feel like creating a full adventure. Subplots are explained, and we give you a procedure to help you to co-author Subplots with your Players.

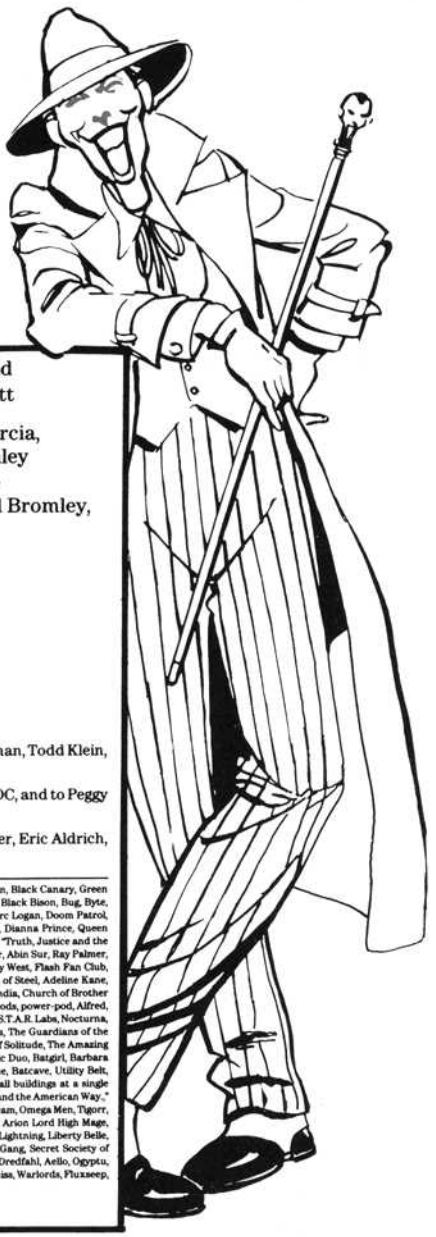
The second part of this book is filled with information on the *DC Universe*. *Gadgets: Special and Ordinary* section explains the Gadgetry rules in greater depth as well as listing dozens of mundane items such as buildings, microphones, planes and nuclear submarines, as well more extaordinary stuff such as Green Arrow's arrows and Batman's unusual equipment.

Next, we've included information on the world of DC Heroes: Gotham City and Metropolis, the Teen Titans' Tower, and a survey of the Vegan System. A typical S.T.A.R. laboratory is described. Also 50+ heroes, villains and supporting characters are listed with their full complement of Attributes, Powers, Skills, equipment, limitations, and vulnerabilities. As a wrap up, we've provided a collection of animals, with their Attributes, Skills, and Powers, for use as a reference whenever a character uses Shape Change, Animal Mimicry, or attempts to train an animal.

It's all here, ready to help you be a part of the legend.

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APs: THE WORLD AND THE EFFECT CHART

NOTE: The complicated ideas found here are the mathematical foundation upon which the APs system rests, but are unnecessary to undestanding the game. They are only for experienced Players.

APs

The following charts show the upper bounds for each AP and its Real World unit of measure. With the charts you can see how APs are used to measure weight, volume, distance, and any Physical, Mental, or Spiritual quantities.

You will notice that 0 APs of weight is 50 lbs, **not** 0 lbs, and 0 APs is the base value for the chart in the Effect Unit section. In fact, 0 APs is the smallest Opposing or Resistance Value that is used in the game. 0 APS is also equal to 1 Effect Multiple Unit, which is the smallest value that can be used for the Acting and Effect Values.

In the adventures provided by Mayfair Games, all Real World units have been converted into APs.

Negative APs

Negative APs are rarely used in DC Heroes, but they are possible to attain in this system. Negative APs are not measurements of negative quantities, but they are fractional values. 5 APs represents 30 Effect Units of measure (See the Effect Chart below), and -5 APs represents 1/30th of an Effect Unit. For the purposes of DC Heroes, -200 APs is 0. If an object is reduced to -200 BODY APs, it ceases to exist; nothing, neither particles nor atoms, remains of the object.

The Effect Chart is used to translate APs to Effect Units of Real World measurement (see Effect Units below). Often this is not necessary, since the Action and Result Tables are set up to use APs, which in turn produces a result in APs (the RAPs). Sometimes you will need to "translate" Real World measurements into APs (How many APs does an elephant weigh?), or turn APs into real world units (How far is 6 APs?). The Effect Chart is used to do this.

Effect Units

An Effect Unit, which is 0 APs, is the base value for measurement on the Effect Chart.

The following measures are the upper limits of 1 Effect Unit (0 APs) and their real world equivalents. They are given here to help you use the Effect Charts.

Real World Values

Measure	Amount	Metric
Weight	50 pounds	25 Kilos
Distance	10 feet	3 meters
Time	4 seconds	4 seconds
Volume	1' x 1' x 1'	25 liters

The Effect Chart and its Terms

APs: Attribute Points, as used elsewhere in DC Heroes.

Effect Unit Multiplier: The number of Effect Units and their equivalent in APs. The number of APs is equal to the Effect Unit Multiplier found below it. For example, 0 APs is equal to 1 Effect Unit, 5 APs is equal to 30 Effect Units, and so on. If the measure in question were weight, then 5 APs is 1500 pounds (50 lbs. x 30 Effect Unit Multipliers equals 1500 lbs.), if it were time 5 APs is 120 seconds or 2 minutes (4 seconds x 30 Effect Unit Multipliers equals 120 seconds). The Effect Unit Multiplier is the upper limit of a range of Effect Units. The range of an Effect Unit Multiplier is from 1 unit more than the next lower Effect Unit Multiplier up to the next highest Effect Unit Multiplier. For example, the Effect Unit Multiplier 30 covers the range of Effect Units from 16 to 30.

Multipliers: The top row of the Effect Chart only goes from 0 through 9. So how are you supposed to figure out what 14 APs weighs?

You take the units (far right) digit of the AP value that you wish to find the value for and look up the corresponding Effect Unit Multiplier, which in this case is 15. You then multiply this number by the Effect Unit Multiplier that is across from the APs remaining (in this case 10); the Effect Unit Multiplier of 10 is 1,000. 15 x 1,000 is 15,000. So 14 APs is 15,000 Effect Units, which is 750,000 pounds or 375 tons.

APs And Effect Units

Find the number of APs on the APs row. The Effect Unit Multiplier below is the number of effect units for those APs. If there are 10 APs or more find the Effect Unit Multiplier of the units (far right) digit and then multiply the result by the Effect Unit Multiplier of the number of APs by which you exceeded the units digit. (See Effect Unit Multiplier description)

Effect Units to APs

Okay, so if you know that a M60A1 tank weighs 50 tons and a character is trying to lift that tank, how do you know how many APs it weighs?

First convert the real world weight to units of weight (of 50 pounds each). There are approximately 40 weight units in a ton, so a M60A1 weighs 2000 weight units.

Second, size the number of units to fit the Effect Chart. The largest Effect Unit Multiplier is 500 so there is a problem. When you are faced with this problem, strike off three digits from the number of units, **from right to left**. Continue striking off groups of digits until the remaining number of units is smaller than the Effect Unit Multiplier. For every group of digits struck, add 10 APs to the APs determined below.

The tank weighs 2000 units. Striking three digits at a time from right to left leaves you with a 2. 2 is smaller than some Effect Unit Multiplier so you stop this step, remembering to add 10 APs to the APs found in the third step below.

Third, find the Effect Unit Multiplier which is equal to or greater than the (modified) number of units. Above this Effect Unit Multiplier are the APs of the units.

The 2 from step two is an effect unit multiplier of 2, so the tank weighs 1 AP...plus the 10 from step two for a total of 11 APs.

The Effect Charts

Units

APs	0	1	2	3	4	5	6	7	8	9
Effect Unit Multiplier	1	2	4	8	15	30	60	125	250	500

Multiples

APs	Effect Multiple
10	**1,000**
20	**1,000,000**
30	**1,000,000,000**
40	**1,000,000,000,000**
50	**1,000,000,000,000,000**
60	**1,000,000,000,000,000,000**
70	**1,000,000,000,000,000,000,000**
80	**1,000,000,000,000,000,000,000,000**
90	**1,000,000,000,000,000,000,000,000,000**
100	**1,000,000,000,000,000,000,000,000,000,000**

Do not worry about being precise. Precision is for math exams, not DC Heroes. The Effect Chart is used to give a ballpark figure with which you can play the game. It is more important to come up with a number quickly than to come up with the absolutely correct number. After awhile you will be able to eyeball the Effect Chart and come up with a number which is close enough.

Volume

APs	Volume
0	One Square Foot
1	Two Square Feet
2	Four Square Feet
3	35 Gallon Fishtank
4	Doghouse
5	Closet
6	Pantry
7	5 Man Tent
8	Bathroom
9	Bedroom
10	Livingroom
11	Storefront
12	Studio Apartment
13	1-bedroom apartment
14	Cottage
15	3-Bedroom House
16	2flat Building
17	4-flat Building
18	Small Warehouse
19	Large Warehouse
20	8-Story Building
77	Volume of the Earth

Time

APs	Length of Time
-2	1 second
0	4 seconds
1	8 seconds
2	16 seconds
3	32 seconds
4	1 minute
5	2 minutes
6	4 minutes
7	8 minutes
8	16 minutes
9	32 minutes
10	1 hour
11	2 hours
11	24 hours
13	8 hours
14	15 hours
15	1 day
16	2 days
17	4 days
18	1 week
19	2 weeks
20	1 month
23	1 year
27	16 years
30	128 years
33	1024 years
50	Dinosaurs roamed the Earth this number of years ago
56	Estimated age of the Earth
58	Estimated age of the Universe

BENCHMARK APs

These five lists, Time, Distance, Weight, Volume and Information, will give you some APs of significant real world items. From these, you can make educated guesses at the APs of other things which a character may run across. As a single AP difference can mean a lot of difference in real world units these values are approximate of the real world values. They are the same values you would get if you used the Effect Chart and the procedure above.

Information

APs	Information Memorized
0	1 Paragraph
1	1 Doublespaced Typed Page
2	2 Typed Pages
3	1,000 Words
4	1 Chapter from a Book
5	Term Paper
6	Short Story/ Magazine Feature Article
7	64K of Computer Memory/ Introduction to DC Heroes
8	Novella/ DC Heroes Solitaire Booklet
9	A Paperback Novel
10	Elementary Textbook
11	1 Megabyte of Computer Memory
12	Tolstoy's *War and Peace*
15	One of each Issue of DC Comics for a Year
16	Oxford English Dictionary
17	Set of Encyclopedia

Weight

APs	Weight
0	50 pounds
1	Normal child
2	normal human adult
3	lion
4	3 Chicago Bears Linebackers
5	Grizzly Bear
6	Car
7	Elephant
8	Semi Truck
9	Armored Personnel Carrier
10	DC 9 Airplane
11	Modern Battle Tank
12	Blue Whale
13	Boeing 747
14	C-5a Galaxy, World's Largest Aircraft
15	Small Merchant Vessel
16	Destroyer
17	Small apartment Building
18	train, fully loaded
19	Battleship
20	Nuclear Submarine, fully deployed
21	Aircraft Carrier
28	Empire State building
43	Mount Everest
76	the Moon
79	the Earth
99	the Sun

APs OF SPEED

APs of speed are given in game units, which are units of 10 feet per four seconds. This is not a very convenient relationship to remember.

Since an hour is 10 APs of time and a mile is 10 APs of distance, it also happens that APs of speed are the speed in miles per hour. For example, the Blue Devil was travelling at a speed of 7 APs. The Effect Number for 7 APs is 125; the Blue Devil was travelling at about 125 MPH.

If you have a speed in MPH and want to convert that to APs, use the procedure described above in Effect Units To APs.

APS AND NORMAL MEN

Humans (and heroes not possessing a Power in a type of activity) can do the following:

Run	2 APs
Swim	1 AP
Climb	1 AP
Dig	0 APs

SPEED (Time and Distance)

Speed is defined as distance divided by time which, when converted to the same scale as the APs, is:

Speed = distance - time

Other ways of writing the same relation are:

time= distance - speed

distance=speed + time

If the GM has no other value available for an object he may use the APs of weight of an object as the BODY APs of the object.

Distance

APs	Distance
0	10 feet
1	20 feet
2	40 feet
3	80 feet
4	160 feet
5	100 yards
6	200 yards
7	⅛ mile
8	¼ mile
9	½ mile
10	1 mile
11	2 miles
12	4 miles
13	8 miles
14	15 miles
15	30 miles
16	60 miles
17	125 miles
20	1000 miles
28	Earth to the moon
37	Earth to the sun
42	Sun to Pluto
51	1 light year
58	Earth to Tamaran
69	length of our galaxy

STANDARD AWARD GUIDELINES

Adventure modules published by Mayfair Games will give the Standard Award for each adventure. However, in the event that you are planning to run your own adventure, the Standard Award Guidelines will show you how to calculate the Standard Award for that adventure.

In arriving at a Standard Award, there are four aspects of the adventure that need to be considered; the level of the opposition, any critical points, which are non-combat tasks or difficulties that the Heroes must perform or overcome, the size of the area that the villain is trying to effect (anywhere from one person to a galaxy), and whether or not the villain's plan is fatal or not. The charts below explain how to assess each of these areas.

The Level of Opposition

The first step in arriving at the Standard Award for the adventure is to determine the degree of difficulty that the characters will have in overcoming the villain in Combat. To arrive at this, you should look at your adventure and set up the last battle between the villain and the heroes. You should then estimate how many phases it would take for either one side or the other to win. Once this is done, apply your conclusions to the following chart.

No Match (*Superman vs. Penguin*)
The heroes are expected to win in 1-2 phases. The villains have no chance to escape.
Opposition Points 0

Inferior (*Nightwing vs. the Joker*)
The heroes are expected to win in 3-5 phases. The villains have some chance of escaping.
Opposition Points 15

Equal (*Batman vs. Terminator*)
There is an equal chance for either the heroes or the villains to win. Both sides have equal chances of escaping.
Opposition Points 20

Superior (*Braniac vs. Aquaman*)
The villains are expected to win in 3 -5 phases. The heroes have some chance of escaping.
Opposition Points 25

Overwhelming (*Trigon vs. Robin*)
The villains are expected to win in 1-2 phases. Heroes haven't a chance of escape.
Opposition Points 40

Critical Points

The next step is awarding points for critical noncombat tasks that the characters must accomplish in order to get from one encounter to the next, or a task in which failure could cause the adventure to end. These tasks can be clues that must be found and interpreted at the scene of the crime, thugs that have to be interrogated, or even a chasm that must be crossed to get to the villain's mountain hideout.

The major criteria in deciding if a task is critical is whether or not there is an alternative for the Player Characters that will automatically put them back on track if they fail in the task.

For example, in the Batman vs. the Riddler Example of Play, solving the first riddle is not a Critical Point. If Batman failed in his roll, the GM had the alternative of setting off the bomb at the Museum and having the Player Character investigate the explosion.

An adventure might have no Critical Points, or it may have several.

The difficulty of each Critical Point in your adventure should be evaluated according to the chart given below. Assume that the hero who is most likely to succeed in the task (that is, the hero with the most APs of the Attribute, Power, or Skill that is used to perform the task) will make the attempt without spending Hero Points; an Action Check is made to find out his Success Number. However, if the task is not one that is rolled for, but one that the Player Characters must simply do (for example, go to a known relative of the villain to find out the location of the villain's hideout), then the Miscellaneous Points are awarded.

Critical Points

Difficulty	Success Number	Points
Easy	3-4	1
Seldom Fails	5-7-9	2
Even Odds	11-13	3
Seldom Works	15-18	8
Long Shot	21+	20
Miscellaneous	n.a.	5

Area of Consequence

Points are also awarded based on how large an area is affected if the villain succeeds in his plan.

Area of Consequence	Points
Personal	0
City/Local	3
State/Large portion of a country	4
Nationwide	5
International	7
Worldwide	15
Group of Worlds (2 to 25)	20
Galactic	25

Severity

The final evaluation for awarding Points is how severe the consequences will be if the villain's plan succeeds.

Fatal: The results could be fatal, i.e., a town is destroyed by a mystical storm which kills the inhabitants.
Points Awarded 15

Permanent Nonfatal: The effects will remain unless extraordinary action is taken to undo it; i.e., a building which is destroyed and must be rebuilt from scratch.
Points Awarded 10

Temporary Nonfatal: The effects will eventually disappear over a period of time, or the effects will be reversed. i.e., a bank robbery, since the money of the depositors is returned by insurance comapanies, and any damage done to the bank is repaired without completely rebuilding the bank.
Points Awarded 5

Example

Once all four of the areas of the adventure have been evaluated, add all points awarded in each area. This sum is the Standard Award for the adventure.

To demonstrate how this system works in an actual adventure, the Batman vs. the Riddler Example of Play is evaluated below.

Level of Opposition: The final battle should be the one on the rooftop of the Riddler's hideout between Batman and the Riddler. The Riddler, with his Martial Arts of 8 and BODY of 4, should be defeated in no more than 1 or 2 phases. But if Batman doesn't stop the Riddler in the first Combat phase, the Riddler will escape. Therefore, the Inferior Points are awarded (15).

Critical Points: Batman has two Critical Point tasks to complete; evaluating the riddle given after the explosion, and finding out which scroll is the original. All of these actions are rated Seldom Fails and generate 2 Points each. If Robin had been along, these actions would have still been rated off of Batman's Success Number.

Area of Consequence: In this adventure, the Area of Consequence is Personal. Except for the Museum and the people that the Riddler sells the scrolls to, no one else will be effected by the Riddler's plan.

Severity: Since the forgeries will probably be discovered eventually, the Severity of the Riddler's crime is Temporary Nonfatal.

The Standard Award for this Adventure is:

	Points
Opposition	
Inferior	15
Critical Tasks	
Seldom Fails	2
Seldom Fails	2
Area of Consequence	
Personal	0
Severity	
Temporary Nonfatal	5
Standard Award	24

MASTERING THE GAME

Role Playing is storytelling. The rules of good storytelling apply to role playing, but role playing also has its own special rules as well. This section gives you those basic rules that make a good Gamemaster and a good story. Experienced role players probably know these basics already, but it is best if they skim over these pages, especially the sections on creating adventures and Subplots.

The Gamemaster has the most important job in a role playing game. He is like the director of a play, and the Players' characters are like the characters in that play. Both the Gamemaster and the Players are also the audience and, as the participants and the audience, they can play against each other's actions and enjoy the unfolding story they create at the same time.

Unlike the director of a play, the Gamemaster has only a slim framework to work from. He cannot predict how the story will end, for the *real* story is the interaction between the GM and the Players. And, unlike characters in a play, the Players have much more freedom to influence the story; they may even bypass whole sections or add new events that the Gamemaster did not expect.

The Gamemaster (GM) oversees the story, making sure it is on the right track and that the Players are having fun. He alone knows the sequence of events and their possible outcome. He also knows the atmosphere that he wants to convey to the Players. What he does not know is exactly how the Players will react to each situation that he creates, but if he sets the scene successfully , the players will respond in the spirit of the game that the GM has created.

The Gamemaster must do all of the bookeeping for the Non-Player Characters, keeping track of their Hero Points, locations, damage, and charges on their gadgets. He must also keep track of the time spent by the Player Characters and make all the necessary dice rolls for his NPCs. This can be a very demanding task, especially for a new GM, but the job will soon become easier as you learn the game mechanics.

A GM is a storyteller, a director and writer of a play, an actor of Non-Player Characters, a bookeeper, and, in the end, a chemist. He mixes different story lines, plot elements, and characters and combines his story line with the Players to see where their combined imagination will lead them.

PRINCIPLES OF BEING A GM

Work Together

DC Heroes is an interactive game in which the GM and the players work together. As the GM, you should not attempt to have complete control of the game's flow. If the Players do not react according to your plans, so much the better. A story is not as much fun if you know exactly how it will end before it starts.

Try to let the Players think on their own. Let them solve a problem their way, instead of trying to pressure them into solving it like you would. The Players will often approach a situation in completely different way from any that you might imagine.

You have the final word on all the actions of the game. Once you have made a decision, your Players must yield. However, be fair and honest and use your authority very sparingly. GMs who exercise too much power often find themselves without any Players.

Role Play and Encourage Others to Role Play.

The Players should be encouraged to role play their character's Motivations. A Player whose character is Batman, should impress upon the other Players that Batman is hardnosed, fair, and a little neurotic about Seeking Justice.

You are responsible for creating events that allow the Players to act out their characters' personalities. If a character Upholds the Good, give that character the opportunity to do good deeds (you can also put him in situations that will test his mettle, like choosing between two evils).

You are also in charge of role playing the NPCs. You must make sure that they are true to their Motivations and Character Flaws.

Most Characters' Motivations are based on respect for the law. Heroes do not break the law casually. If your Players' characters start to wreak havoc, the long arm of the law will bring them to justice. If the characters start to act like villains, they will receive **no** Hero Points for that adventure. Period.

Don't Kill the Characters

A good playwright does not kill off major characters in the middle of the first scene. Likewise, a good GM realizes that the current adventure is only one part of a larger campaign. Major characters are seldom killed. If a character is extremely foolish or careless, he may die, but that will happen without any real effort on your part.

The sole object of the villain's plot should never be to kill the heroes. Instead, the villain will usually want the heroes out of the way, so that he can commit his crimes unhindered. He may want to play with the Heroes or annoy them, like Mr. Mxyzptlk does to Superman.

If a villain decides to kill a character, he usually wants his victim conscious, so that he can gloat at the 'inescapable' trap he has devised. A villain usually leaves the hero in the 'inescapable' trap and goes off to complete his dastardly deed. Resourceful heroes can usually escape. Player characters should be allowed the opportunity to escape and continue the campaign to its conclusion.

Plan Ahead

Spend at least an hour and a half before the game starts, preferably before your Players arrive, reviewing your notes for the upcoming adventure. Make sure any handouts and visual aids are prepared, including maps and diagrams, and that you have worked out the Attributes, Powers, and Skills for all of your major villains. Keep the Gamemaster screen and lots of ten-sided dice handy. The more you plan, the more smoothly the game will be.

Plan for the future

If you look at each week's game as a chapter in a book, you can see that if you stay only one week ahead of the game, the result will be a choppy adventure. The Players will become more involved in the game if they have a long term objective. When the Teen Titans battled the H.I.V.E., the fighting raged for many issues. Occasionaly, you can take a break to play one of the character's Subplots, or devise an adventure from *Creating a Quick Adventure.*

Challenge the Players' Minds.

The DC Universe is very rich in possibilities for adventure. The game is not a series of slugfests. Challenge the minds and imaginations of the Players with clues and veiled information. Don't make the adventure too easy. Part of the fun of role playing is the tension in the game. Will evil triumph? Can a character escape from a particularly nasty trap? It is important for you to inject this excitement into the game.

Create a Stable Evironment

The world of your heroes will expand as the game goes on, but the basic outlines should not change. If the bank building was on the corner of Fourth and Elm yesterday, it should still be there today. A stable environment helps create an imaginary world with which the Players' characters can deal. It also creates a place that can handle many types of adventures.

Gamemastering is the most demanding role in the game. It can also be the most fun. If your Players are having fun too, you have what it takes to run a great campaign.

Running the Adventure

Before you learn how adventures are created in DC Heroes, you should know what its like to be the Gamemaster for one. Many of the principles from above are explained in greater detail here, as well as new ideas to try on your Players.

Play in a comfortable setting.

Be sure to have enough chairs and tables for everyone. Make sure the lighting is good and the room isn't stuffy or noisy. Have your Gamemaster's Screen and other props nearby and ready to use. The better the setting, the less distractions you'll have from the game.

You Are the Players' Senses

The Players will depend on you to give complete and accurate descriptions of what their characters see and hear. Helping these descriptions to come alive is one of the GM's most enjoyable jobs. When describing the scene, remember to describe the colors, sounds, even the smells and textures of the characters' surroundings.

Even more important, try to explain to the Players what the place *feels* like. Their gut reactions to a scene are as important as what they see and hear.

For instance, the Batman walks into a room where people have just stopped arguing; no words are spoken, but a GM could describe the scene like this:

"You see two men, seated across from each other at an ancient oak table. The parlor is filled to capacity with dark, heavy furniture, and the drapes are closed against a winter gale. In the dark room your eyes are immediately drawn to the people's faces.

" One man, dressed in a dark business suit, is glaring at the other and fiercely gripping the edge of the table with his long-fingered hands. His knuckles are white from the effort. The other man, dressed in a smoking jacket, sits sideways in his chair, facing away from the man in the business suit. The second man is fiddling nervously with a pipe.

" A handsome woman in a pale blue evening gown stands nearby. Her face is ashen; her eyes are wide with horror. You get the impression that she is suppressing a scream.

"They do not speak, but the feeling of tension in the room is almost as strong as the smell of dust all around you."

Details like this make the scene come to life, and give the Players a lot of information without being boring. On the other hand, too much description will slow play. Always strive for a balance.

Role Play the NPCs

Be creative and get into the role playing spirit with all of the NPCs, even the most insignificant. Sometimes you will be required to play many roles at once or play one right after another. This is when a Gamemaster needs to be an actor. Have fun with this, act outrageous, use funny voices, or pretend to be blind or deaf, whatever suits the occasion.

When you are speaking to the characters, don't say, "The gas station attendant tells you the villain passed by a second ago". Say instead, "Yeah. A big, ugly guy in a weird costume with numbers printed all over it, he ran down that alley just a minute ago, kicked some lady's dog too... say... aren't you guys the Justice League?"

All NPCs are important, because they convey a lot of the information that the Player characters need in the game. They are the way the Gamemaster affects the unfolding events. A helpful NPC can speed up the game. An untrustworthy NPC can set the group up for betrayal and ambush.

Playing your NPCs is one of the best ways to encourage your Players to role play. Keep the players interacting with you on this level, but don't let them spend a lot of time talking to an NPC who has little or nothing to do with the adventure. If this happens, cut the discussion short.

Try Using Props

Props can be a big help when you are describing the scene. Role playing NPCs and describing the scene gives the Players something to listen to. Try giving them something to look at too. A prop can be anything visual: a map, a note in a secret code, a jigsaw puzzle they must put together. The postcard in ***A Titan Nevermore*** found in the module book is a perfect example of a prop.

A GM can simply describe the first scene, hand the Players the Postcard and sit back and wait. The stand-up counters that are supplied in the game are also props. They can be used to figure out the characters' positions for combat. The counters will quickly show the Players where their characters are in relation to the villains and innocent bystanders.

Keep the Group Together

Running two or more different groups is hard to do and boring for the Players who are out of the action. Furthermore, if the main villain catches one of the groups of characters, there might not be enough of them to defend themselves.

Keep Them on Track

At any given time, Players usually have many options from which to choose. They may be tempted to wander away from the main adventure. Your "devious" clue might have been a bit obscure. It can be very frustrating for you and the Players to spend a lot of time running around in circles.

Once in awhile, it might be a good idea to nudge your Players in the right direction. NPCs are good for this. They can spot the box of matches containing the vital clue and the story can continue. You might also want to try news flashes, kidnapping a character, even taunts by the villain (especially those with irrational attractions).

Your help does not have to be free. The Characters might lose Hero Points for missing clues or straying from the main story (unless they are playing a Subplot).

Now They See It, Now They Don't

Keep the game fun by keeping the Players guessing. One GM created a villain called the Deceiver, who fooled the heroes into thinking he was the Joker. The Deceiver even carried out his crimes just as the Clown Prince of Crime would have. When the characters moved in to capture the villain, they were totally unprepared for his illusions.

Look at your old adventures. If you notice a pattern in them, it may be time to shake your players up. Throw in a helpful NPC or a seemingly helpful NPC who creates more problems for the heroes than he solves. Lead the characters on a wild-goose chase while the villains trash their headquarters. Have a villain assume the identity of one of the heroes or even the city police commissioner.

Players quickly recognize patterns in your adventures. If you always give long descriptions for only dangerous scenes, they will soon recognize the dangerous situations before the villains can spring their attack. Even dice rolling can be spotted and noted. Nothing is quite as enticing as a few "false" dice rolls, especially if you just smile at the "results" and say nothing.

Surprising Developments

The GM is not always in control. Sometimes, the characters overcome your best-laid plans and capture the villain in the first encounter. Your whole story is in shreds and you still have an entire afternoon to fill. Now what do you do?

Don't be annoyed by the new developments, even if they make more work for you. Call a break in the action and give yourself some time to think. Does the villain have friends or henchman that will attempt to free him from the heroes' clutches? Perhaps he has Hero Points to burn to make a Desperation Recovery Check. Will the villain's plan go on without him?

If all else fails, roll up an adventure from the *Creating a Quick Adventure* section. Flesh out this new framework with the same plot elements you were going to use with the first villain, and the game goes on. And be sure to give the Characters their Standard Award Hero Points for the first adventure, even though your plan did not develop the way you envisioned it.

DON'T PANIC

Gamemastering the Unknown

After you have been a Gamemaster for awhile, you will run into situations which are not covered in the rules. This may throw you into a temporary panic. Try to stay calm, since panic is no fun. This section will give you some general guidelines to follow when weird situations occur.

The Fundamental Rule

Have faith in yourself. Make a decision and get on with the Game. Do not spend time arguing with Players about the decision; get the adventure moving again. You can spend time after the adventure discussing your decision with the Players.

Think of it this way: Batman is embedded in a huge block of ice that was created by an evil villain. Does the thought balloon read "Gee, my chances of escaping should be better than this!" with a pouting Batman pictured beneath? It certainly does not. It probably reads: "I have got to get out of this . . . right. . . **NOW!**" with Batman struggling to break free. The latter is more in keeping with the DC tradition of heroes. Try to keep the adventure moving the same way.

Skills vs Powers.

There will be times when a Skill will come into conflict with the effect of a Power. Skills can negate the RAPs of certain Powers. Only Powers that mimic natural Opposing factors can be affected.

When Will a Skill Negate the RAPS of a Power?

1. A hero uses Escape Artist to free himself from a block of ice created by another character's Power. The Power of Ice Production mimics the Opposing Value for normal restraints.
2. A hero uses Charisma to try to neutralize the effect of Phobia or Control placed on another character. The Power mimics the natural Opposing Value of being Persuaded.
3. A hero uses his Tracking Skill to find an Invisible villain hiding in a room. The Invisibility mimics the natural Opposing Value of the condition of the trail.

When Won't a Skill Negate the RAPs of a Power?

1. A hero cannot use his Charisma to oppose a Phobia Power attack on himself. The Phobia Power is used as an Attack (Acting Value) and therefore cannot be effected.
2. A hero cannot use his Detective Skill to analyze and find a weak point in an opponent's Skin Armor Power. Detective does not give the character the ability to analyze for weak points, just for clues (see the *Powers and Skills Manual*).

A Skill may negate the effects of a Power only for the Skill-using character. The Escape Artist who wriggled out a block of ice could not help a friend out of the same block of ice by using the Escape Artist Skill again.

Skill versus Power effect is resolved on the Action and Result Tables. The APs of the Skill are the Acting and Effect Value and the RAPs of the Power are the Opposing and Resistance Values. Any successful Action Check negates all the effects of the Power on the character using the Skill.

For example: Changeling has been successfully attacked by the Power of Phobia. He now believes that the Teen Titans are his most fearsome enemies in the universe.

Nightwing tries to persuade him by using his Charisma. If Nightwing gets a successful result (getting positive RAPs) using his APs of Charisma (Persuasion) as the Acting and Effect Values and the RAPs of the Phobia Power as the Opposing and Resistance Values, then Changeling will no longer believe that Nightwing is a horrible monster. Changeling will still, however, believe that the other Teen Titans are enemies to be feared.

Powers vs Powers

When two like powers come into conflict, use the RAPs of each power as the result.

For example: Zatana is using her Power of Earth Control to patch a break in a dam. Her RAP's are 11. The villain, Trickster, tries to Levitate the earth that Zatana is Controlling and move it away from the dam. Subtract Trickster's RAPs from Zatana's RAPs. The result is the number of RAPs that are usable to the character with the greater RAPs. If the Trickster's Result APs came to 5 APs. Zatana would subtract 5 from her original 11, which would leave 6 RAPs of Earth Control.

Skills vs Skills

Like Power vs Power, when two Skills are being used against each other, subtract the smaller number of RAPs from the larger number of RAPs; the remaining RAPs are the RAPs of the action.

Combining Actions

When characters want to combine actions, you should remember that the APs of Attributes, Skills or Powers are not additive. A Strength of 7 and a Strength of 7 is ***not*** the same as a Strength of 14.

If you want to combine the efforts of the characters for a Standard Action, use the Team Attack Chart (see *Combat, Special Types of Attacks*) to reduce the Opposing and Resistance Value for the action.

If the action is Automatic, like lifting a weight, the action becomes a Standard Action, with Team Attack bonuses. The highest Effect Value of the group is used for both the Opposing and Effect Values. The Opposing and Resistance Value are the APs of the action. Any positive RAPs means they are successful.

For example: Three characters, all with 6 APs of STR, are trying to lift an 8 AP rock. The Opposing Value and Resisting Value is the 8 APs of weight. The Team Attack bonus gives them a Column Shift. Even with the bonus, the characters need to roll a 13 or better to lift the rock, for on the Result Table, if they get an "N" Result, they have failed to lift the rock.

A character must have the appropriate Attribute, Power, or Skill with APs within 3 Columns of the APs of the most powerful character in the combination, or else his efforts make no contribution. For example, a character with a Strength of 6 APs could not contribute to a combined



lifting action with a character with a Strength of 14, because 6 and 14 are 4 Opposing Value Columns apart on the Action Table. The amount of contribution which a Strength 6 character would make when combining a lifting action with a Strength 14 character is negligible.

Using the U.M.C.

The Universal Modifier Chart is explained in the *Players' Manual.* Here are some examples.

1. Trying to lift or move an object

In some situations, if the character is attempting to lift or hold an object, the Opposing value may be increased because the object is its slippery and, therefore harder to grab.

Slipperiness	Modifier
Melting Ice Cube	4 (Difficult)
Greased Pig	+2 (Difficult)
NASA Teflon (.004 friction coefficient)	8 (Extreme)

Notice that the ***description*** of the modifier for the ice cube and the greased pig is the same, but ***the modifiers are different.*** This is done because picking up an ice cube is an Automatic Action, while the pig can oppose the attempt to pick it up.

2. Situations of increased Resistance value

Sometimes an object may be particularly resistant to certain forms of attack. You have the option of increasing the Resistance value of the object. Remember the object has the same BODY even though the Resistance value has been increased. A laser beam is less effective when fired at a reflective surface. The surface is no harder to hit, so the Opposing Value is not increased.

Situation	Resistance Value Column Shifts
Laser fired at highly polished steel	+2 (Difficult)
Laser fired at a mirror	+4 (Extreme)
Laser fired at a new S.T.A.R. Labs polished laser resistant metal	Beyond the Limit

Adverse Conditions

Characters can find themselves in situations where their movement and ability to fight is restricted. Two examples of this are when a character is entangled and when a character is glued to a spot. As mentioned in the Equipment section, ropes, nets and bolas can be used to entangle.

To attempt to entangle a character, use the attacker's DEX or Weaponry APs as the Acting Value and the STR of the rope, net, etc. as the Effect Value. Positive RAPs indicate that the opponent has become entangled. If an entangled character has STR greater than the STR of the rope, net, etc, he may shrug it off without wasting an action.

If a character does not have a STR greater than the STR of the rope or other entanglement, he must make a Physical Attack against his restraints to get free as per the Grappling rules (i.e. the character's STR as the Acting Value, his STR as the Effect Value). The STR of the rope, net, etc. is the Opposing Value, its BODY is the Resistance Value.

If the BODY of the entanglement is reduced to below zero, the character is free. While a character is entangled, the character's DEX is reduced to zero. When more than one character is attacked (using a net), use the following rules:

1. The attack is treated as a multi-attack.
2. Entangled characters may either attack the net individually or use a Team Attack.
3. If a character has a STR greater than the STR of the net, he may free everyone without using an action.
4. Each character attacks in his turn. No character may delay his actions until someone with a lower Initiative has taken a turn.
5. Most nets are 10' x 10' in area. Only characters in this area may be netted.

A character can be glued to a spot as explained in the Equipment section. When a character becomes glued, the same rules used for entanglement apply, with the following exceptions:

1. Glued characters have their DEX reduced by the STR of the glue. For example, a glue attack of 5 reduces the DEX of a defender with 8 APs of DEX to 3 APs of DEX. The character's DEX may not fall below zero.
2. Multi-attacked characters do not free all of the glued characters by freeing themselves.

CREATING AN ADVENTURE

You're reading a comic book (DC, of course) when suddenly an idea hits you. What if our role playing group had to face the Terminator? You can almost see parts of the story falling into place, but the picture isn't complete. More is needed to tell a story than just a good idea. But what?

This section of *Mastering the Game* is concerned with creating good adventures that have a plot, characters, and a sense of fun. While the Player and Gamemaster work together to create this adventure, the GM provides the framework of the adventure. A framework operates on two levels: the framework for an adventure (see Running An Adventure), and creating a framework for the campaign in which the characters will live.

An adventure is a series of connected Encounters involving one plot by a villain or villains, like the plot in **A Titan, Nevermore**. Your group of players may be able to finish an adventure in a few hours, or it may take several get-togethers to complete. A campaign, on the other hand, is a series of loosely connected adventures that lead to a specific goal, like destroying the H.I.V.E. Once you have gone through a number of campaigns and adventures, you and your group will have created a entire world in which to play your characters.

The Elements of an Adventure

An adventure consists of eight elements: background, Non-Player characters, Encounters, balancing, linking, subplots, Troubleshooting, and the Time Line.

Background

The background is the main story line; in fact, the background *is* the adventure. It could be the villain's scheme, the natural disaster, or the crime. All the events that lead up to beginning of the adventure should be detailed here, as should the ultimate aims of the villains. Basically, it is the story before it is put into game terms.

The hardest part of creating the background for your adventure is thinking of what to do. The easiest way to find ideas for good adventures is to simply look around you. DC Comics and the daily newspaper are good sources for ideas. So are science fiction and fantasy books. Once you've developed the idea for your story concentrate on three parts: the villains that will be involved, the goals of the major villains, and the events leading up to the adventure.

The Major Villain

The most important Non-Player Character in any adventure is the major villain. A *major villain* is the leader and controller of the rest of the hostile NPCs which the heroes encounter in the adventure. It is his plan that the other criminals are following. Sometimes, there will be a group of major villains working together equally. In this case, the group is considered the major villain.

If the villain you are using is from DC, his Attributes may be listed in the back of the GM Manual. If you are making him up out of scratch, first imagine what he is like, what Powers he has and what limitations he might have on those Powers. Try to think of his costume and the way he carries himself. Does he stagger with self-inflated ego, or is he slimy and kind of creepy. Pick a Villain Motivation for him (Villain Motivations are in the Character Section).

After you have a rough idea of what the villain is like, fill out a Player Character sheet for every major villain. The Player character sheet (you can find one at the end of the *Players' Manual*) is a good tool for villain generation because it covers

many areas.

Remember to balance your villain with your Players' characters. See Balancing the Adventure below.

Minor NPCs.

You do not need to go into as much detail for every NPC in the adventure. Start with the NPCs closest to the major villain. If they have special abilities, give their Attributes, Skills, and Powers statistics. If they are just ordinary humans, you can use the examples found at the end of the *Character* section of the *Gamemaster Manual.* Generic NPCs such as normal guards and soldiers can be found there.

Since you've thought about your major villain, ask yourself what type of men he would want working for him. Could his ego get in the way of independant thinkers, or perhaps he is afraid of betrayal and only hires strong, but dumb henchmen. You can use these thoughts as a guideline when designing the basic characteristics of other NPCs.

Once the NPCs are created, each of them is rated for his hostility towards the characters and how much information they know. Characters trying a Charisma or Control attempt could find out this information.

Remember to design any special equipment or weapons the major villains and his NPCs might have.

The Goals of a Villain

Once the villain is established, try to mesh your original story idea with his personality. Certain villains will go after certain goals due to their Motivations or their Character Flaws. The Joker, for instance, has an attraction to playing practical jokes, the Riddler to leaving riddles. Major villains could want money, rare objects, or revenge. The final goal of their plan could be obscured by many false leads and diversions. One part of the plan could hinge on successfully completing a seemingly unrelated situation.



Events before the Adventure

It is important to know the history of the plan. Has the major villain worked a long time on setting it up? Has it been revealed to others besides the bad guys? By building a history, you can be more flexible within the adventure itself. If the Players defeat the villain too soon, it gives you something to fall back on when you need to quickly create a logical extension of the adventure.

For example: Terminator and Cheshire have been hired by Brother Blood to steal the villain databanks on the Teen Titans' Kilotrax computer. Brother Blood's involvement in the political assassination of a United Nations diplomat is documented on the Kilotrax databank. This evidence can jeopardize the acceptance of Brother Blood's country into the U.N. Brother Blood has planned to send the Teen Titans on a wild-goose chase to catch a gang of bank robbers while his henchpersons steal the files.

Since Brother Blood, Terminator, and Chesire are all DC characters that have long and ignoble histories in DC Comics, their Attributes can be found in the Character section of the *Gamemaster Manual.* Anyone playing these villains can simply go to a Teen Titans comic book to see how they operates.

The bank robbers controlled by Brother Blood are ordinary humans, but each of them is armed with an extremely powerful pulsed-laser weapon.

Non-Player Characters

Besides the villains and their henchpersons, there can be other Non-Player Characters involved in a story. For example Terry Long, Wonder Girl's husband, or Lois Lane, Superman's sweetheart might be NPC's in the adventure. NPCs include friends of the heroes, major outside characters that are allied to neither the heroes nor the villains, and the villains themselves. If a subplot is being run within the adventure, these NPCs are detailed in this area. All Attributes, Skills, and Powers of these NPCs should be worked out.

For example: In this story, two scientists are created. One of the scientists, Fred Setter, is under the control of Brother Blood and will help Terminator and Chesire to bypass the Titans security systems and break into the computer. The other scientist, Howard Coke, suspects the first, but has no hard evidence. Other NPCs include guards at the bank, innocent bystanders, etc.

Encounters

Encounters are the logical breakdown of the adventure. They include the fights between the Super-Hero characters and the villains, time spent searching for clues, and playing out a subplot. Each Encounter has an interior structure which helps the Gamemaster keep things straight.

Encounters can be broken down into components:

The Set Up
Players' Information
Gamemaster Information
Maps and other charts

The Set Up

You should make notes on the situation the characters will face. You should ask yourself how the scene could change because of what the characters have done previously. You must also anticipate the possibility of there being several different approaches to an Encounter. Each different approach will change how the Player characters see and experience the Encounter.

For example: When your group approaches the bank that Brother Blood's henchmen are robbing, they will encounter a different situation if they come in through the back door than if they came in through the roof. They will also change the Encounter if they approach the building silently and enter using a key they discovered in a previous Encounter. The villains might then be surprised, and the elaborate trap they planned would be useless.

Players' Information

This section is reserved for descriptions of what the Players can see, hear and smell when they first come upon the encounter. This is a crucial section and will call upon all of your Role Playing ability to make the scene seem believable and real.

As an example, the GM might write:

As you enter the bank lobby, you hear the quiet hum of machinery. There is a smell you can't quite identify, something like sulphur. You notice a small, flickering light in the otherwise dark room.

Begin by telling the Players what their characters will normally notice first about their surroundings. Focus on details. Once the description has been read, it is the Players turn to react to the situation. They might move immediately, ask questions, or confer among themselves. Remember that the villains will not wait for a plan to be formulated. If the group hesitates, have the villains start things moving.

GM Information

What you know as the GM is put into this section. These notes are important, for it is easy to forget details like the placement of the villains and their strategy. An example of GM information for the above encounter might be:

If the villains' lookout warns them of the heroes' approach, the villains will kill the lights, but will keep the generators for their laser operating. They are using the laser to cut through the bank's vault door, so the room smells like sulphur. Brother Blood's henchmen are positioned behind the generators with 5 AP gas guns.

Maps

It is essential that you map out the locations where your Encounters will take place. You might want to sketch the floor plans of a building or the features of an open landscape. Maps are invaluable to conducting an Encounter. They can show you where the heroes and villains are in relation to one another and where each might go next.

You do not have to number and identify each building on a map, but if you draw up plans of the places where action might occur, you will find it easier to plan what the villains and NPCs will do next. You might also want to include floor plan sketches of any buildings in the area that the heroes might visit during the adventure. These sketches can be saved and reused in later adventures.

The maps might even help you visualize new Non-Player Characters (NPCs) that live or work in this area.

Timeline

A Timeline is a listing of the events as they would happen if the Player Characters did not interfere. In other words it is a quick look into a possible future. This information will make it easier for you to change things once the game gets going.

DC Heroes is a very time-dependent game. The villain will not wait at the scene of the crime if the heroes are caught in rush hour traffic. A villain will probably have more than one part to his plan, and the time he requires to execute the plan may take days, hours, or only minutes. Time pressure will add to the excitement of the game. If a nuclear bomb is going to vaporize Manhattan twenty years from now, the characters might as well shampoo the dog before they start to look for it.

For example: the Player Characters go after the bank robbers, but are alerted that the Terminator and Chesire will attack their computer. On the timeline, the GM has set the invasion of Titans' Tower for 12 noon. At that precise moment, the Titans' are mopping up the bank robbers. They are alerted. Can they make it back in time?

On the Timeline, the GM has allowed the Terminator 10 minutes to break in and steal the databanks. It looks good that the Titans can make it back to stop him.

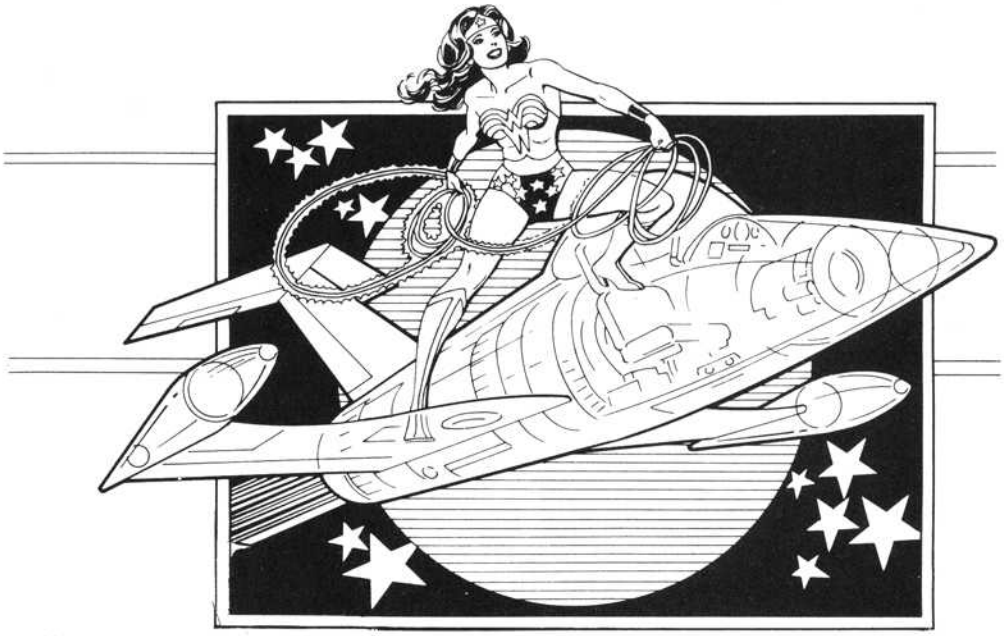
Without a timeline the GM would have to guess when the Terminator and Cheshire would make their attack.

BROTHER BLOOD'S TIMELINE

May 21, 11 a.m.
Bank Robbers take up positions.

11:15 a.m.
Bank Robbers attack bank.

11:25 a.m.
Bank Robbers intentionally bungle attempt, take hostages, alert authorities.



11:35 a.m.
Titans' summoned.

11:40 a.m.
Terminator and Cheshire sneak onto Titans' Island.

11:50 a.m.
Bank Robbers start shooting prisoners.

11:55 a.m.
Bank Robbers wire bank building for demolition.

12 noon
Terminator and Cheshire successfully sneak into Titans' computer room.

12:20 p.m.
Databanks are transferred to Brother Blood's personal main-frame computer via phone lines.

12:25 p.m.
Bank Robber blow up bank building to cover their escape.

12:30 p.m.
Terminator and Cheshire plant explosive charges, then leave Titans' Tower.

12:35 p.m.
Titans' Tower explodes and falls into East River.

Sometimes it is wise to make special timelines for certain encounters or situations.

Linking Encounters

There must be a logical reason for the heroes to move from one encounter to another; the encounters cannot be random events, but should flow natually one to another. This can be accomplished in several ways. Clues and NPC information are fairly easy links for the adventure.

Clues

Clues are usually designed by the Gamemaster before the encounter begins. This process is called a clue structure. A full explanation of a clue structure is in the *Powers and Skills* book under the Detective Skill.

However, all clues do not have to be designed this way. Players can uncover the clue themselves, without the help of their characters Powers or Skills. For example, you might require the Players to solve the Riddler's riddles. However, be careful when you include Riddler-type clues. Clues that are too hard for your Players to solve will frustrate both you and the Players.

NPC Information

NPC information is what a captured villain or an innocent bystander might know. This information can be discovered by using a Skill, such as Charisma, or by the NPC volunteering the information. In most cases, the Players will have to ask NPCs for information; they will rarely offer on their own.

The information needed by the characters to continue the adventure should be relatively easy to find, otherwise the game will grind to a halt. Don't give detective-type clues to players' characters who don't have the Detective skill. Be considerate. If finding a clue requires a special Skill or Power, make sure the character are appropriately equipped.

Troubleshooting

Troubleshooting an adventure means looking for things that might go wrong in the adventure and finding ways to solve these potential problems. Look over the adventure and try to find any loopholes. Could the characters accidently miss an encounter? Could they reach a point where they need information that they might miss? Could they jump from the first Encounter to the last Encounter in ten minutes? Could they be misled by a clue and move completely away from the point? Whenever you can answer "yes" to any of the above questions, you must make adjustments the Encounters to eliminate potential problems.

Subplots

Subplots have their own special section elsewhere in this book.

Balancing the Adventure

A balanced adventure matches the heroes' abilities with the task they are faced with. The adventure should pose some uncertainty or risk, otherwise it will not be exciting. The heroes should have a good chance at succeeding. If the task is nearly impossible, the adventure will only be frustrating for your Players. This section will give you some tips on how to balance your adventures.



The 15 Rule

An unmodified roll of 15 should be sufficient for any crucial task in the adventure. A Player must be able to roll 15 or better **without** spending Hero Points to increase the Acting or Resistance Values of his character. A 15 or better occurs about 1 out of 5 times or 20%.

In these situations a character with Hero Points will usually spend them, while a character who has none still has a slim chance of succeeding. If the necessary roll is greater than 15, you are counting on the Player to recognize that the roll is crucial, and on his character to have and spend the necessary amount of Hero Points to succeed. This is not always wise.

Of course, there will be times when you design an adventure which suspends the 15 Rule. That's fine, as long as you have developed a way in your Troubleshooting section of keeping the adventure going if the heroes fail at the task.

The One-Shot Warning Rule

Players deserve to know if a crucial task may only be attempted once. If Players do not know that a crucial task is a one-shot deal, many will save their characters' Hero Points assuming someone else can try the task, or that they can try it again.

If you decide to put the warning in the form of clues or riddles, you should be prepared for the characters' failing the crucial task. The more straightforward the warning, the greater the chance that the heroes will succeed at the task.

Balancing Combat

Combat can be difficult to balance because of the the three basic types of Powers: Physical, Mental, and Mystical. The Players may have a group of heroes who are Physically and Mystically very tough, but whose Mental defenses are weak. What if they meet a group of villains who have strong Mental Powers?

To answer this question, you have to run through the Combat. When running through a mock Combat between your group of characters and the Major Villain and his main henchmen, do the following:

1. Try to have each character attacked through his weakest area, Physcial, Mental or Mystical.
2. If the numbers of characters on a side differ, make logical choices for Multi-Attacks and Team Attacks.
3. Make the attacks in strict order of Initiative Ratings, do not roll the dice.
4. Assume that all combatants spend no Hero Points.
5. Assume all the characters roll a 15.

Once you have run two phases of Combat, put the heroes and villains into one of the three following categories: unhurt, injured, and unconscious. If a character has take no damage he is unhurt, if he has been damaged but still conscious then he is injured, and unconscious is unconsicous.

If you want an equal battle and it does not last two phases, then you will have to adjust the abilities of the villains. Raise them if the villains lost horribly, and lower them if the bad guys won easily. Then try the test Combat again.

Example: 5 heroes take on 4 nefarious villains. After three phases of Combat the scorecard reads:

Heroes:

0 unhurt, 4 injured, 1 unconscious

Villains:

1 unhurt, 1 injured, 2 unconscious.

What to do with the Scorecard

You use the scorecard to adjust the adventure by adjusting the Hero Point total of the villains.

Unhurt Heroes: For every unhurt hero, pick a villain (or villains) to be his opponent. Give these villains the same number of Hero Points as the unhurt hero has **plus** bonus Hero Points. Find how many Hero Points the villain would have had to expend (assuming a roll of 15) to damage the hero. Give the villain a bonus of 5 times this many.

Injured Heroes: There is no Hero Point adjustment for injured heroes.

Unconscious Heroes: There is no Hero Point adjustment for unconscious heroes.

Unhurt Villains: For every unhurt villain, pick a hero (or heroes) who will most likely equal him. Find out how many Hero Points the hero would have to spend (assuming a roll of 15) to damage the villain. Subtract 5 times this many Hero Points from the hero's total; this number is the number of Hero Points for the villain. If this number is negative, give the villain no Hero Points.

Injured Villains: Give each injured villain a number of Hero Points equal to the average number of Hero Points for the heroes, unless a villain has been assigned Hero Points as explained above in *Unhurt Hero.*

Unconscious Villains: If there are more unconscious villains than heroes, give the villains the average number of Hero Points which the Heroes have *plus 10%.* If there are more unconcious heroes than villains, give the villain the average number *minus 20%.*

A Warning

The above system should not be applied blindly. DC Heroes is too varied a system to have a simple, clear cut, balancing rule. Common sense will have to be used, but the above system should help you to balance the Combats.

STARTING A NEW CHARACTER

Characters that are created by the Players and Gamemaster add a lot of excitement to a role playing game. They pose new problems and solutions to the same situations found in any comic book. How Superman and Batman would deal with a situation would be completely different from the way in which a made up group of heroes like the Justice League would handle it.

When your Players create their group, encourage them to create a well-rounded party. As in many fantasy campaigns, if your group consists of all warriors, you are very weak against Mystical Attacks. The same logic applies to DC Heroes. The best groups will have a strong character in each of the three Power areas: Physical, Mental, and Mystical.

Much of the information in the DC Universe section of the *Gamemaster Manual* is designed to help you start a new group of characters. Articles on the cities and star systems contain a starting point for your group without being restrictive. Start off a new group in a town like Star City or Central City where there are fewer established Super-Hero characters. If the Players start in Gotham or Metropolis, they will always be wondering where Superman or Batman is; so will you.

With ***Crisis on Infinite Earths*** changing the face of the DC Universe, the information within these sections might be changed. Keep up with the various DC Comics that are set in the area you pick. If things change, you might want to note it in your adventures.

Creating a World Environment

One of the most important parts of starting a group is creating the world environment they live in. The world environment is the game universe which you have created, so it is the one most under your control. It is the logical skeleton which supports the adventures. An outline of this environment must include the worlds, people, and places that exist in your campaign.

In any adventure, the actions of the characters can alter or remove elements of your campaign. The goal of creating a world environment is to have a general outline of people, places, and events that will allow you to determine the long-term effects of your Player Characters' actions.

The world envionment is almost invisible to the Players, because in most cases, their characters do not interact with it. Instead, they interact with only small selected bits and pieces. It can, therefore, be considered "far away" and not directly related to any single adventure.

Your world environment must be flexible. You do not need to spend hundreds of hours detailing every minute aspect of your universe. Be only as detailed as you find helpful. Be sure to create a world environment in which there is room to grow. Leave the "gray areas" in your description. You can fill these in later as you come up with ideas. If you find that you are stuck for ideas, you have the inexhaustible source of the DC Universe to draw from.

A world environment is a constantly expanding habitat. When you first begin as a Gamemaster, you will probably create the city or town in which the characters live. You can do this on your own or you can use one of the cities in this book. As the Players become acquainted with this environment, they may wish to build a headquarters in which to base their operations. They will soon learn the locations of businesses, the local police headquarters, and places that villains frequent. A world environment must, for this reason, clearly document locations.

As the characters interact with the world, they will meet the people in it. Villains will reappear periodically, the characters will meet the police captain, maybe even the mayor. As you role play these NPCs, pay attention to the ways in which they develop. If, for example, one of your heroes makes a remark that offends the desk sergeant of the local police, the sergeant isn't likely to forget it soon. Maybe, in one of the group's adventures, an innocent bystander was struck by a stray bullet. The wound might cause the bystander to lose the use of his arm, and it will certainly alter the way he views the world. One of the characters may even expose a corrupt politician. The effects of such an act could be very far-reaching. You should keep notes on these developments. They will add continuity to your later adventures.

People and places are only part of a world environment. What about politics? What type of government is in power in the city, state, country that the where the player characters live? Will the characters travel to other countries or worlds? What is the political situation there? Religion can also play a part in the world environment. The characters' individual Subplots will also have a direct effect on them as they proceed through their adventures. Subplots are a major part of the game. Make use of them. The characters' weaknesses and vulnerabilities will affect the way they live. All of these points should be considered to increase your enjoyment of the game.

CREATING A QUICK ADVENTURE

If you are short of time and still want to play DC Heroes, or if you want to practice setting up an adventure, you might want to use this section to create a quick "roll your own" story. While it lacks most of the flavor and continuity that an experienced GM builds into his own adventures, it can be used in a pinch or as guidelines for a new GM. If you use these steps, you can create an adventure in one or two hours.

Note that any roll here can be modified by the Gamemaster for any reason. The shape and design of these adventures are completely up to you, as the creator of the adventure.

An adventure consists of the following elements:

A. The Incident
B. The First Encounter
C. Capture
D. Escape
E. Resolution

Use the following steps to create an adventure, and be sure to have all of these parts of the adventure planned out before the game starts.

A. The Incident

The incident is a crime which is committed by the villain or villains. The following steps will enable you to tell the Players what the crime was and where it was committed.

1. Determine where in the hero's city or town the crime was committed by rolling D10 and consulting the Location List.
2. Determine where the villain's hideout is by rolling D10 and consulting the Location List.
3. Determine the type of business where the crime was committed by rolling D10 and consulting the Business List.
4. Determine what type of crime has been committed by rolling D10 and consulting the Crime List.
5. Determine what type of building the villain's hideout is located in by rolling D10 and consulting the Building List.
6. Do one of the following:
   a. Roll 2D10 on the Villains List to determine the villain's identity, or
   b. Determine the villain's stats by rolling on the Random Villain Generation Chart.
7. Generate minions for the villain on the Random Henchmen Generation Chart.



VILLAIN LIST	
Roll 2D10	*Villain*
2	The Joker
3	Penguin
4	Riddler
5	Cheetah II
6	Cheshire
7	Mantis
8	Lex Luthor
9	Gorilla Grodd
10	Mr Mxyzpltk
11	Black Bison
12	Killer Frost
13	Black Manta
14	Terminator
15	The Shark
16	Braniac
17	Darkseid
18	Brother Blood
19	Dr Psycho
20	Catwoman

Using the results of the die rolls, you should be able to construct maps of the villain's hideout and the scene of the crime. Then determine the amount of information you will tell the Players.

B. The First Encounter

1. Decide who will gain the advantage of surprise, the heroes or the villains. Remember that the Players' actions will have an impact on how the surprise turns out. If the characters scream and shout, they might not be able to surprise the villain (see *Players' Manual: Combat*).
2. Decide how many villains will be at the hideout and exactly where they will be within it.

C. Capture

Decide how the villain will deal with the characters if and when he can capture them. Create the means of placing the captured heroes in a dangerous situation (like a room that is filling with water).

NOTE: Characters should have a reasonable opportunity to escape from the horrible death that the villain has planned for them.

D. Escape

1. Determine where the villains will go if the heroes are trapped. (Villains usually leave the scene of the heroes' entrapment.)
2. Draw a map of the villain's new destination.
3. Develop clues that the heroes can use to discover the new location of the villains.
4. Allow the heroes a resonable means to escape in time to thwart the villain's next crime.

E. Resolution

Determine the Awards for heroes based on Standard Award Guidelines.

CRIME LIST	
Roll D10	*Crime*
1	Kidnapping
2	Theft
3	Extortion
4	Assassination
5	Smuggling
6	Daylight Robbery
7	Organizing crime ring
8	Attack on hero
9	Arson/bombing
10	Hijacking

BUILDING LIST	
Roll D10	*Building*
1	Warehouse
2	One-story building
3	Two-story building
4	Three-story building
5	Skyscraper
6	Storefront
7	Building complex
8	Underground complex
9	Penthouse apartment
10	Military complex

LOCATION LIST	
Roll D10	*Location*
1	Downtown
2	North side of city.
3	South side of city.
4	East side of city.
5	West side of city.
6	Southern suburbs.
7	Northern suburbs.
8	Eastern suburbs.
9	Western suburbs.
10	Call for help from another city.

BUSINESS LIST	
Roll D10	*Business*
1	Missile Development
2	Precious stones
3	Banking
4	Private home
5	Art Gallery/Museum
6	Warehousing
7	Military
8	Airport
9	Shipping
10	Security exchange

Random Villain Generation Charts

You can use these charts for adventures that involve characters of all abilities. To create a new villain, roll D10 and consult the Villain's Primary Statistic Chart to determine his/her strongest Attribute. Now roll D10 and consult the Attribute Strength Chart. Add the number you get from the Attribute Strength Chart to the highest Attribute or Power APs of the adventure's most powerful hero. The resulting number is the APs of that villain's strongest Attribute.

For example, first you roll a 6. Once you have consulted the Villain's Primary Statistics Chart, you will see that his WILL is his strongest Attribute. Next you roll a 3. Look at the Attribute Strength Chart and you will see your roll earns the villain +1. Let us assume that Starfire has the highest APs with her Starbolt of 12. The villain adds his bonus onto the 12 to get APs for his Primary Attribute. The villain has 13 APs of WILL.

Villain's Primary Attribute	
Roll D10	Primary Attribute
1-3	Strength
4-7	Will
8	Aura
9	Influence
10	Intelligence

Primary Attribute Strength	
Roll D10	Primary Attribute
1	+0
2-4	+1
5-7	+2
8-10	+3

To determine each of the villain's remaining attributes roll a D10, consult the Remaining Attributes Chart, and subtract the corresponding numbers found on the Remaining Attributes Chart from the villain's Primary Attribute.

Remaining Attributes	
Roll D10	Remaining Attribute
1-2	-2
3-7	-3
8-10	-4

Once you have determined all of the villain's attributes, find the villain's Power by rolling D10 and consulting the Villain's Power's Chart. The villain is given the powers that correspond to his Primary Attribute.

VILLAIN'S POWERS					
ROLL D10	STRENGTH	WILL	AURA	INFLUENCE	INTELLIGENCE
1	Bio-Energy Blast	Control	Vampirism	Air Control	Hypnotism
2	Energy Absorption	Force Manipulation	Magic Blast	Animal Control	Hypnotism
3	Flame Project	Mental Blast	Spirit Travel	Earth Control	Heat Vision
4	Sonic Beam	Mind Blast	Spiritual Drain	Flame Control	Heat Vision
5	Absorption Field	Mind Drain	Weather Control	Ice Control	Matter Manipulation
6	Shrinking	Magnetic Control	Animate Objects	Plant Control	Matter Manipulation
7	Starbolt	Density Increase	Voodoo	Water Control	Broadcast Empath
8	Super Breath	Sensory Block	Animate Image	Weather Control	Broadcast Empath
9	Poison Touch	Molecular Chameleon	Lightning	Earth Control	Force Manipulation
10	Roll twice	Roll twice	Roll twice	Roll twice	Roll twice

The Villain is also entitled to one roll on the Villian's Sundry Powers Chart. Use his highest Attribute again. If the villain's highest Attribute is Influence, you must roll a sundry power on the AURA column.

If the villain is not powerful enough to fight the hero party by himself, add one henchman for each hero in the adventure. To find the statistics of henchmen add the highest Attribute or Power APs of the weakest hero to the result of a D10 roll on the Random Henchmen Generation Chart (roll for each statistic of each henchman).

VILLAIN'S SUNDRY POWERS				
ROLL D10	STRENGTH	WILL	AURA	INTELLIGENCE
1	Fog	Animal Mimicry	Animal Control	Danger Sense
2	Darkness	Dispersal	Lightning	Ultra Vision
3	Cling	Force Shield	Vampirism	Thermal Vision
4	Digging	Life Sense	Plant Control	Extended Hearing
5	Jumping	Psychic Wall	Animate Objects	Radar Sense
6	Growth	Mind Shield	Animate Image	Telepathy
7	Ice Production	Regeneration	Plant Growth	Telescopic Vision
8	Absorption Field	Illusion	Transmutation	Microscopic Vision
9	Flame Being	Warp	Magic Blast	Speak With Animals
10	Roll twice	Roll twice	Roll twice	Roll twice

Henchmen Generation Chart	
Roll D10	Result
1-5	-4
4-8	-3
10	-2

If a henchman receives APs of 5 or better in STR, AURA, WILL, INT or INF, you may roll on the Villain's Power Table for a single power. A henchman may not have more than one power,nor can he receive any additional Powers from the Villian's Sundry Power Table.

SUBPLOTS

A Subplot tells a story which is secondary to the main adventure but important to the Players' Characters. Subplots give Players a chance to deal with the *other* aspects of their characters, apart from bashing villains: Raven convincing Cyborg to have a talk with his father, Batman just trying to get some sleep in a Gotham infested with thugs, and Donna Troy getting married. Subplots can be light-hearted or serious, short stories or continuing sagas. Subplots are your chance to have DC characters involved in the same sorts of stories which make DC Comics so interesting. Subplots allow the story lines in a campaign to be developed between the GM and the Players in a way which is unusual in role playing games. This section discusses the creation of Subplots and gives you hints on how to run them in your campaign.

Subplots get Players to speculate about their characters' personalities and to initiate new story situations, rather than just react to situations you pose for them. Once you use Subplots, the Players will have more fun having their characters interact with your NPCs. There is an additional incentive for the use of Subplots: if the Players role play the Subplots well, they will be awarded extra Hero Points.

Subplots invite you and the Players to do a lot of role playing. If you and the Players have spent time preparing a Subplot, the characters will become heroic personalities rather than merely fighting machines grinding through villain after villain.

When using Subplots, you are in a unique creative position; you are half writer of exciting adventures and half biographer of characters who have some life of their own. Get the ideas into play and enjoy watching your story being acted out and growing with each new session.

Creating Subplots

Remember that the Super-Hero characters are the forces of good. They tackle those tasks that ordinary individuals and the government cannot. Super-Hero characters are independent 'trouble shooters' who follow the action. If the suggested Subplot would severely restrict a character's ability to be a hero, or if it would take him out of play entirely, the Subplot cannot be used without modification. A Subplot's purpose is to enhance the character's role as a hero in the game, not to remove him from the game.

The Player's Subplot

When a Player has an idea for a Subplot, discuss it with him to see if it is playable. If the story idea is complex, take a little extra time in advance to work it into the campaign.

Questions For The Player

If the Player has only a vague idea for a Subplot, or if he has developed one portion of a Subplot, you can help to develop the idea further by asking the following questions:

1. *What is the focus of the Subplot?*

This is the central event or issue in the Subplot, the one the story revolves around. Batman trying to get some sleep, Dick Grayson trying to find Donna Troy's parents, Donna Troy getting married — each of these is the focus of its Subplot, the element which connects all of the events in the Subplot.

2. *What brings the focal issue into play?*

The event may be a continuation of a previous Subplot, or it may be a totally new episode in the life of the character. If

it is new, how does the event get started?

For example, Batman's Subplot started because he was exhausted from so many nights as Batman and too many days as Bruce Wayne — his previous adventures had forced him to be awake almost all of the time.

3. *Who else is involved in the event?*

This does not have to include an existing NPC or Player Character. The answer may be more general, e.g. the pharmacist, the daughter of a reputed mobster, the aging half-back of the Gotham Goliaths, or a cute professor at the University.

In the Wedding of Donna Troy, dozens of characters were involved. All of the new Teen Titans, except Raven, were at the wedding. Many of the old Teen Titans attended, and several other DC heroes were present. The wedding was the focal event of the Subplot, and it was the central element for the Subplots of several other characters as well. Most Subplots, of course, will be less elaborate than Donna Troy's wedding.

4. *What are the character's feelings? Does the hero know how other characters might feel?*

The Subplot's focus could be an exciting new development the hero wants the world to know about, such as Donna Troy's wedding, or something more private, such as Batman trying to get some sleep. Perhaps the hero feels he is alone or in conflict with the rest of the world over this event. Perhaps the hero is completely out of touch with how the rest of the world views this event.

Cyborg's fear of the reaction of other wedding guests to his appearance generated his own Subplot for Donna Troy's wedding.



5. *How can the Subplot be resolved?*

Encourage the Player presenting the Subplot to consider all of the positive ways the Subplot could end. The more alternatives he comes up with, the more interesting the Subplot can be.

The Player should also think about a few of the hurdles which his character may have to overcome. Who or what might stand in the character's way? Obstacles will challenge the character to come up with alternative solutions in the Subplot.

Not all Subplots need to be opposed by another character or by force. Sometimes the Subplot will be fun to play just because it is a good story idea. The wedding of Donna Troy was a good focus for a Subplot because it tied together so many stories and was also the high point of the romance Subplot with Wonder Girl and Terry Long.

6. *What else might happen to the character as a result of the Subplot?*

The hero could become rich, be ruined financially, be embarrassed socially, be hunted by the law, be cast out of the hero group he associates with, travel to Paris, win a scholarship to a university . . . just about anything is possible. Use your imagination!

The Game Master's Response

When a Player suggests a Subplot, give yourself time to decide what will make the Subplot work and how it will fit into the campaign. Then ask yourself the questions given below. As you do this, be aware of any changes or additions which might make the suggested Subplot more playable or more interesting. It is the GM's prerogative to tailor the suggested Subplots to fit the campaign.

GM Questions:

1. Does the Subplot fit into this campaign, with these characters?
2. Does the Subplot sound like it will be fun?
3. Is the Subplot related to the main adventure in any way?
4. How can you begin the Subplot? How will it proceed?
5. What NPC's will the Subplot involve?
6. What locations need to be prepared?
7. Which of the other Player Characters could be involved in the Subplot?

These questions will be covered in depth in the example given below.

Subplot Example: A group of Players creates a group of heroes in Central City, known as The Justice Crusaders. The heroes include Crunch, Echano, Foxbat, the Grenadier, and War Rock. The Grenadier is an Artificial Life form character created by S.T.A.R. Labs. He has a Miscellaneous Limitation, a fear that people (other than those who created him at S.T.A.R. Labs) will discover that he is not human. This Limitation is treated as a Catastrophic Fear Limitation. This means that when faced with the possibility of his true nature becoming known, the Grenadier will make saving his 'secret identity' his top priority. He will even forego stopping the villain IF stopping the villain would endanger his secret.

The Player of the Grenadier might suggest the following Subplot: One of the S.T.A.R. Labs scientists who worked on the team that created the Grenadier has run into financial difficulty. Somehow, the Grenadier discovers that the scientist is going to sell the story of his own creation to a cheap tabloid for a lot of money.

In this example, the Player has answered most of the questions listed for a Player suggesting a Subplot.

1. *What is the focus of the Subplot?*
   The Subplot revolves around revealing the Grenadier's secret.
2. *What brings the focal issue into play?*
   This revelation was prompted by the financial difficulties of one of S.T.A.R. Labs' scientists.
3. *Who else is involved in the event?*
   The scientist, the newspaper reporter, and the newspaper staff will be involved in the Subplot (at least until the Grenadier's secret is made public).
4. *What are the character's feelings?*
   The nature of his limitation indicates that the Grenadier would be extremely frightened of having his secret revealed. He probably feels betrayed by S.T.A.R. Labs, and he is determined to preserve his secret.
5. *How can the Subplot be resolved?*
   If the article is not published, the Grenadier will have achieved his major goal.

This Player did not answer the sixth question (*What else might happen to the character as a result of the Subplot?*), but the GM can generate several possibilities.

For example: the Grenadier and S.T.A.R. Labs might get into a simmering, if not roiling, argument over the exposure of his secret. The public may react with disgust to the knowledge that Central City is being protected by a machine-hero, or perhaps Central City is sympathetic to the Grenadier, and the hero only fears that the city's reaction will be bad. The Grenadier might attempt to establish a new identity to once again hide the fact that he is an android. Maybe the sleazy tabloid would be willing to make a deal with the Grenadier; it could kill the story if the newsmaking hero agrees to supply them with exclusives.

Answering The GM Questions

The next step in the process is to discuss the GM's questions and answer them for the Subplot.

Does the Subplot fit in this campaign, with these characters?

Suppose that, instead of protecting the Grenadier's secret, the Player decides it

would be a really neat Subplot to have the Grenadier run for the Presidency of the United States. Well, maybe not . . . has the Grenadier established himself as a politician before the Player thought of this Subplot? Does the Grenadier have the financial backing, the staff, the friends in the right places, and enough political I.O.U.s to make a legitimate run for the presidency?

What about the Grenadier's role as a Super-Hero character? The President of the United States has jobs and duties which would severely restrict the Grenadier's ability to be a hero. So, if the Grenadier were elected, he would have to give up being a hero and concentrate on running the country. If this Subplot were approved and were successful, the Player of the Grenadier would have, in effect, removed his character from the game. Subplots are not supposed to work this way.

The GM reviews the Subplot as outlined by the Player. The Subplot of protecting the Grenadier's secret seems perfectly in line with this campaign, and fits the Grenadier character.

Does the Subplot sound fun to the Gamemaster?

Subplots will be some additional work for you. On the other hand, the fact that the Player has taken some initiative is a pretty good guarantee that he will be interested in the Subplot. If you think you will have fun running it, then keep going down the list of questions. If not, stop here and disallow the Subplot.

The GM thinks that the Grenadier Subplot is a subplot with a serious tone. The situation will have dramatic, perhaps even some tragic, elements. The Player suggested the Subplot, and the GM believes he can handle it. If handled right, it could be an entertaining Super-Hero soap-opera, with lots of opportunity for overacting in the roles of the NPCs. The GM decides he would like to do the Subplot.

Is the Subplot related to the main adventure?

Interweaving subplots with the main adventure is neat, but it isn't always easy. Sometimes it cannot be done at all. You might decide to keep the Subplot unrelated to the main adventure.

In the main adventure of the example, lets say that Brother Blood was founding a church in Central City. The story line does not have anything to do with S.T.A.R. Labs. Rather than alter the main adventure, the GM decides to keep the Subplot unrelated.

How can you begin a Subplot? How does it proceed?

A Subplot which is related to the main adventure can begin when the adventure begins, and will naturally flow along with the main adventure. If the Subplot is unrelated to the main adventure, then the GM will have to create a starting point and connect the events of the Subplot together.

In the example of the Grenadier's secret, the GM decides that the hero first learns of the Subplot through an encounter on the street. The next time the Grenadier goes out in public, a Mirror-Inquirer headline will 'happen' to catch his eye, or else he will overhear a discussion of the headline between two people on the street. The headline will read "S.T.A.R. LABS CREATING SUPERPOWERED FREAKS!" The paper is scant on details but promises to reveal the full story in the Sunday edition. If the Grenadier reads the story he will find a reference which, while attributed only to a reliable source inside of S.T.A.R. Labs, gives a physical description which matches the description of Dr. Timothy Johnson, the Grenadier's creator.

The GM sketches out a story line which is centered around the Grenadier and Dr. Johnson. He begins to think about the other NPCs he will need to carry out the story.

What NPC's will the Subplot involve?

Do the NPC's already exist in the campaign? If they don't, you will have to spend time creating them. Flesh them out and make them interesting, concentrating on their motives and the aspects of their personalities which are most important for the Subplot. You can decide later whether or not the NPC loves pistachio ice-cream or hates the Mets.

If the Subplot is a completely new story, several characters may have to be sketched out by the GM. The GM should concentrate on the one or two NPC's he considers to be the most important. If the Subplots a Player suggests to you (or a combination of Subplots submitted by all Players) would require you to detail more than three new characters for the next session, you may want to think about delaying or disallowing some of the Subplots.

Deciding what NPC's you will use will help you develop the story elements of the Subplot. Why are these characters involved in the Subplot? How do the characters interact? Do you need any more NPCs to help the story flow logically?

Continuing the example, the GM has already created Dr. Timothy Johnson, head of the S.T.A.R. Labs Team which built the Grenadier. He has decided that Dr. Johnson will be the character who is having the financial difficulties. The GM decides that the Subplot will also need Chuck Greyser, a loan shark who has financed the run of gambling losses which put Dr. Johnson in this bind, as well as Aaron Halbot, the Mirror-Inquirer reporter who is getting the exclusive on S.T.A.R. Labs research programs. The GM also sketches out the NPC's who are the hired muscle for Chuck Greyser, as well as the we-print-anything-that-sells Editor of the Mirror-Inquirer. While he is at it, the GM creates the Sunday Mirror-Inquirer headline, "S.T.A.R. LABS BUILDS BIONIC BEASTS . . . THEY'RE AMONG US!!!," just in case.

What locations need to be created for the Subplot?

In the basic Introduction, the term used for a group of locations was *larger environment.* The location in which the characters are interacting was called the *general environment.* As GM, you will deal most often with the larger environment, but the Players will interact more often within the general environment. Locations in the general environment should be planned in greater detail than those in the larger environment. The Players may surprise you by deciding to interact with a piece of the larger environment you have not detailed. If this happens, wing it and make the best of it.

For example, if the Subplot occurs in a cemetery (the larger environment), the cemetery would need to be detailed. But what sort of detail? The amount of detail needed depends on what will occur in the setting. If the cemetery setting is strictly for enhancing a mood, the details may be sketchy. ("The rows of tombstones which stretch over the hill, the neatly trimmed lawns and precisely pruned trees are the work of the living. But, bleached with moonlight, cloaked in the cold night air, the cemetery feels like a place for, and of, the dead.") If the cemetery is the scene of a crime where the Player character needs





to search for information, the details will be different and more concrete ("The elm tree three feet to your right has a heaviliy scarred trunk. A trail has been gouged out of the ground from the spot where you are standing to a gravesite 0 APs away, as if a piece of heavy, angular equipment has been dragged from here.")

The GM in the Grenadier example decides the action (at the level of the general environment) will most likely take place at S.T.A.R. Labs, which is a location he has already detailed. He thinks that he will need to outline three more locations: the home/headquarters of Chuck Greyser, the editorial room of the Mirror-Inquirer, and the illegal casino that Dr. Johnson frequents. The GM guesses that the Grenadier would most probably search for information at Chuck Greyser's, and if combat takes place in the Subplot it will most likely happen there. He sketches out a floorplan with the necessary information (such as clues to Greyser's illegal operation) as notes. The GM anticipates that the confrontation at the editorial room will be verbal, so he emphasizes the details which will give atmosphere to the harried, cheap nature of the offices.

The Casino has information; any of the customers will tell the Grenadier (as long as he is not in hero costume) that Chuck Greyser will bail anyone out of his gambling debts for a steep price. The GM also notes the clue points if the character uses his Gadgetry or Scientist Skill (some of the games are rigged) The toughs who are operating the gambling tables are some of Chuck Greyser's hired muscle. Greyser is greedy. He sets up rigged games and then loans the losers money at an exorbitant interest rate, stinging them twice. The casino will need descriptions of a floorplan, the toughs, the rigged games, losing patrons, and an overall feeling of desperation.

If creating the necessary locations looks possible, go on to the next question.

Which of the other Player characters could be involved in the Subplot?

Try to involve other characters in the Subplot, if at all possible. For the other Players, a One-Player subplot is usually as exciting as watching someone else read a comic book. To help solve this problem, One-Player Subplots may be resolved over the course of many game sessions. Subplots in the comic books do this; then a one-character Subplot will suddenly be featured for an issue. You should use DC's Comics hero-group books as a rough model for your subplots; don't give one Player attention at the other Players' expense.

Decide whether including other Players will enhance or needlessly complicate the Subplot. The Grenadier's Subplot is a natural for a one character Subplot — after all, the Grenadier has kept this secret from everyone but the S.T.A.R. Labs technicians who built him. The other characters do not know that the Grenadier is anything other than the red-blooded All-American guy he pretends to be.

Let's say that after some consideration, the GM decides to include two other characters: Foxbat and Echano.

Foxbat is a friend of the Grenadier's. The GM decides to have Dr. Johnson call the group headquarters and 'warn' Foxbat that the Grenadier is under tremendous pressure and that, unless observed closely and discretely, the Grenadier will probably become violent. In Dr. Johnson's opinion, the Grenadier would later regret his violent action, but perhaps Foxbat could prevent his friend from going nuts? The GM decides that Dr. Johnson is afraid of what the Grenadier may do to him when the Mirror-Inquirer story hits the streets and hopes to have Foxbat around if the Grenadier does anything rash.

The second new character, Echano (the one in the Character Design example), will play a minor role unless Echano's Player manages to make some deductions of his own. Echano will be contacted by S.T.A.R. Labs. S.T.A.R. wants to examine his programming, especially his 'self-concept software,' the portion of his beliefs which deal with his view of himself as a machine. If Echano asks for any details, a S.T.A.R. technician will explain that one of the lab's androids is having a difficult time accepting the fact that he is not human, and that he fears the android will harm Dr. Johnson if a solution cannot be found. If the Player of Echano compares notes with Foxbat, the characters should at least be suspicious of the Grenadier's true nature.

Not all Subplots need be this elaborate, but some may grow to encompass an entire adventure in themselves: the Wedding Issue of *Teen Titans #50* is a superb example of story which would consist entirely of Subplots being resolved or rejuvenated. In other DC comics, Subplots will get only two or three panels in any single issue. Start with Subplots which can be handled in short bursts which are linked from adventure to adventure, rather than with a monster Subplot which squeezes aside the main adventure. It will probably take Players a few adventures to develop the personalities of their characters to the point where running a Subplot for a whole session of DC Heroes will go smoothly.

If you have answered all of the questions above, then you are ready to run the Subplot. You can tell the Player that you will run his Subplot next session. Be sure you know what you are getting yourself into, then go ahead and take the plunge. Once Players become directly involved in creating the story you will be developing new ideas which would not have occurred to you without their input, and the Players will be able to develop characters as lively as those in DC comics.

Epic Subplots

Being a GM is meant to be fun, even if there is work involved. If filling out a Subplot is too much work to include in the next session, and you think the Subplot is worth running, you can do one of three things:

1. Ask the Player to modify the Subplot to make it less work for you.
2. Ask the Player to do some of the work himself. This works best if some of the locations or NPC's are neutral to the Subplot, i.e. if having the Player know the NPC or location does not give the Player a significant edge in resolving the central event of the Subplot.
3. Tell the Player that the Subplot will not work in the next session, but promise to run it in one of the upcoming sessions. If you do this, plan to run the subplot some time no longer than three sessions away.

If none of the above seems possible, then do not run the Subplot. Tell the Player that the Subplot will be too much work for you. If you feel the idea was a good one, encourage the Player to come up with a Subplot which would be a little less effort for you.

GM Suggested Subplots

As GM, you may see opportunities for a Subplot which a Player has missed or ignored. You may see ways of reviving a Subplot which has lain dormant for several sessions, you may have a new twist you want to add, or you may have an entirely new Subplot you want to try out.

When you generate your own Subplot you go through the same process as you would for a Player-suggested Subplot.

When you come up with a Subplot for a Player (or Players) you have the advantage of working out all of the details before you spring the Subplot idea on the Players. The disadvantage is that the Player(s) may not like the idea. If a Player consistently rejects your Subplots by "pulling the plug on the Subplot," you can either give up on the Subplot or the Player. Subplots are easier to come by than Players.

Suggesting Subplots

A Player has the option to pull the plug on a Subplot at any time. Therefore, it is a good idea to clear a Subplot idea with the Players whose characters will be involved in the Subplot. At the same time, you do not want reveal all of your story before the Players get their characters into it, or else the sense of discovery and involvement will be lessened. Giving the Players the information they need, without spoiling the story, is done this way:

Tell the Players whose characters will be in the Subplot the following information about the Subplot: Subplot type, the severity of Consequence, the Area of Consequence, the tone of the Subplot, and the degree of the Subplot.

Subplot Type: This category falls under one of the categories listed under *Subplot* in the *Players' Manual* (page 34). The categories are: family, friends, job, death guilt, secret identity, secret past, power complication, public reputation, romance, and, of course, miscellaneous.

Severity of Consequence: The Severity of Consequence is as described in the *Standard Award* section (see page 5 *GM's Manual*). The three levels of severity, from least severe to most severe, are temporary non-fatal, permanent non-fatal, and fatal. If the worst consequence of the Subplot will tend to fade over time, then the Subplot is temporary non-fatal. If the Subplot could have consequences which will destroy a relationship, cause a loss of friendship or a job, or other permanent effect, then the Subplot is permanent non-fatal. If the Subplot could result in the death of a Player character or an NPC then the Subplot is fatal. Very few Subplots in DC Comics have fatal consequences. Avoid fatal Subplots in your Campaign.

Area of Consequence: The Area of Consequence is as described in the *Standard Award* section (see page 5). Most subplots have personal Areas of Consequences, but some may have local (or greater) Areas of Consequence. For instance, a character may be urged to run for mayor, or run a corporation with thousands of employees in several cities.

Tone of the Subplot: Is the subplot serious? Is it funny or frivolous? Is it melodramatic? Is it scary? Joyful? The tone of a Subplot is the primary emotion or feeling of the story in the Subplot.

Degree of the Subplot: How lengthy is the Subplot? Will it take place during one adventure, or will it continue for several adventures? The degree of a Subplot is your guess as to how many adventures the Subplot will take to resolve.

For example, *Batman* #383 had a Subplot in which the Batman's goal was simply to get a good night's sleep. Opposing him was his own sense of duty as the Batman, and a continuous stream of events and thugs that kept him awake. A GM could tell a Player, "Hey, this miscellaneous Subplot is temporary non-fatal, personal, has a humorous tone with a dash of serious characterization, and a degree of 1 adventure." The Player has enough information about the scope of the Subplot to decide whether he would like to play it or not. If he likes it, he will tell the GM to run the Subplot. If he doesn't, he will "pull the plug" on it right there, before the GM has started running it in an adventure.

Putting It All Together

When you have decided on all of the elements for a Subplot, you have to put them into a framework, as you do with an adventure. Draw up a rough sequence of events, noting when a particular sequence is crucial. Outline the central event. Then build the other events, including the NPC's he will encounter, the goal of the Player character, and the setting. This may be a very loose outline or a detailed description, depending on the encounter and your style.

These notes will help you run the encounter. Put the information in a form you feel comfortable with — don't feel forced to follow the form given here.

The GM in the Grenadier example put his subplot together as follows:

Subplot: Grenadier's fear of being discovered as an android; Dr. Timothy Johnson's gambling debts leading him to offer the sleazy Mirror-Inquirer the exclusive on the creation of the Grenadier.

Background: Dr. Johnson is $37,000 in debt to Chuck Greyser, a loan shark. Dr. Johnson's compulsive gambling keeps him losing an average of $700 a week . . . it's just that he has dropped $20,000 in the last month on a real string of 'bad luck.' Chuck Greyser is asking for payment of the entire debt by Monday of next week. *Greyser's motivation is to frighten Johnson into giving him access to S.T.A.R. Labs technology.* Scrambling desperately for the money, Dr. Johnson has contacted a college friend, Aaron Halbot. Dr. Johnson is willing to sell the story of how S.T.A.R. Labs is creating artificial life in the form of humanoids with abilities far above human norm. Aaron Halbot realizes this story would sell papers for weeks. The deal is set for $25,000 cash to be paid next Saturday, prior to publication in that Sunday's Mirror-Inquirer.

Subplot Timeline:

Encounter 1: Friday morning

Encounter 2: Most likely Friday morning

Encounter 3: Most likely Friday night

Encounter 4: Friday or Saturday

Article Publication:

1 a.m., Sunday Morning

Encounter 1: The Bait

The Mirror-Inquirer headline: "S.T.A.R. Labs Creating Super-Powered Freaks!!!" will appear Friday morning. The headline should alert the Grenadier to the fact that his role as a human hero is in jeopardy. All the Grenadier has to do is pick up on the information in the article. He should then take the initiative.

Simultaneously (in game time), Foxbat will be receiving his call from Dr. Johnson warning Foxbat of the Grenadier's instability, and Echano should receive the request from S.T.A.R. Labs to allow them to examine his self-concept software.

The sequence of the first encounter is:

Grenadier, Foxbat, Echano. If the Grenadier ignores the Mirror-Inquirer clue, Dr. Johnson will blurt out something like 'that newspaper story could really upset the Grenadier' to Foxbat. It is entirely up to Foxbat what he does with this information.

Note: If the Grenadier does not pick up on any of the information, then the Subplot stops. As Grenadier's Player suggested the Subplot, he should be alert for clues about it. If he misses it, delay the Subplot until next session — and have the article, and the due date of the repayment, be reset to fit the next session. If the Grenadier does not pick up on the first Mirror-Inquirer story, other media will pick it up as a "is this really true, or strictly an attempt to hype sales?" story. If the Grenadier misses these clues . . . his identity as an android is published.

Maps: not needed

Clues And Information: as given above

Other Characters: as above

Encounter 2: To Catch a Falling S.T.A.R.

The Grenadier will probably go to one of two places: S.T.A.R. Labs or the editorial offices of the Mirror-Inquirer. The Mirror-Inquirer staff will be *Hostile* towards the Grenadier and will tell him to go away. Aaron Halbot, the reporter covering the story, is not here.

At S.T.A.R. Labs, Aaron Halbot is interviewing Dr. Johnson, gathering the information for this Sunday's paper. Aaron Halbot is posing as a subcontractor from a firm called Futurbotics in order to gain access to Dr. Johnson. As Dr. Johnson is revealing company secrets, he will be fired if S.T.A.R. finds out that he is feeding the information to the Mirror-Inquirer.

Dr. Johnson has not yet revealed the Grenadier's secret. Dr. Johnson will terminate the interview in order to speak with the Grenadier. Johnson will be nervous and evasive. He will try to divert the Grenadier's attention to the problem of his debt to Chuck Greyser; if the debt is taken care of, there will be no need for Halbot's story. Dr. Johnson hopes the Grenadier can help him with Chuck Greyser. He will admit to his gambling debts but will deny talking to the Mirror-Inquirer.



If Foxbat is present, Dr. Johnson will be much calmer. He will always prefer to meet with the two heroes together than to meet with the Grenadier alone.

Maps: S.T.A.R. Labs map, editorial office sketch.

Clues and Information: If a character investigates Halbot's connection with Futurbotics (either through the Justice Crusader computer or by calling Futurbotics) he will discover that Halbot does not work there.

The Mirror-Inquirer will admit that Halbot is one of their reporters . . . one of their best.

Other Characters: Foxbat is optional. Echano is idle, unless invited along by Foxbat or Grenadier.

Encounter 3: Rolling the Dice

Dr. Johnson will want to go to the casino with Grenadier, to show him Chuck Greyser's operation. However he will go alone on on Friday evening if the Grenadier has not yet shown up at S.T.A.R. labs.

If the Grenadier shows up at S.T.A.R. Labs looking for Dr. Johnson after he is gone, a lab technician will tell him where he can be found: Dr. Johnson's gambling addiction is a poorly kept secret. At the casino, the Grenadier will be not be allowed in if he arrives in his hero costume. If in street clothes, he must arrive with a 'host,' such as Dr. Johnson, or he will be denied admittance. The hero(es) will have to gamble or he (they) will be asked to leave. If a fight ensues, and Greyser's musclemen lose, Greyser's boys will take it out later on the 'host' who came with the heroes. Dr. Johnson is aware of Greyser's thugs, so he will ask the heroes to be on their best behavior.

Maps: Casino

Clues and Information: The games are rigged (Opposing and Resistance Value 6 to spot with Scientist or Gadgetry). Gambling is illegal in this city, so there is no evidence linking Chuck Greyser to the casino, just innuendo.

Problem: Obtaining evidence on Chuck Greyser. Possible solution: gamble, lose big, and borrow from Chuck. Record the transaction. Be open to Player suggestions on other solutions.

Other Characters: Foxbat could be at the Casino. Echano should have an appointment at S.T.A.R. Labs for the same period in which Dr. Johnson is at the Casino. Remember lab techs will give reasons for the testing if Echano asks, giving clues to the fact that Grenadier is an android.

Encounter 4: Double or Nothing

At some point, the Grenadier will probably go to Chuck Greyser's. Greyser's toughs will admit the heroes if they are in costume, but will not allow the heroes in if they are in street clothes (unless they are here to ask for a loan). If the heroes are in costume, Chuck will be slimy and ingratiating, professing how much he admires the heroes and their work.

While he is talking, he will have one of his toughs in another room call the police. Once the phone call is made, Greyser will ask the heroes to leave the house. If they show any reluctance to do so, the toughs will jump them. Greyser doesn't expect to win, merely to have the police arrive to find the house in shambles and the heroes inside; he want the heroes arrested and out of the way . . . Chuck doesn't want any interference when he is so close to S.T.A.R. Labs, so close to the "big time."

If the heroes are in plain clothes, Chuck will be arrogant, setting outrageous terms for the loan. If the heroes reveal their heroic identities at this point, Chuck will panic and order his thugs to attack. After the first phase, or whenever it becomes apparent that the thugs are going to lose, a remaining (conscious) thug will offer to testify if the heroes will just leave him alone. If the Heroes agree, then Chuck will be arrested and Dr. Johnson's debt will be wiped out.

Unless they do this before 8 p.m. Saturday evening, they will be too late to stop Dr. Johnson from telling the full story to Aaron Halbot.

Map: Chuck Greyser's home and headquarters.

Clues and Information: If the heroes get a loan and record the transaction (on tape, via hidden microphone, whatever) they can go to the police and have Chuck Greyser arrested. This solution requires no fighting at all.

In a hidden compartment in Greyser's desk (Opposing and Resistance Value 3 against Thief to spot it), there is a large notebook which records the loans and repayments. This is evidence of Greyser's loan sharking operation and his stupidity.

Running Subplots

Subplots are set up for role-playing. The mechanics involved will be secondary to the story. Have fun: act a little outrageous when you are role-playing an outrageous character. Move the story along with your own role-playing, parcelling out the information and the plot twists. Let the Subplot develop from the interaction of your character and the Players' character'. You may even want to forget you have the Action Table for awhile.

When running Subplots you should remember that they are Subplots. If you do not want Subplots to bury your adventure you will have to keep a tight rein on the number of Subplots active at any one time. If you want some help with pacing, check out your favorite DC Comic. How much space is spent on Subplots and how much is spent on the main adventure? Are the Subplots and the main adventure connected or independent? DC Heroes

gives you the opportunity to create and participate in the kind of stories you enjoy reading. Use those stories as your guide.

Following the Story

The story in a Subplot can go just about anywhere after the first couple of Encounters, depending on where the heroes have been and what they have done. Try to keep the action centered to the locations you have detailed. The Players are bound to come up with possible connections and solutions different from yours. If their solutions lead to dead ends let them know. If the Players try something original, try to accommodate them. Develop the art of "winging it."

When you are winging it use the framework of your larger environments to help you. Keep a pad of paper handy to take notes on what you tell the Players. This will help prevent the "Gee, last time Mr. Greyser's mom was dead. Why is she alive now?" syndrome.

Turning a Subplot On and Off

You can turn Subplots on and off. Cutting off a Subplot means directing the focus of the game elsewhere, such as back to the main storyline. In comics, this is the panel which reads "meanwhile, somewhere else in the Universe. . ." Try to give the Subplot scene a logical breaking-off point, and then inform the Player that the Subplot is being turned off for now. As your Gamemaster Skills improve, you will have a better story-sense which will help you decide when it is appropriate to turn-off a Subplot.

The Art of Fading Out

You are in the middle of a Subplot, things don't go as expected and a Player pulls the plug on the Subplot. Now what do you do? You take story to a point where you can turn it off, and return to the main adventure. After the session, you have to figure out a way to erase the effects of the Subplot, had it concluded. This is called "fading out" the Subplot.

In the Grenadier Subplot example, assume that after Encounter 1 the Player changes his mind, and pulls the plug. Muttering under his breath, the GM decides to "fade out" by having S.T.A.R. labs trace the leak to Dr. Johnson, and threaten to fire him if he breathes another word to Halbot. The administrators of the lab then lean on the Mirror-Inquirer to be quiet, money and high-tech gear change hands and Chuck Greyser is mollified. Now all the Grenadier has to worry about is a few thugs with the firepower of a battalion or two.

If a Player does not pull the plug often, and does in a Subplot which is becoming uncomfortable, do everything you can to wrap the Subplot up neatly without involving his character. If a Player pulls the plug only when a Subplot is not working out the way he wants it to, stop running Subplots for him . . . but do fade out the last Subplot he was in.

It is not fair for a Player to pull the plug on a Subplot in the final encounter. Tell the Player that you will turn off the Subplot, but its consequences cannot be avoided at this point. You can work out the details of the consequences after the session is over.

Fading out is a good reason to avoid Subplots with fatal consequences. Death is an awfully tough thing to undo. If the consequences are non-fatal, there is usually some way to recover from the Subplot.

Problems And Solutions

What do you do with Players who just want to use Subplots to gain a few extra Hero Points at the end of an adventure?

Just because the Player has a Subplot written down on his character sheet, and then tells you he is running that Subplot this session of the Game, is not enough to give him the Hero Points for the Subplot. Even if the Player grudgingly performs an action which could be part of a Subplot, this does not mean he earns the Hero Points for a Subplot.

For example, a Player has a character with a Family Subplot: his mother is ill with a disease which requires extensive hospitalization, and she wants to have her children see her. The Player cannot simply declare that he is running his Family Subplot, fly to the hospital, and say "Hi, Mom," fly off to battle and expect an award for his Subplot.

A Subplot assumes first that the Subplot storyline is important to the life of the character. Second, a Subplot is intended to increase the role-playing interaction between the NPCs and the Player's character. Neither statement is true of the fly-by example.

A good rule of thumb to use when awarding Hero Points for Subplots is this: If the Subplot is not important enough to the Player to have him devote the same effort and game-time as he would to a dangerous encounter with a villain, then it is not worth awarding Hero Points for the Subplot.

Since you may be the only one in your group to read this book, you may have to coach the Players on playing Subplots. Once they really start playing Subplots you won't have this problem.

What do you do with the "I become emperor of the world" Subplots suggested by a Player?

When Players come up with Subplots they will naturally put themselves at the center of attention. Very often the Subplots will have a positive impact on the life of the Character. The Grenadier example was unusual; the Player of the Grenadier wanted to play out a Subplot involving one of his Character Flaws. But listen to plot suggestions for the story element contained in them; even the most self-centered suggestion may have the kernel of a really interesting story. You don't have to run a Subplot you do not like.

How many Subplots can you run at once?

Remember your main story. Make it a conscious choice when you accept a slew of Subplots for a session or series of sessions. If they are run correctly, Subplots will take time — time which will not be spent on the main story line. If you have a great villain and a terrific story to set him in, you may want to reduce the number of Subplots you run in the sessions in which that adventure takes place. You may want to put all of the Subplots on hold. They do in DC Comics.

If you decide to run more than one Subplot, it is strongly suggested you run no more than 3 at once. Three subplots is usually pushing the limits of Player boredom and GM confusion.

What can I do about Subplots which are ruined by one Player's miserable dice roll?

DC Heroes is a game with elements you cannot control. The dice just do not behave sometimes. Try to adjust for possibly wild dice rolls by developing Subplots which are not dependent on the rolls of the dice. You don't have to take out the uncertainty factor completely — just make allowances for it. If just one roll of 2 or 21 will ruin the story, think about modifying the story to give yourself more of a cushion against Players' luck.

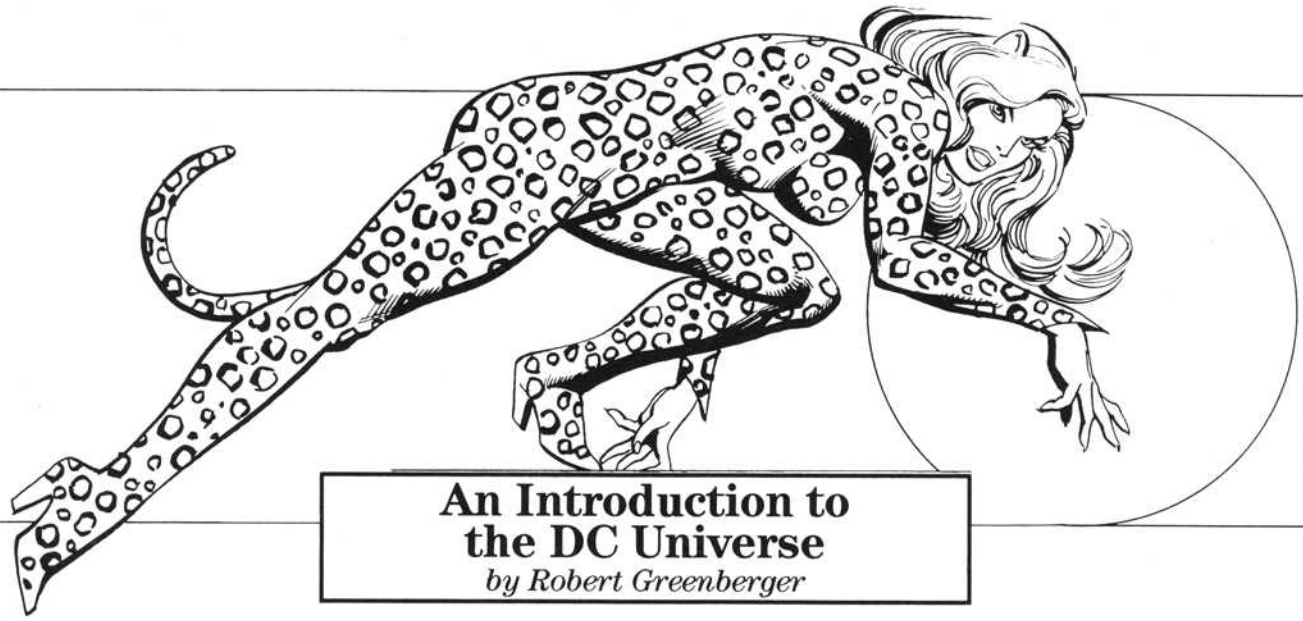
What can I do about Players who are floundering in a Subplot?

If the Players are missing a vital clue, try to give them hints. An NPC may know a little bit more than you originally planned. If they keep bumping into dead ends, create a way to get them back on the correct path. If the Players keep wandering off on the fringes of a Subplot, turn it off and direct the Players back to the main adventure.

Why do Players always pull the plug on my Subplots?

When you are developing your own Subplots, evaluate them from the Player's standpoint. If you are developing Subplots which constantly have a negative impact on the characters, you will either lose the Players or end up with a depressed group, neither of which is much fun. Have an evenhanded approach.

Keep an eye out for Subplots which have slept long enough to be interesting again. Be prepared to retire some which have worn out, and inject a new Subplot every once in awhile. By varying the Subplots you increase the Players' interest, so they will be more willing to play through a Subplot.



An Introduction to the DC Universe

by Robert Greenberger

Fifty years ago there were no role playing games. No easy-to-use 35mm cameras. No home computers. No action-figure toys. In short, there were few ways for people to express their imaginations. It fell to two young boys in Cleveland, Ohio to change all that. Inspired by the pulp magazines and the infant genre of science fiction, Jerry Siegel and Joe Shuster set about to create a character through which all their problems could be solved. He was big, strong, fast, had no time for "dames", and always stood for truth, justice, and the American way. Of course, the boys character was Superman.

When Superman finally saw print in *Action Comics* #1, 1938, the comics industry was forever changed. In the few years following that landmark comic, Super-Hero characters turned up in every comic on the stands. Dozens of costumed heroes and dozens of costumed villains slugged it out in the years before World War II.

Since then, Super-Hero characters have come and gone while comics have remained. In 1985, DC Comics celebrates its 50th anniversary, and this game is part of that celebration. We are working very closely with the designers, and have playtested this game for months before unleashing it upon the demanding fans. Marv Wolfman, for example, has been constantly on the phone with architects, designing a permanent Titans Tower. Sometime in 1985, the DC Universe, as it has been understood for decades, will forever change. The events are being chronicled in a maxi-series entitled *Crisis on Infinite Earths* and, by the end of the year, things will be substantially different and will be reflected in this game series.

In the meantime, this game needs some background on the way super-powers work, so let's look at the powers in the Universe. Solar energy, chemicals, elements, and dumb luck all contribute to the Powers of the Super-Hero characters. More often than not, the DC Super-Hero characters have Powers based on one scientific principal or another.

One of the hallmarks of the Silver Age of comics, as far as DC was concerned, was that people could learn a lot of science by reading the exploits of The Atom, The Metal Men, Green Lantern, and The Flash. Superman himself is all-powerful because he was born under a Red Sun, far weaker than our Sol. Between the yellow solar energy and the Earth's lighter gravity, Kal-El was able to leap tall buildings in a single bound and rip steel in his bare hands.

The Atom and Hawkman use various elements to make their Powers work. Atom's size and weight controls are usable, thanks to a white dwarf star, while Hawkman uses anti-gravity metal found on his home world of Thanagar. Stretching the scientific point, Ralph Dibny drinks an elixir from a Gingold tree to become Elongated Man. And so on.

Many of the heroes got lucky getting their Powers: if the chemicals hadn't spilled all over Barry Allen, he would still be late for his dates instead of being the Fastest Man Alive, or if Rex Mason hadn't been trapped near the orb of Rain Egypt, he wouldn't have mutated into the Element Man called Metamorpho.

Some have had additional Powers thrust upon them, such as when Princess Koriand'r was subjected to insidious experiments at the hands of the Psions. Koriand'r and sister Komand'r were bombarded with energy. All went well, as far as the Psions were concerned, until they were distracted and abandoned the experiment while it was underway. Both sisters were left with incredible solar energy Powers.

Aside from these two, there is an entire host of heroes who hail from other worlds. All of these planets have unusual situations, granting the inhabitants abilities that appear superhuman to Earthmen. Some examples include the laughable Matter Eater Lad, who can eat anything, to Cosmic Boy, who can control magnetism. These various worlds never interact with Earth in the 20th century, but, 1,000 years later many of those people are represented in the Legion of Super Heroes.

In the 20th Century alone, Earthmen are aware of planets such as Hawkman's Thanagar and Rann, adopted home world of Adam Strange. These planets have superior technology but no "heroes" of their own. In fact, without Adam Strange's timely intervention, Rann would have been overrun a score of times by now. This increased technology allowed Hawkman to journey from his world to Earth in one of Thanagar's first spacecraft. Thanagarians are on the threshold of regular intergalactic travel, which will forever alter their way of life and worldview. Rann, meanwhile, has superior technology excepting spaceflight. Rann has, instead, the Zeta Beam, that can temporarily bring someone as far as 25 trillion miles away. When the Zeta Beam becomes perfected, the people of Rann assume spaceships will be unnecessary, because people will be able to "beam" across the galaxy.

Over the years, we have seen hundreds of various worlds, but only a handful are well-known. Recently, a lot of attention has been paid to the Vegan System because the war against the Citadel spilled over to Earth.

Earth's Super-Hero characters became aware of the freedom fighters called the Omega Men, a ragtag group of people from the 22 Vegan planets, including Tamaran, and several took a hand in helping liberate a solar system. The Omega Men have a variety of unique "Powers", although, to them, these are all natural abilities: people such as Tigorr, who can take the form of a giant tiger, and Broot, the super-strong rocklike pacifist.



Then there is the Green Lantern Corps. Over the centuries, the Guardians of Oa have been refining and perfecting their charges. As long-time DC Comics readers will recall, it was an Oan who unleashed evil into the universe. To combat that mistake, the Guardians have taken on the endless task of protecting the universe. At first they used mechanical devices, but they eventually decided to supercede their programming and formed a vigilante group now known as the Manhunters. The Guardians then opted for an army of sentient beings, representatives from all over the universe. They were given gun-like devices that drew power from lanterns, which, in turn, received power from a huge power source on Oa. Finally, the Guardians discovered the raw element that could turn thought into energy. Refined, the ore became rings, lanterns, and the giant power battery. The army evolved into the Green Lantern Corps, which is now 3,600 strong every member fearless and willing to give up his life to protect his/her space sector.

Over time, we have learned the Guardians have been less than perfect, and sometimes they have meddled where their presence wasn't wanted. One example of their presence being unwelcome was in the Vegan System, where the Guardians signed a noninterference treaty with the Psions. Who knows how many died in the Citadel War as a result? Meanwhile, eons ago, the Guardians took the bulk of the magical energy in the universe and sent it to parallel universes. This explains the limited number of heroes who use magic as their weapons.

The parallel worlds structure was only created in 1963, but it helped redefine the DC Universe so that all the heroes that existed before 1956 (when the Silver Age of comics officially began) were consigned to parallel dimensions called Earth-2, Earth-S, Earth-X, and so on. The "current" heroes exist on Earth-1, which is a world with limited magical resources. Many magical people exist on Earth-1: Zatanna, Madamme Xanadu, Felix Faust, etc., but none appear as powerful as Earth-2's Dr. Fate or Spectre. Zatanna, in fact, has had her Powers increased and diminished over the years, possibly because there is a fluctuating amount of energy available. We learn in the 30th Century that there is a magicians' world, where the Legion's greatest enemy Mordru hails from, but this world has been unheard from before that time, so the magical energy may be coalescing in this time.

The various demons seen from time to time, most notably Abnegazar, Rath, Ghast, and Nebiros, may always fail because their Power is dampened by limited magical resources to draw upon. Still, they can cause a great deal of damage and havoc, as seen when Nebiros trapped stuntman Dan Cassidy in an exoskeleton during the making of a movie called Blue Devil. Several magical beings have journeyed from Earth-2 to Earth-1 over time, including Zatara, Sargon, and the Spectre. The first two are now in retirement, while the Spectre seems to spend time inhabiting the various parallel Jim Corrigan bodies, handing out justice in the name of a higher being.

In ages past, some 45,000 years to be exact, magic flourished a bit more on Earth, probably because there was more energy, fewer people, and other unexplained factors. Magic was the ruling force in the fledgeling civilization known as Atlantis. Their use spread over the continents and magic was freely used until the time of Arion. By then the society was evolving and science was becoming the prevailing way of life. Arion, Lord High Mage of the time, found his Powers almost halved for a time because magic was becoming a less available commodity.

It wasn't until thousands of years later that more magic was removed from Earth-1 when a band of sorcerers fled Earth for a dimensional world. Taking the magic with them, they flourished for a time and founded 12 houses, each according to a birth stone, and so was born the Gemworld. Now, the land is filled with magic and magical beings that are just the stuff of legend on Earth-1, as it was for young Amy Winston until she discovered her heritage and her place as Lady Amethyst, Princess of the Gemworld. And so magic diminished over the centuries on Earth until there were a mere handful of practitioners.

Dr. Fate, then, is the leading master of the mystic arts. He is also a Lord of Order, charged with combating the forces of Chaos in whatever form they may take. The being that is Dr. Fate actually inhabits the magic helmet and this being uses the body of physician Kent Nelson for a vessel. Nelson has aged very slowly as a result and is as close to an immortal as Earth-2 has seen.

There are other magical beings, such as Destiny, who appears with his book of judgement, perhaps the same one the Spectre was shackled with for a short time, and his Powers appear limited. Yet, he, like the Phantom Stranger, appears when he is needed and his appearance can do some good. The Stranger is one of the least-known figures in the DC mythos, but it seems he is there where evil threatens ordinary people. His frequent opponent over the ages, Tala, is one of Earth-1's mightier sorceresses, but the Stranger always prevents her from winning-for now.

Supernatural beings such as vampires and werewolves exist in the DC Universe but apparently keep to themselves, for few have taken active parts over the years. Four hundred years ago, the Church of the Blood Red Moon began when Mary, their leader, realized what power was to be had by becoming a vampire. She originally chose to become a vampire in order to spend eternity with her cursed beloved, Andrew Bennett. Bennett, hating his condition, spent four centuries killing his brethren and hunting down his former lover. The battle was chronicled in the 24-part "I...Vampire" series a few years back in *House of Mystery*. The only active werewolf at present is the Russian, Rostov, in the pages of *Warlord*. The gods must be listed under the magical Powers because there is no other explanation for them at present.

Most of the various religions are represented in one way or another, but the most active pantheon is the Greek one. From the Greek legends came the Amazons, now exiled to Paradise Island. These near-immortals have trained themselves to be perfect physical specimens, and they keep fit by engaging in gladiatorial battles. Queen Hyppolyta was blessed by her gods when daughter Diana was born. Destined for greatness, Diana excelled at everything and then bested everyone when it came time for an Amazon to explore man's world. Thus was born Wonder Woman, the most influential Super-Heroine character of all. Wonder Woman may have exceptional strength and is swifter than any natural man, but she is also gifted with even more exceptional skills by the gods. A tireless warrior, Wonder Woman stands for love and peace through strength.

Naturally, there is an entire army of heroes who have no super-abilities of any type. They are people who have reached various levels of perfection in physical or mental pursuits and have dedicated their lives to fighting crime. Leading this group is, of course, Batman, but this collection also includes Nightwing, Green Arrow, Black Canary, Vigilante, Katana, Black Lightening, Liberty Belle, and the Tarantula, to name an assortment. Each has a specialty, such as Green Arrow's Archery Skill, or Katana's mastery of the sword, but none can equal the perfection in all things reached by the Caped Crusader. But, to reach this perfection, Bruce Wayne has sacrificed most of his happiness. He remains obsessed, and most probably will remain that way until his death. The Earth-2 Batman gave his life in the opposition of evil, only to be survived by two other crime fighters, that world's Robin and Wayne's natural daughter, The Huntress. Despite the fact that he currently leads the Outsiders, Earth-1's Batman leads a solitary life that gives him little time for any enjoyment, and even less peace.

The rules that apply for the heroes also apply for the villains. Scientific apparatus has allowed the likes of Mirror Master, Weather Wizard, and the Trickster to plague the Flash since his arrival in Central City. Meantime, accidentally bestowed Powers or weaponry have given us Captain Cold, the Parasite, the Masters of Disaster, and the Demolition Team. Natural ability has given us foes like Lex Luthor, Black Hand, the Bronze Tiger, the Cheetah, and the Riddler. Accidents provided us with many villains with twisted minds, most notably the Joker. In fact, Batman's rogues' gallery comprises the broadest cross-section of villains from the various categories. Most try to outwit Batman before killing him, and few seem very interested in finding out his secret identity (as is the case with the Flash's rogues' gallery).

Interestingly enough, when you're one of the most powerful men in the universe, you attract all sorts of people who want the credit for killing you. Many people come to conquer Earth but must first defeat, kill, or imprison Superman, so he gets the most unusual and the most intergalactic of villains.

It's not easy being a villain in the DC Universe. First, you must vie with numerous others for a crack at the hero of your choice, and switching opponents is not something that happens often in the world. Also, taking established villains and forming an organization never seems to work; witness the various Injustice Gangs and Secret Societies of Super Villains. Combined groups such as the Force of July or Masters of Disaster make for interesting adversaries, but only against matched groups such as the Outsiders. And sometimes there can be overwhelming odds, such as the recent teaming of the various 30th Century villains into the giant Legion of Super-Villains that almost destroyed the Legion of Super-Heroes.

That's a short look at how super-powers work in the DC Universe. For more about our heroes and villains, there are the statistics provided with the game and forthcoming modules, and, even better, there is now *Who's Who: The Definitive Directory of the DC Universe.* It's 24 issues long, and will give you Personal Data, History, and Powers & Weapons of our Super-Hero characters. It's already on sale and is a perfect companion to both this game and the *Crisis* maxi-series.

I think it's wonderful that the people at Mayfair have the Game Monitor administering the action, since astute readers know the Monitor has been watching over super-people for more than a year, and is the catalyst to the *Crisis.* You can take what's happening to your favorite heroes in the comics and have the Monitor decide the next step in the conflict.

I'm personally excited that Mayfair also has six game modules coming up almost immediately. For the record, these include H.I.V.E., another Titans, Batman, Sword of the Atom, Green Lantern, and Green Arrow. And when we're done refurbishing the DC Universe, you can bet that the game potentials will only expand, providing one and all with even more fun.

Happy Gaming!

An Introduction's Afterword

by Greg Gorden

I want to thank Robert Greenberger for writing the Introduction to the DC Universe. I think it is a great survey of the DC Universe, and I am very glad we can include it in the game. Bob has been the unfortunate person who has had to answer most of my questions concerning DC.

Several changes have taken place since November 1984, when he wrote the Introduction. Rather than edit the piece and claim that Bob wrote things he never did, I am taking the direct approach and telling you of the changes instead.

Who are all these folks, and why aren't they in the game? Bob covered a lot more ground than we were able to describe in the game, due to space, time, money, and licensing agreements. Upcoming supplements will catch a lot of these folks and places, but we literally could not fit more into the box at this price and on our schedule. I hope to continue to work with DC in expanding and updating the material in this section.

Why is it Gamemaster instead of Game Monitor? The Monitor is a single character, albeit a very powerful one. The role of Gamemaster is to be all of the characters the Players are not. I did not want the GMs to think they were supposed to take the role of the Monitor in the game. Compounding the problem was the death of the Monitor...could the Game Monitor be killed? Was he a Player or a character? A few play-tests convinced me to go with Gamemaster.

Is magic still a rarified force on Earth? Later conversations with Mr. Greenberger revealed that magic will be more plentiful and powerful, and the end of *Crisis of Infinite Earths.* The magic rules have been modified to meet these changes.

Now that you are up to date, go ahead and enter the DC Universe.

GADGETS: ORDINARY & SPECIAL



This section covers a lot of ground: everything from how to build and maintain all the strange gadgets that appear in the DC Universe, to standard weights and measures of ordinary gadgets, to special gadgets used by specific heroes like Batman and Green Arrow.

How Gadgets Work

There are two types of gadgets, ordinary and special. Ordinary gadgets are the normal types of mechanical equipment found everywhere in the modern world. Cameras, guns, airplanes, nuclear submarines, and cigarette lighters are ordinary gadgets.

Special gadgets are the utility belts, customized vehicles, costumes, and weapons of heroes and villains as well as robots, and computers. Also within this category is a special gadget called an Omni-Gadget.

Special and ordinary gadgets are built by people who have learned the Skill of Gadgetry. This Skill encompasses more than just the ability to build gadgets. Gadgetry has two Subskills: Build Gadget and Identify Gadget. Unskilled characters may only use the Identify Gadget Subskill.

Gadgetry is the ability to build, use, and identify gadgets. Gadgets have Attributes just like Super-Hero characters. However, these gadgets must use Physical or Mental Attributes to work. They cannot be based on Mystical Attributes. In other words, a gadget can have a Strength or an Intelligence, but it cannot have an Aura.

A gadget's Attributes work just like regular Attributes, though they are limited by the tasks the gadget is designed to perform. A machine gun, for instance, can only use its Strength APs to cause damage, it cannot do a bench press. An ordinary gadget must be built for a specific purpose.

A Character creating a gadget can also give it Powers and Skills. A gun that fires a laser is a gadget with the Power of Heat Vision. A camera has the Power of Recall with the limitation that it cah only store visual information. A car has the Power of Running, and a plane has the Power of Flight. You will find that many common items can be described using the Powers and Skills in the *Powers and Skills Manual.*

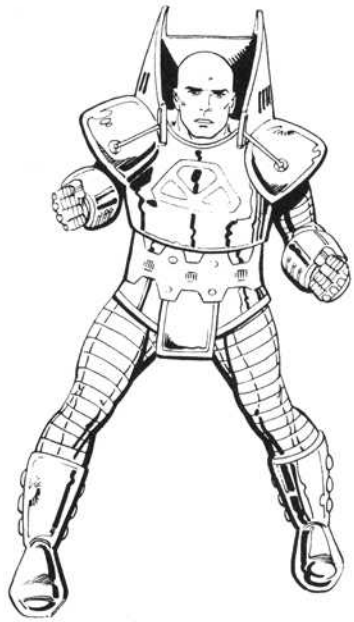
Each gadget has a specific number of **Charges** or **Uses** (the terms are interchangeable), which is the number of times the gadget can be used. Each gadget also has a **Duration**. For gadgets that mimic Attributes and Automatic Actions (like Running, Flight, Swimming), this is the amount of time in APs the gadget will work once it is turned on. For example, Batman's Batmobile has 9 Uses (or Charges), and each Charge has a Duration of 13 APs of time (or about 8 hours). In other words, Batman can run the Batmobile for 8 hours before it will need to refuel, and do this 9 times before he needs a tune-up. The Duration is equal to the APs of Gadgetry of the builder (including any bonus).

For gadgets that mimic Standard Actions (like Starbolt, Bio-Blast, etc,) the Charges are used up in one phase of time, there is no Duration. Weapons, for instance, have a set amount of Charges and then go dry until reloaded.

Once all the Charges are used up, the gadget has to be fitted with a **Reload Pack** which completely recharges a gadget up to the limit of its Uses (see below). In a sense, this duplicates the need for machines to undergo periods of maintenance.

Damage: Gadgets will function normally until their BODY APs are reduced to below 0. A gadget below 0 APs will not work, but can be repaired. However, if the gadgets' BODY APs are reduced to less than the negative value of its BODY APs, the piece of equipment is completely destroyed.

To keep costs down, gadgets are built in laboratories. Those that are not are more expensive. Each laboratory has an AP rating. Any single Attribute or Power of a gadget may not exceed the APs of the lab it was built in or, if built outside of a lab, the building character's APs of Gadgetry.



BUILDING GADGETS

A character with the Gadgetry Skill can make anything in the world in his laboratory. The first step in building a gadget is to determine what you want. Then the builder decides if the gadget needs APs of STR, DEX, BODY, INT, WILL, or MIND. A electric crowbar does not need APs of INT, WILL, or MIND, but it would definitely need STR and BODY APs.

Once the plan for a gadget is made, the builder should envision his device with all APs set at 0. A character with the Gadgetry Skill can plan a car from his 10 AP laboratory, but at first, the car will only be able to carry 0 APs of weight (50 pounds), move at 0 APs of speed (10 feet per 4 seconds), and will fall apart if it takes 1 AP of damage. The Uses and Duration of the car will be 0 as well.

Therefore, a character can increase the Uses, Duration, and Attributes of his gadget, or he can give the gadget abilities that mimic Powers or Skills. He can even link Skills to Attributes.

The second step in the process is to decide how many Uses the gadget will have. The number of Uses is determined by the builder, but the more Uses it has the harder the gadget is to build.

When building a gadget, the lowest Acting Value used in putting it together is the Duration of that gadget. Say you have a Gadgetry of 5, a Gadgetry of 6, and a Gadgetry of 7 to use as your acting values for STR, BODY, and Flight. No matter what way you choose to place these acting values the Duration of the gadget will be 5.

Each time a character adds to his basic gadget, it is considered a separate use of his Gadgetry Skill. Since building a Gadget is a Standard Action, the chance of success is rolled on the Action and Result Tables. The Acting and Effect Values of this Standard Action are the APs of the character's Gadgetry Skill. The Opposing and Resistance Values are the number of Charges the character wants to put into the gadget. The RAPs are the number of APs put into the Attribute, Skill, or Power that is worked on. The APs of the gadget may not exceed the APs of the Gadgeteer.

Furthermore, it costs Hero Points to add Powers and Attribute Points.

EXAMPLE: a Super-Hero character named Grenadier decides to build a skycycle. The first thing he does is decide he wants a standard skycycle without a lot of fancy machinery, but one that can fly very fast. A skycycle is going to need the Power of Flight and enough Strength to carry him. The Grenadier's Player decides that anything else can be added later.

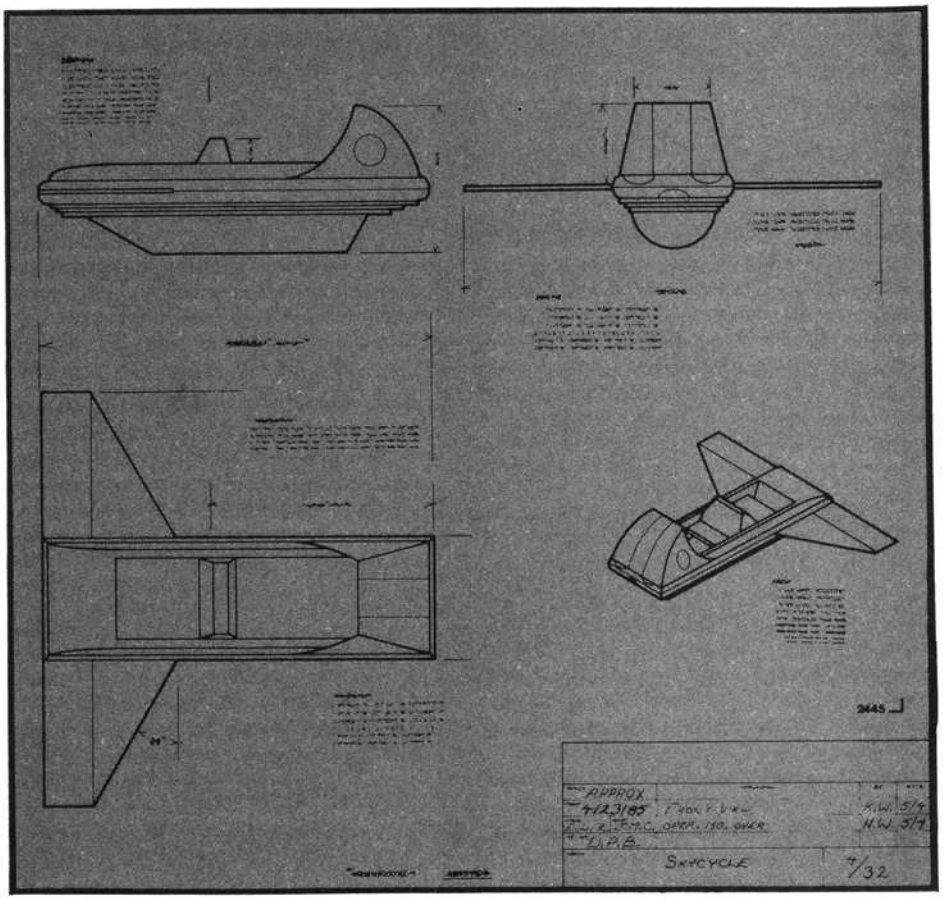
Grenadier has a Gadgetry of 6 APs. His Acting and Effect Values are 6 APs. The second thing he does is decide the number of Charges he wants his skycycle to have. Grenadier chooses 6. The Opposing and Resistance Values, then, are 6. Grenadier is ready to make his first Gadgetry Roll.

NOTE: Grenadier is not a character in DC Comics.

First, he decides that a skycycle should be able to lift more than 50 pounds. He will try to increase the Strength of the skycycle. He makes a Standard Action Check, with 6 APs of Acting Value (his Gadgetry Skill) vs. 6 APs of Opposing Value (the number of Charges). The Success Number is 11. If he fails this roll, his attempt to increase the lifting power of the gadget has failed. If he succeeds, he goes to the Result Table and (we are ignoring Column Shifts to simplify this example) cross-references the Effect Value of 6 (his Gadgetry Skill) with the Resistance Value of 6 (the number of charges). The result is 1 RAP. Grenadier increases his gadget's Strength to 1 AP.

Even though Grenadier was successful, he doesn't like the fact that his skycycle will only lift 1 AP of weight (or about 100 pounds). He will have to scrap the skycycle's Strength and start again. He also realizes that a Duration of 6 APs means that each Use of the Skycycle will last only 4 minutes. With only 6 Uses, the skycycle will only last 24 minutes before it will need recharging.

One use of the Gadgetry Skill takes 15 APs of game time, or 1 day to complete. (This means a minimum of 16 hours and 41 minutes in one day, or a total amount of at least that amount of time, spread out over a longer period.) Also, each time you use the Gadgetry Skill you must spend Hero Points. The cost is 2 Hero Points per Charge attempted. In Grenadier's case, he wanted to use 6 Charges so



6 x 2 equals 12 Hero Points. Every time he wants to add an Attribute to his gadget, he must pay this cost, even if the attempt fails.

Powers and Skills cost additional Hero Points. Each Power or Skill added to the gadget costs its Base Cost in addition to the 2 Hero Points per Charge. If the gadget is built outside of a character's laboratory, the Hero Point costs rise dramatically. An additional 10 Hero Points are added to every attempt at Gadgetry to raise an Attribute or add a Power or Skill.

EXAMPLE: In one day, Grenadier has successfully changed the Strength of his skycycle to 1 AP, but he is a long way from a completed machine. He can continue to add to the different Attributes of his skycycle, but the cost in Hero Points will soon become prohibitive. But there are a couple of ways to save on Hero Points: by spending extra time to build the gadget, or by getting help from a person with the Scientist Skill.

Increasing Building Time: Each AP of time over 15 APs that is spent adding a specific Power or Attribute to a gadget adds 1 AP to the Gadgetry Skill of the builder (temporarily for this particular attempt at building a gadget). Also, for each AP of time under 15 APs, 1 APs is temporarily subtracted from the Gadgetry Skill of the builder.

EXAMPLE: For his next attempt, Grenadier decides to spend more time on his gadget. He decides to spend 19 APs of time (2 weeks) instead of 15 APs to increasing the Strength of his Skycycle. The Action Check is made after two game weeks pass. This is a 4 AP increase in time and thus adds 4 APs to his Gadgetry skill.

Since he began with a Gadgetry Skill of 6 APs he will now make his roll with an Acting Value of 10 APs. The skycycle will still have 6 Charges, so the Opposing Value will be 6. So Grenadier's Player needs a 7 or better to succeed.

He rolls a 15. Not only does he succeed, but he gets three Column Shifts. On the Result Table, the Column Shift puts the RAPs into the A Column. Since the Effect Value was 10, the Grenadier has succeeded changing the STR to 10 APs. Because the number of Charges are the same, the 12 Hero Point cost is the same. The first attempt's 1 AP of STR is lost.

Help from a character with Scientist Skill: A character with a Scientist Skill can design plans for the gadget. In this case, the RAPs of the gadget's plans can used as the Effect Value of the Action Check.

EXAMPLE: The Grenadier has a high-level connection at S.T.A.R. Labs which allows him access to plans for a skycycle designed by a NPC with a Scientist Skill of 15. Therefore, the RAPs of the plans are 15. For his third try, the Grenadier is adding the Power of Flight to his skycycle. Grenadier only spends 16 APs of time (about two days). The Action Check is slightly easier so that the Grenadier's

Player must roll a 9 for success. He rolls an 11, earning him a Column Shift.

Now the Scientist Skill comes into play. The Player uses the 15 APs from the skycycle's plans as the Effect Value. The number of Charges (6) is the Resistance Value. There is one Column Shift, leaving 11 RAPs.

The Skycycle has 11 APs of the Power of Flight. The cost is the Base Cost of the Power (5 HPs), plus 2 Hero Points per Charge (12 HPs). The total cost is 17 HPs.

The Grenadier's finished skycycle looks like this:

STR: 10 DEX: 0 BODY: 0

Powers: Flight 10 APs (Speed)

# of Uses: 6 Duration: 10 APs

When a character is building a gadget, all of the Automatic Powers and Attributes must have the same level of Charges. Charges for Standard Powers are used differently. Activating any of the Automatic Powers or Attributes of a gadget will activate all of its Attributes and Automatic Powers. Activating a Standard Power only uses up the Charge for the Standard Power.

SPECIAL GADGETS

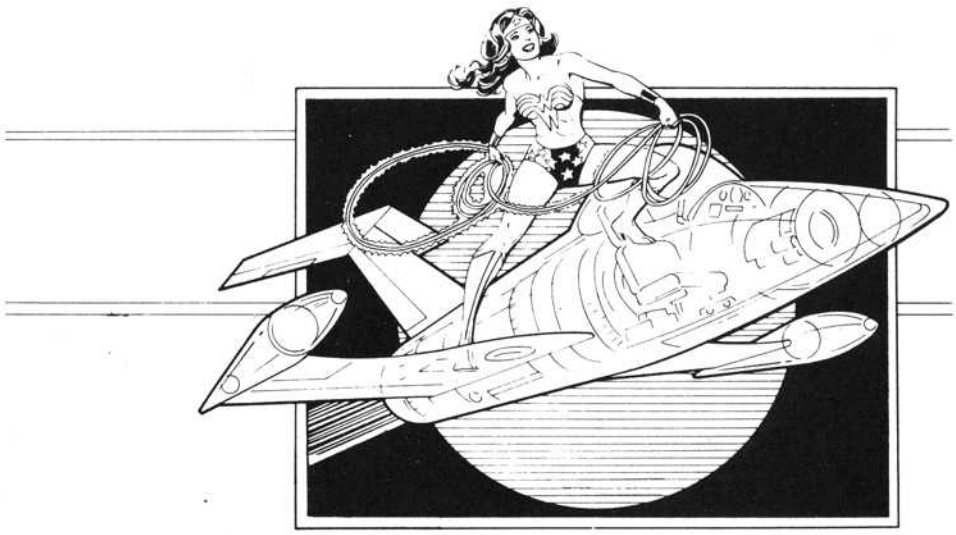
Reload Packs: A recharge (or reload) pack can be made for each individual Attribute or Power of a Gadget, but each reload pack can only replenish **one** of these Attributes or Powers. Recharging a Gadget is considered a Simple Action. A reload pack can reload any single Attribute or Power, Standard or Automatic. Remember that a gadget's Automatic Powers and Attributes must be reloaded at the same time. To build a Reload Pack, a gadgeteer must spend one day (15 APs) and 10 Hero Points.

Skilled gadgets: A gadget may have a Skill if the Link Attribute for that Skill is positive on the gadget. The Base Cost of the Skill, the Linking costs, and 2 Hero Points per Charge are paid. The Skill must always be Linked to its Attribute. If the gadgeteer replaces the Link Attribute, all Skills Linked to that Attribute must be repurchased.

Omni-Gadgets: Omni-gadgets are devices whose exact Powers and Attributes are unknown. They are only defined when the gadget is taken out and used. The same omni-gadget can be transformed into a gas grenade, a suction cup for the hands and feet, or a flame-arrow that will melt Killer-Frost's ice-wall.

In other words, omni-gadgets simulate a Super-Hero character's ability to have exactly what he needs to get out of a situation when he has only a finite number of gadgets with him.

The only limitation of omni-gadgets is the range of devices they can turn into.



The Ranges are:

A ..... Physical Attributes
B ..... Mental Attributes
C ..... Mimicked Power
D ..... Attributes which substitute for its users Attributes.

Note: *Omni-objects*, devices which have mystical skills, are built in exactly the same way as Omni-Gadgets. See the *Players' Manual* for details.

Each omni-gadget can only be transformed into one Attribute, or Power at a time. However, two or more omni-gadgets can be "welded" together to create more effects.

For example: an omni-gadget has Physical Attributes, Mental Attributes, and a Power. The Grenadier can use it as a crowbar (STR: a Physical Attribute), a small calculating computer (INT: a Mental Attribute), or a Starbolt gun (Power). If two omni-gadgets are stuck together, the single unit can be used as two Physical Attributes, a Physical Attribute and a Power, a Power and a Mental Attribute —whatever.

Omni-gadgets are built just like regular gadgets, an Action Check must be made to determine if the omni-gadget is a success. But before the roll is made, a builder must decide the number of Attributes into which the omni-gadget can transform. The more Attributes, the more Column Shifts to both Opposing and Resistance Values.

The more areas that an omni-gadget can effect, the harder it is to build it. Omni-gadgets, in general, are not nearly as effective as regular gadgets, though they are much cheaper.

If the Gadget can transform into:

A ..... (*Physical Attributes*) get +1 Column Shift
B ..... (*Mental Attributes*) get +1 Column Shift
C ..... (*Mimicked Power*) get +2 Column Shifts
D ..... (*Attributes which substitute for it's users Attributes*) get +2 Column Shifts.

These Column Shifts are culmulative. Therefore an omni-gadget that can turn into both Mental and Physical Attributes (an **AB** omni-gadget), has +2 Column Shifts to its Opposing and Resistance Values. Omni-gadgets can be made to cover all four ranges. These are called **ABCD** omni-gadgets.

Each omni-gadget has one Charge and may not be recharged. Therefore, its base Opposing and Resistance Values are 1 AP. The base cost to build an Omni-Gadget is 2 Hero Points. However, if the gadget is used to simulate a Power, the Base Cost for that Power is paid at the moment of declaration of the gadget's use.

EXAMPLE: Grenadier wants to build an omni-gadget that has a Physical Attribute or a Power (an **AC** Omni-Gadget). This omni-gadget is using Physical Attributes and Powers, the Column Shifts are +3. Rolling on the Action Table, using his 6 APs of Gadgetry as his Acting and Effect Values, he needs a 13 or better to succeed. He rolls a 15, getting a Column Shift. Now he goes to the Result Table. Cross-referencing his 6 APs of Gadgetry with the 1 AP of the omni-gadget (shifted three columns to the right), Grenadier gets an "N" Result; because of his Column Shift, the result is modified to 1 RAP.

When Grenadier wants to use this omni-gadget, he will get only 1 AP of Effect to use as both Acting and Effect Value.

Area Effects and Gadgets

Explosives: A gadget may have an ability which affects everyone within an area. This is handled as an explosive attack (see *Combat*). The Base Cost for an explosive effect is 15 HPs. The APs are the maximum range at which the attack or Power is effective.

Fog: A gadget may have an ability which is transmitted through a gas. A gadget must have the Fog Power in order for it to have this ability. The gas has a volume equal to the RAPs of its Fog Power (see Fog, *Powers and Skills Manual* p. 6). All characters within the volume of the fog are effected.

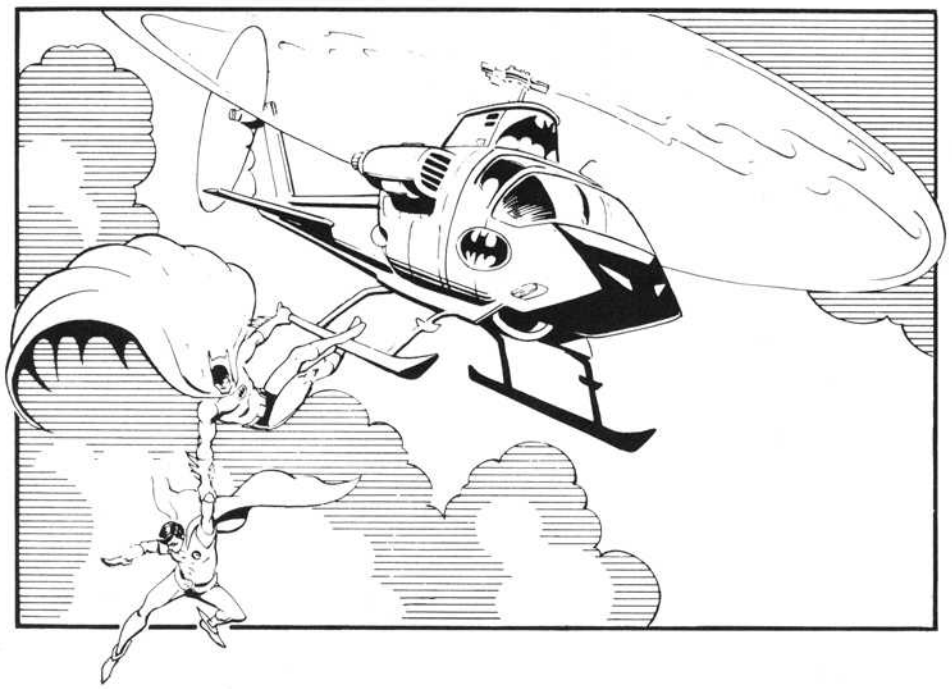
Notes on Running Gadgets

If a Player wants to design a device which has an absolute effect (he pushes the button and it works regardless of the circumstances), you, as the GM are advised to disallow it. DC Heroes is built around a comparison system, the concept that no matter how many APs something has, another item may have a few more APs. Something which works all of the time, regardless of circumstances, is not consistent with this.

Be careful when a Player Character builds new gadgets. Ask to see the Attributes and abilities planned for the product, and the number of Hero Points that have gone into the device. If the gadget seems straightforward, let the Player roll for it. If you have some questions about it, or if the device is not a simple combination of Attributes, Powers, and Skills, ask him to let you think about it for a day or so before he builds it.

A gadgeteer like Green Arrow is dependent on the gadgets he builds. Don't lean on the Player's gadget ideas too hard, and while you may not be as excited as he is when he rolls a 38 for his Flame Arrow, you should let him keep the advantage he rolled.

EQUIPMENT & ORDINARY GADGETS



The Equipment section lists standard equipment which can be purchased from commercial sources, several well-known gadgets which Players may wish to build (or which NPC gadgeteers may have), and a survey of S.T.A.R. Labs, the most advanced and widespread research organization on Earth.

Notes on Ordinary Gadgets

Duration

The equipment in this section was "built" using the Gadgetry rules. The Duration values were given for existing equipment in view of those rules; unfortunately the Gadgetry rules cannot completely cover the complexity of modern industry and technology. For example, once you turn a car on it does not run for 8 hours and then stop — it might be turned on and off several times, just as long as the total duration of one use is no more 8 hours (13 APs). If you want to keep track of this sort of thing it will be more realistic, but it is not necessary. Using equipment according to the Gadgetry rules will give you a good approximation.

Maintenance

If a group owns an ordinary gadget, any member of that group may purchase a reload pack from S.T.A.R. Labs at a cost of 10 Hero Points per pack. Ordinary gadgets which have a dollar cost may be maintained (i.e. purchase all reload packs necessary to recharge all of the parts of the gadget) for 10% of the original purchase price.

S.T.A.R. Labs and Equipment

When the character is building the ordinary gadget, the following assumption can be made about how S.T.A.R. Labs (or other such organizations) build their equipment:

1) Those who build the device have 4 or 5 APs of Gadgetry Skill.

2) They use plans designed by Scientists, sometimes even when it might not be cost effective. S.T.A.R. Labs has a research department and they use it.

3) They use time to their advantage. S.T.A.R. Labs will spend 6 months to a year on a piece of equipment to increase the design's effectiveness. Take this into account if a Player Character orders an item from S.T.A.R. Labs—if the item is out of stock, it will be anywhere from six months to a year before a character can obtain it.

4) More than one gadgeteer will work on a piece of equipment at one time.

REAL WORLD GADGETS

If anyone builds a gadget modeled after a real piece of equipment, there are some guidelines that should be followed. First, find the Power or Skill which best mimics the abilities of the gadget. A car's land movement works in the same way as the Running Power; a camera's ability is like Recall, with the limitation that the information is only stored in visual form. This process has its limits; Gadgetry is meant to simulate the wonderful sorts of widgets a hero usually creates, not the technological workings of a modern industrial society.

If there is no Power or Skill which seems logical for the device, list the abilities of the device in terms of effect (what it does) and the Duration of the effect. If you can, assign a rough AP Value to the effect.

STANDARD EQUIPMENT

Standard equipment falls into one of five categories: Buildings, Electronic equipment, Vehicles, Weapons, and Special equipment. Standard Equipment is equipment available from any large department or specialty store. Standard equipment is purchased with the money generated by spending Hero Points according to each character's Wealth rating (See *Character Design — Wealth*). The cost of standard equipment is outlined below. Any standard item not on the list can be obtained, using real prices as a guide.

BUILDINGS

Most Super-Hero groups are going to eventually want a headquarters building. This section outlines the purchase costs of a basic building. These costs do not include any special devices the Players or NPCs may wish to install in the building. This is strictly for the cost of the building, including the cost of the land.

If characters are renting a building, the monthly rent is 1% of the purchase price. You may increase or decrease the rent by no more than a factor of three, depending upon the building's location, tenant's complaints, etc.

Some buildings have more than one living area, office, or divided area within the structure that are known as units. For example, a high-rise apartment building has 250 units, or 250 apartments in it. The number in parentheses is the monthly rent for one unit.

Building Cost and Height

Building Type	Body	Weight	Purchase Price	Rent/Month	Height in feet	Height in APs
High-Rise Apartment (250 units)	25	17	$8,750,000	$350	300	5
Brownstone Six Flat (6 units)	17	14	$300,000	$500	40	2
Abandoned Factory	20	20	$1,500,000	$1,500	50	3
Skyscraper Offices (1000 units)	29	23	$150,000,000	$1,500	1,200	8
High Rise Office Building (200 units)	22	16	$30,000,000	$1,500	300	5
Small Office Building (12 units)	18	15	$1,800,000	$1,500	40	2
Single Office Building	15	12	$200,000	$2,000	15	1
House	10	10	$90,000	$900	15	1
Mansion	18	15	$20,000,000	$1,000,000	50	3
Warehouse	17	14	$1,000,000	$10,000	60	3

Uses and Duration: Assume each building (or part thereof) to have 1 Use, the Duration being 2 years (25 APs). At the end of 2 years, maintenance must be paid on the building. If it is paid, the building retains its full purchase price value. If full maintenance is not paid, the value of the building drops by 10% of its original purchase price. The rents for the building should be lowered accordingly.

Cost: Cost is in terms of money, not HPs.

FURNISHINGS

Furniture has been known to suffer in bouts between Super-Heroes. Below is a short list of the BODY and weight APs of the sorts of furniture and appliances that are most frequently used in Combat.

Furnishings and Appliances	Body	Weight	Cost in $
Bathtub	5	3	900
Single Bed	3	1	400
King Size Bed	4	2	600
Couch	4	3	1,000
Small Desk	1	0	250
Large Desk	3	1	450
Dresser	2	1	900
Kitchen Sink	4	1	150
Piano (Baby Grand)	3	3	1,800
Refrigerator	4	3	700
Large Dining Table	2	2	1,000
Dining Room Chair	1	0	125
Washing-Machine (Dryer)	3	3	400

LANDSCAPING

Whenever characters begin uprooting the flora or get knocked back into a redwood, the table below should help you decide just who or what breaks.

Landscaping	Body	Weight	Cost in $
Bush	2	0	25
Sapling (3′ to 8′)	2	2	50
Small Tree (9′+)	4	4	600
Medium Tree (16′+)	7	6	3,000
Large Tree (31′+)	10	9	9,000
Larger Tree (61′+)	13	12	na
Huge Tree (126′+)	16	15	na

Entrances and Openings

Entrances and Openings	Body	Weight	Cost
Interior Door	3	1	125
Outside Door	4	1	200
Large Double Door	5	2	300
Steel Reinforced Door	7	3	900
Bank Vault Door	16	14	10,000
Small Window (2′ x 3′)	4	1	100
Medium Window (5′ x 5′)	4	1	400
Large Window (10′ x 10′)	4	1	1,200
Bulletproof Glass*	7	+1	x2

* Bulletproof Glass is expensive; outfitting a window with bulletproof glass doubles the cost of the window. Each window's weight is increased by 1 AP over a normal glass window's weight.

WALLS

Walls are assumed to be 10′ x 10′ (0 APs by 0 APs). If they are larger than this, find the total BODY or Weight APs of the wall by adding the APs of height and length to the BODY or Weight APs in the table below. For example, a solid steel wall which is 2 APs by 3 APs would have a BODY of 23 and a Weight of 18. Assume that a character who is breaking down a wall is trying to break down one 10′ x 10′ section of wall.

The **Cost** is the multiple by which you increase the construction cost of a building if all of the walls are built of the same material.

Type	Body	Weight	Cost in $
Brick	8	7	x1
Concrete	10	8	x1
Reinforced Concrete	12	10	x2
Promethium	25	12	x100
Steel	17	13	x3
Wood	6	5	x1



Electronic Equipment

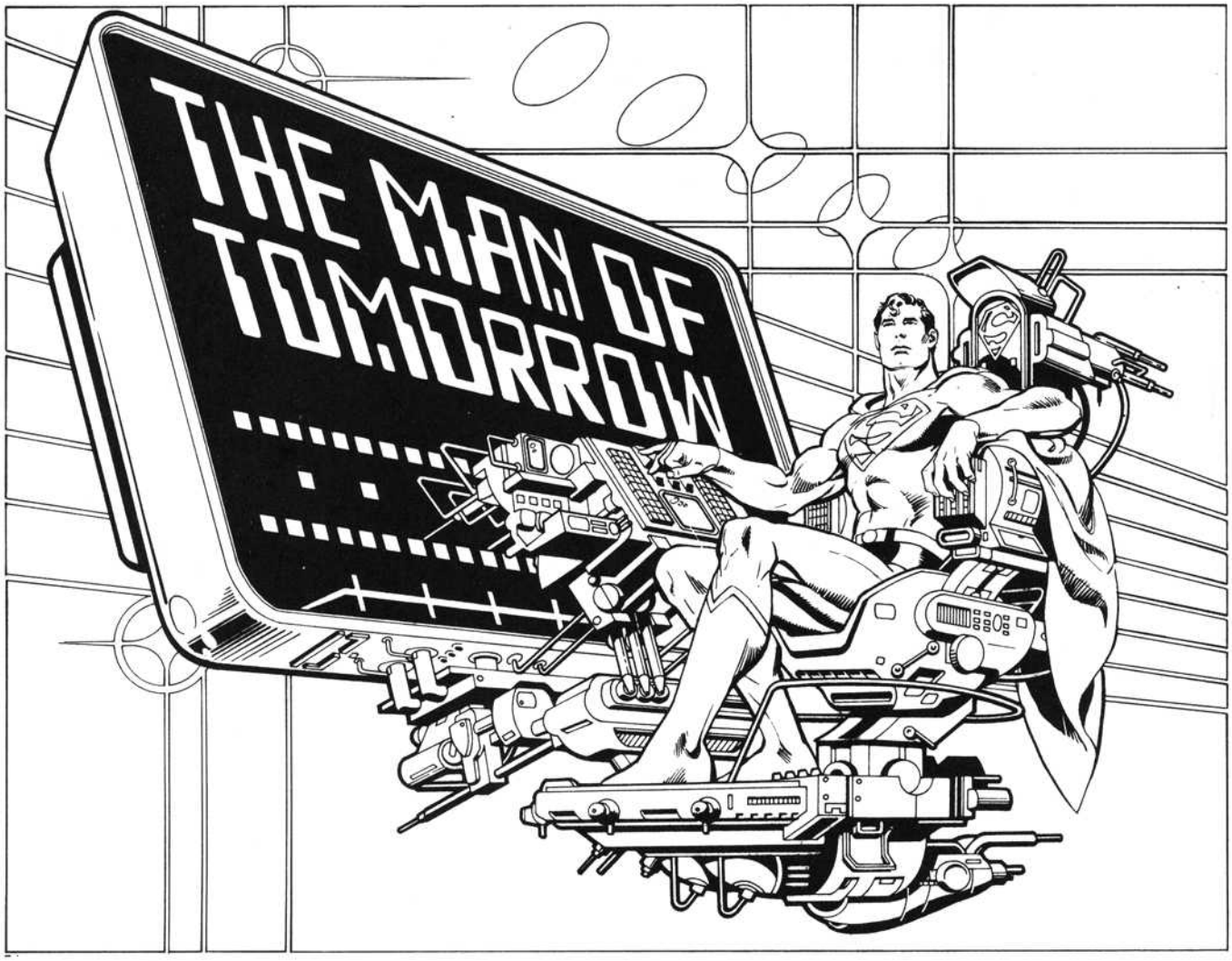
(detailed descriptions are given below)

Item	Cost ($)
Bug	1,000
Electric Eye	800
Infrared Sensor	1,500
Surveillance Microphone	1,500
Nightsight	2,000
Radio	500
Television Camera	10,000
Monitoring System	150,000
Tracer	500
Computer Systems	
Home Computer	4,000
Mini Computer	10,000
Business Mainframe	100,000
Research Mainframe	500,000
Advanced Research	5,000,000
S.T.A.R. Kilotrax	40,000,000
Robots	
Clyde	20,000
Utility	150,000
Security	2,000,000

Note: Use the Wealth rating of the character for generating money.

Bug: A bug is a miniaturized microphone which can secretly pick up conversations which are within 20 feet (1 AP) range and transmit them to a waiting radio receiver which is a mile (10 APs) or less away. A character with either the Detective or Spy Skill, or the ECM Subskill of Military Science can dtetct a bug. Characters without these Skills must make an Unskilled roll to attempt to detect the device.

A Bug has an Opposing Value of 5 for being detected. If the roll is successful, the bug is discovered.



Computer Systems Computers are essentially Mental gadgets, possessing APs of INT, WILL and MIND. Those with at least 1 AP of INT, WILL, and MIND are considered Artificially Intelligent.

Application Programs are not part of the computer, but are programs that the Players can buy which do routine tasks, such as word processing, accounting, and games. Application programs cost 1 to 5 percent of the computer cost.

An application program which runs a physical system without human supervision is called an *automated system*. Automated systems have a limited ability which may Mimic a Skill. As stated in the Gadgetry rules, Skills must be linked to the proper Link Attribute. Unless a computer is in control of some physical system (such as a robot) it will be unable to perform Skills which require any physical manipulations of an object. By itself, a computer could not build a gadget simply by having the Gadgetry Skill.

The computer may use the Skill at its own APs of the Skill ***or*** it may be used to enhance the Skill use of a character who already has the Skill. The APs of the computer's Skill is a negative Opposing Value modifier, making it easier for the character to use his Skill.

An automated system does not include any of the hardware which may be necessary to use the programming, but it enables the computer to use such equipment on its own once the computer has been hooked up to the hardware. An automated system for a computer costs 10% of the computer's cost.

Example:

Alfred is in the Batcave. He uses the Batcomputer (an advanced research computer with INT 6 APs, and the Detective Skill of 6 APs) to analyze a clue he found earlier. The clue has Opposing and Resistance Values of 10. Alfred does not have the Detective Skill, so the computer works at 6 APs. Alfred learns nothing from the Batcomputer.

Later, Batman, with 12 APs of the Detective Skill, uses the computer to analyze a clue. The Opposing Value to Batman's Detective action is 4. The computer reduces the Opposing Value by its APs of Skill. Therefore, the Opposing Value of the Clue went from 10 to 4. Batman rolls a 6. He succeeds, but he would have failed if he had not had the Batcomputer. Batman has an Effect Value of 12 versus a Resistance Value of 10. Applying the Column Shift, Batman gets 4 RAPS of knowledge.

Artificial Intelligence.

Artifical Intelligence gives a computer self-awareness. It may be purchased for the Advanced Research and S.T.A.R. Kilotrax computers only. This computer then becomes an NPC played by the GM. The computer may accumulate Hero Points, one Standard Award of Hero Points per adventure being suggested. These Hero Points are useable only by the computer and are not accessible to the operator of the computer. The GM should be aware of the programming included in the computer; if the computer is programmed to obey its operator (which most are), only an extreme provocation could induce the computer to oppose the operator. Artificial Intelligence increases the cost of a computer system by 25%. A computer with Artificial Intelligence may **not** enhance its own Skill use.

The MIND of a Computer

Unless a computer has Artificial Intelligence, it is not assumed to be truly conscious. Attacks which affect the MIND of a computer that is not artificially intelligent, have no effect. However, physical damage can stop a computer from working once the BODY APs of the computer are less than 0.

Computer Description

Duration is the duration (in APs) of each use, if the use of the ability is an Automatic Action (see Gadgetry). Buying a reload pack for your computer costs 10% of the purchase price of the computer.

Home Computer
INT: 1 WILL: 0 MIND: 0 BODY: 1
# of Uses: 4 Duration: 22

This home computer is the most advanced home computer system available. It comes with all of the peripherals, such as disk drives, terminal, and printer.

Mini-Computer
INT: 2 WILL: 0 MIND: 0 BODY: 2
# of Uses: 4 Duration: 21

A mini-computer, despite it's name, is larger than a home computer. It comes with terminal, disk drives, printer, and plotters. A mini computer has an ability which works as the Split Power (See *Powers and Skills Manual*) at 1 AP, making duplicates of its "mind". Each "mind" may run separate programs.

Business Mainframe
INT: 3 WILL: 0 MIND: 0 BODY: 2
# of Uses: 4 Duration: 21

A business mainframe comes with several terminals, printers, and disk drives. A business mainframe has an ability which works as the Split Power at 2 APs, making duplicates of its "mind". Each "mind" may run separate programs.

Research Mainframe
INT: 4 WILL: 0 MIND: 0 BODY: 2
# of Uses: 4 Duration: 20

A research mainframe comes with terminals, extended memory, printer, and plotter. It has an ability which works as the Split Power at 3 APs, making duplicates of its "mind". Each "mind" may run separate programs.

Advanced Research
INT: 6 WILL: 0 MIND: 0 BODY: 2
# of Uses: 4 Duration: 20

Artificially Intelligent Version:
INT: 6 WILL: 1 MIND: 1 BODY: 2
# of Uses: 4 Duration: 20

An advanced research mainframe computer comes with the standard mix of terminals, extended memory, printer, and plotter. A research mainframe has an ability which works as the Split Power at 5 APs, making duplicates of its "mind". Each "mind" may run separate programs.

S.T.A.R. Kilotrax
INT: 8 WILL: 0 MIND: 0 BODY: 2
# of Uses: 4 Duration: 20

Artificially Intelligent Version:
INT: 8 WILL: 6 MIND: 6 BODY: 2
# of Uses: 4 Duration: 20

The S.T.A.R. Kilotrax is an experimental design that will only be sold to characters who have a high-level Connection (see *Character Design*) with S.T.A.R. Labs. It comes equipped with all of the familiar peripherals; external information hyperstorage unit (a technological double-leap up from a disk drive), terminals, printers and plotters.

The Kilotrax has the Ultra-C Processor Booster, which is a gadget with 1 charge (5 APs duration), which substitutes for the INT of the Kilotrax while it lasts. The Gadget has 18 APs, so the INT of the Kilotrax may be increased to 18 for 2 minutes (5 APs) before the device burns out. S.T.A.R. Labs is still working to perfect the Booster.

NOTE: As the Skills of the computer are linked to its Attributes, the Skills linked to INT would also be boosted for two minutes.

A Kilotrax has an ability which works as the Split Power at 7 APs, making duplicates of its "mind", each of which may run separate programs.

Electric Eye: An electric eye is a sensor consisting of a beam of light and a photosensitive receptor. Any object interrupting the beam of light will trigger the alarm that the electric eye is connected to.

Infrared Sensor: An infrared sensor picks up heat from an object. An alarm is usually attached which is activated when the temperature of an object in range is equal to or greater than a specified temperature, usually human body temperature. An infrared sensor can detect any person within 100 yards (5 APs).

Surveillance Microphone: A directional microphone used to pick up conversations which are out of range of normal hearing. It works as an Extended Hearing Power of 6 APs.

Nightsight: A low-powered telescopic sight which also amplifies the available light at night. Starlight on a cloudy night has enough light for a nightsight to work. A nightsight has an overload switch which shuts it down when the light in the area has reached a point of high brightness.

Radio: A portable radio receiver-transmitter with a range of 5 miles (13 APs).

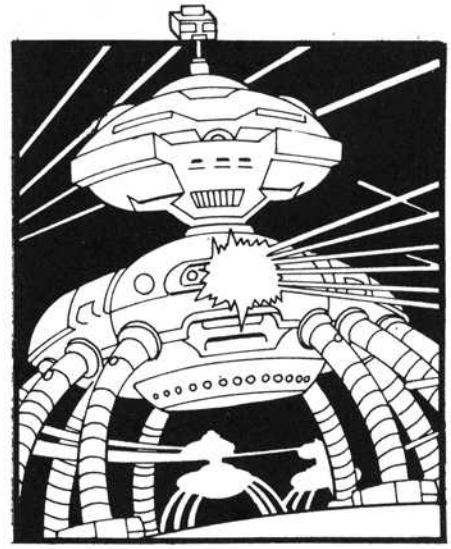
ROBOTS

The robots described below are the commercial models available from S.T.A.R. Labs. They include an internal computer which can be programmed by the owner of the robot. A robot may be considered an automatic system which can be run by another computer.

Description of Robots

Uses is the number of uses (see *Gadgetry* in the *Power and Skills Manual*) per Charge. Duration is the duration (in APs) of each use, **if** the use of the ability is an Automatic action, as described in *Gadgetry*.

Clyde: A Clyde is a light-duty work robot operated by the built-in equivalent of a home computer. It may operate one limited automatic system at a time; it comes equipped with enough limited automatic systems to make it a mediocre housekeeper. It has an infrared sensor with a limited range (40 feet, 2 APs) which allows it to detect intruders. Clyde comes with a voice synthesizer with a vocabulary of a twelve year old and the speaking ability of a six year old.



DEX: 1 STR: 1 BODY: 2
# of Uses: 10 Duration: 20

Utility: A sturdy, general purpose industrial robot that is usually programmed to maintain and monitor non-mobile robot workers. It comes equipped with a built-in mini computer. Some models have voice synthesizers, but most do not communicate or understand human speech.
DEX: 2 STR: 4 BODY: 6
# of Uses: 10 Duration: 20

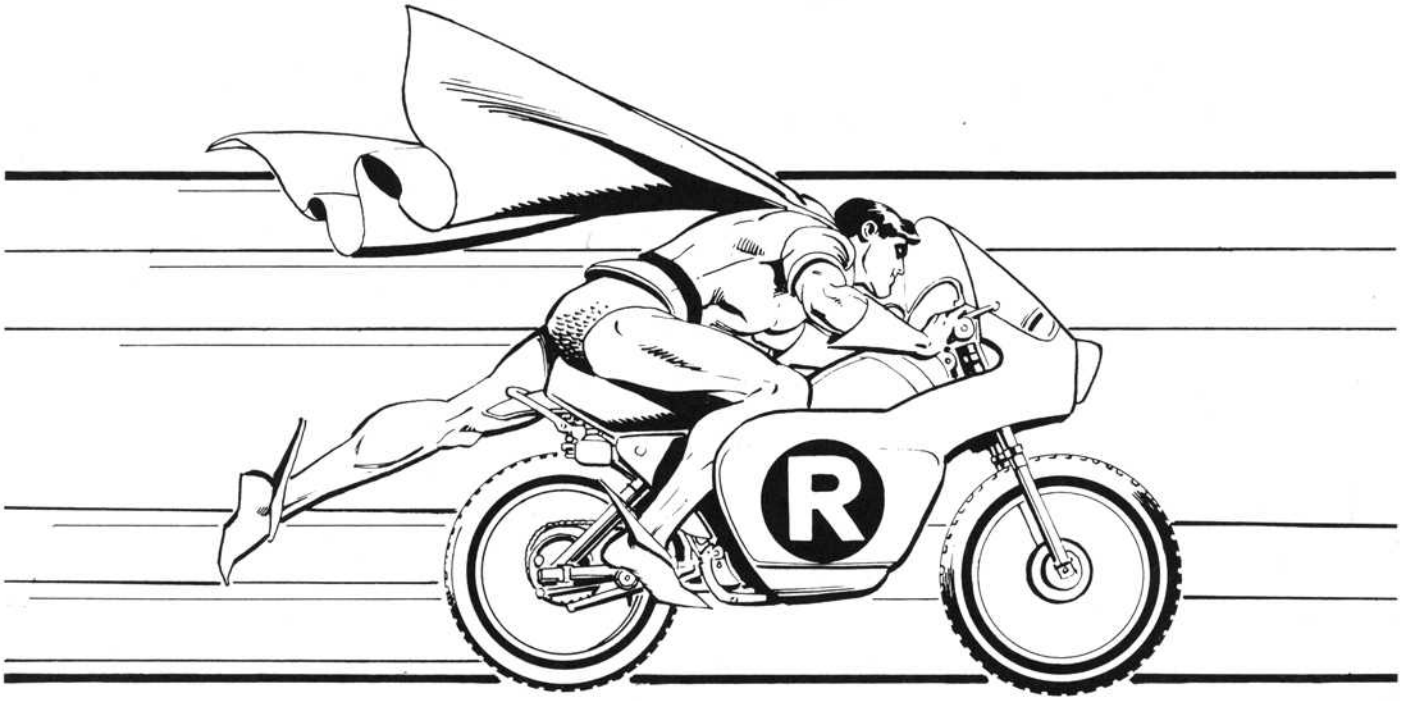
Security: A security robot has the equivalent of a business mainframe computer compacted into its armored interior. A security robot carries three or more weapon systems, and has the Weaponry Skill as an automated system at 7 APs. A security robot has Military Science as an automated system at 5 APs, and a variety of electronic sensors at 5 APs which can be used to detect characters who are within 100 yards(5 APs).

DEX: 4 STR: 6 BODY: 5
# of Uses: 10 Duration: 20

Television Camera: A mini-cam which is mobile, like those used for local newscasts.

Television Monitoring System: A security system with cameras at all entry points to a building and many cameras at other spots in a building. In one central location there is a bank of monitors where the television signals are sent.

Tracer: A small transmitter which sends a steady signal to a radio receiver. The range of a tracer is 5 miles (13 APs). A tracer may be detected by a Detective or Spy Skill, or the ECM Subskill of Combat. Characters who do not have such Skills must make an Unskilled roll to detect the device. A tracer has an Opposing Value of 5 against being detected. If the roll is successful the tracer is found.



VEHICLES

Vehicles have AP values in five areas: Speed, STR, BODY, Weight, and Cost. All standard vehicles have a DEX of 0. The DEX rating of a vehicle is the Vehicle Skill of its operator, or the Operator's DEX if the operator does not have the Vehicle Skill (remember the Unskilled Column Shift).

Speed represents the maximum APs of speed at which the vehicle can travel, as if it were endowed with the appropriate movement Power.

STR is the Strength of the vehicle, the maximum weight of cargo or passengers which the vehicle can carry.

BODY is the BODY APs of the vehicle.

Weight is the APs of weight of the vehicle.

Cost is the cost of the vehicle in dollars.

Uses is the number of times that the vehicle can be used (as per the Gadgetry rules) per charge. Each use requires certain vehicles to fuel up, but assume that the cost is included in the Hero Point total of the Reload Packs. There must be a source of fuel for the vehicle; otherwise the vehicle will not work. This rule does not apply for vehicles, such as Gliders, that do not require fuel.

Duration is the duration (in APs) of each use as described in Gadgetry.

The air-to-air missile functions in the same wasy as a vehicle. Its STR is only usable for determining the damage done by the missile. In addition, the air-to-air missile has a Radar Sense of 19.

Military vehicles are usually not available for purchase to the average buyer. Only a character with a High-Level Connection with the White House will be able to purchase any piece of military hardware which costs more than $1,000,000.

AIR VEHICLES

Name	Speed	STR	BODY	Weight	Cost ($)	Uses	Duration
Jet Pack	6	3	2	1	12,000	1	8
Glider	7	4	6	6	200,000	4	20
Single Prop (T-34 Mentor)	8	5	8	6	800,000	6	13
Flying Boat	8	7	10	11	700,000	6	14
Boeing 747	10	11	12	13	11,000,000	3	14
F-15 Eagle	11	8	13	10	20,000,000	3	11
Space Shuttle	15	12	13	12	150,000,000	1	20
Zeppelin	6	11	10	13	8,000,000	4	20
Helicopter (Bell Texas Ranger)	7	7	5	8	800,000	2	11
Air-to-Air Missile	12	15	3	5	1,000,000	1	8

LAND VEHICLES

Name	Speed	STR	BODY	Weight	Cost ($)	Uses	Duration
750cc Motorcycle	7	3	3	3	2,000	20	13
Compact car (Toyota Celica)	7	4	4	6	9,000	20	13
Sports car (Lamborghini)	8	4	5	6	100,000	10	12
Rolls Royce	7	4	6	6	100,000	20	13
Small Truck	6	9	11	11	70,000	20	13
Semi Truck	7	10	13	12	110,000	15	14
Tank (M1 Abrams)	6	9	18	12	1,500,000	5	13
Jeep	7	4	4	5	10,000	20	13

WATER VEHICLES

Name	Speed	STR	BODY	Weight	Cost ($)	Uses	Duration
Motorboat	4	4	4	6	6,000	6	13
Speedboat	6	3	4	5	35,000	3	12
Yacht	5	11	13	12	850,000	3	20
Ocean Liner	5	20	18	21	9,500,000	3	21
Destroyer	5	15	18	16	75,000,000	3	20
Battleship	5	18	24	22	250,000,000	3	21
Nuclear Submarine	5	19	24	23	1,500,000,000	2	24

WEAPONS CHART

WEAPON	Acting Value	Effect Value	Short Range	Medium Range	Long Range	Ammo	Cost ($)	Ammo[1] Cost ($)	Duration
Missile Weapon									
Bow and Arrow	0	3	0-3	4-5	6	1	400[2]	50[3]	22[2]
Firearms								*(° Futuristic Weapons)*	
.38 Pistol	0	3	0-2	3	4	6	200	3	22
.45 Automatic	0	4	0-3	4	5	7	350	4	23
Laser Pistol°	3	4	0-3	4-5	6	10	x	x	x
Laser Rifle°	4	4	0-5	6-7	8	10	x	x	x
.44 Magnum	0	5	0-3	4	5	6	600	6	22
Shotgun	5	5	0-3	4	5	2	800	3	22
Submachinegun	5	5	0-3	4-5	6	4	800	15	20
Disintegrator Pistol°	4	6	0-3	4-5	6	6	x	x	x
Automatic Rifle	4	6	0-5	6-7	8	8	400	20	20
Blaster°	2	8	0-2	3-4	5	6	x	x	x
Machinegun	5	8	0-6	7-8	9	6	1,300	150	20
Heavy Weapons									
Flamethrower	2	5	0-3	4	5	3	1,000	200	18
Bazooka	0	8	0-3	4-6	7	1	200	75	21
105mm Tank Gun	5	8	0-5	6-10	10-11	1	9,000	1,500	21
155mm Howitzer	0	9	0-7	8-12	13-14	1	60,000	1,500	21
Air to Air Missile	6	15	0-19	-	-	1			
Melee Weapons									*(* not applicable)*
Knife	0	3	0	1-2	3	*	75	n.a.	23
Sword	0	4	*	*	*	*	300	n.a.	22
Mace	0	4	*	*	*	*	200	n.a.	22

[1]Ammunition cost per full load [2]For bow only [3]For 20 arrows x-not available for purchase

WEAPONS

The effects of the weapons are listed in the Combat section of the Players' Book. The cost for each of these weapons is given below. Futuristic weapons are not available for purchase.

Uses: Assume that all weapons have one use which is separate from their ammunition. Once the Duration of the Use is over, the weapon must go thorough maintenance; either a Reload Pack or a new weapon must be bought.

Duration: The Duration (in APs of time) of 1 Use as per the Gadgetry rules. For weapons, Duration is the active service life of the weapon before it must undergo maintenance.

The Effect Value of a weapon is for the purposes of figuring damage only. A rifle cannot lift a barbell.

The weapons listed here are basic weapons. These are not specially designed weapons and are available to anyone with the money and connections to buy them.

The number in the Acting Value column can be substituted for the attacker's DEX.

The Effect Value column shows the Effect Value of the weapon. This is the weapon's STR, and is used in figuring how much damage is inflicted. Weapons can only inflict damage with their Effect Value; a machine gun cannot do a bench press.

If a character has a larger Strength AP Value than the weapon, they cannot substitute their Strength for the weapon's Strength APs.

Range denotes the APs of distance the weapon will be used with the Range rule (see Weapons, range and Armor in the *Players Manual*). Ranges are listed as short, medium, and long.

Ammo is the number of attacks the weapon can make before it must be reloaded or recharged. Weapons are always used at full power and may not be reduced in strength.

SIGHTS CHART

Type of Sight	Telescopic Vision	Ultra Vision	Cost ($)	Uses	Duration
Tube	1	n.a.	125	20	20
Telescopic	4	n.a.	600	18	18
Nightsight	4	12	2,000	20	18
Laser	6	n.a.	1,600	15	15

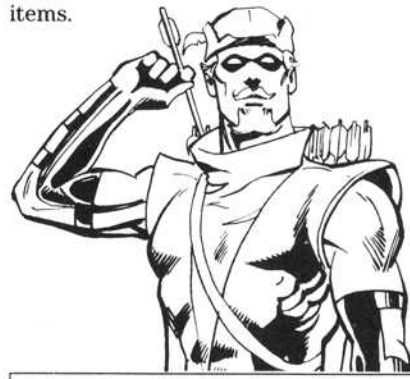
The Telescopic Vision of a sight acts the same as the Automatic Power Telescopic Vision and negates some range modifications (see Range in *Players' Manual*). For example: a rifle with a 4 AP sight would treat a target 9 APs away as if it were only 5 APs away. Sights do not increase the actual range of a weapon.

SPECIAL GADGETS

This section gives the GM a choice of gadgets which may be purchased from S.T.A.R. Labs (or other GM-created sources). It also details the equipment of some of the most famous DC Heroes: Batman, Green Arrow, and Nightwing.

Purchasing Special Gadgets:

Special Gadgets must be purchased from S.T.A.R. Labs. This purchase is paid for in Hero Points. The section below lists the cost in Hero Points for each of these items.



GREEN ARROW

Listed below are some of the typical arrows found in Green Arrow's Quiver. This list is just a sampling of what the Emerald Archer carries, as he is continually experimenting and modifying his arrows. Whenever Green Arrow uses an arrow, the arrow's use is treated as a Physical Attack. The Acting Value is Green Arrow's Weaponry Skill, and the Effect Value is stated in the arrow's description.

Bow

STR: 8	DEX: 0	BODY: 0
HP Cost: 4	Uses: 1	Duration: 8

Green Arrow's Bow is a specially designed reflex bow made from a graphite compound. When not in use, the bow is folded in two and carried on a special bracket of his quiver. When in use, the STR of the Bow can be substituted for the Green Arrow's STR. The maximum distance that any of the arrows can be fired is 8 APs, which is the STR of the bow.

Bola Arrow

STR: 8	DEX: 0	BODY: 8
HP Cost: 6	Uses: 1	Duration: 8

A Bola Arrow entangles its target with weighted ropes. To use this arrow, the character makes a normal Action Check for a Physical Attack, using the Bola Arrow's STR as the Effect Value. The RAPs are subtracted from the target's current BODY APs as in a normal Physical Attack. However, the target might also be entangled.

If the STR of the arrow exceeds the STR of the target, the target is entangled. If entangled, the target's DEX is 0 and the target may not move. The target may attempt to break the entanglement by mak-

ing a Physical Attack on the Bola, with the Bola's STR as the Opposing Value and the character's STR as the Acting and Effect Values. A Bola Arrow may only attack one target.

Drill Arrow

STR: 9	DEX: 0	BODY: 0
HP Cost: 5	Uses: 1	Duration: 8

A Drill Arrow has been specially modified by replacing the normal arrow head with a high speed drill bit. Normally it is used to drill through such items as oil drums, engine blocks, and steel doors. The STR of the Drill Arrow is used as the Effect Value.

If this arrow is used against another character, the using character is considered to have entered Killing Combat (see *Killing Combat, Combat*).

Explosive Arrow

STR: 0	DEX: 0	BODY: 0
HP Cost: 13	Uses: 1	Duration: 0

An Explosive Arrow has an Explosive Effect of 8 APs. It is used to hurl an explosive charge at a target. An attack with an Explosive Arrow is handled in the same manner as explosives, but the Acting Value is the Acting Value of the firing character, not the APs of Explosive Effect.

Extinguisher Arrow

STR: 8	DEX: 0	BODY: 0
HP Cost: 4	Uses: 1	Duration: 7

The Extinguisher Arrow is designed to eject a foam upon impact that will put out a fire. One of these arrows will smother a normal fire in a 0 AP X 0 AP area. If the arrow is being fired at a character who is using the Flame Being or Animated Flame Powers, handle the attack as a normal Physical Attack, using the Strength of the arrow as the Effect Value and the APs of the Power as the Resistance Value. Any RAPs greater than the APs of the Fire Power means that that Power may not be used again until a Recovery Check is made.

Flash Arrow

STR: 0	DEX: 0	BODY: 0
HP Cost: 12	Uses: 1	Duration: 0

A Flash Arrow is used in the same manner as the Flash Power, but the Acting Value is that of the character no that of the Power. Flash Power is rated at 8 APs.

Glue Arrow

STR: 8	DEX: 0	BODY: 8
HP Cost: 4	Uses: 1	Duration: 10

A Glue Arrow spreads a large amount of glue over a 0 AP x 0 AP area. Any characters in that area are stuck to the ground. Glued characters have their DEX reduced by the STR of the glue. A glued character may also break out of the area by making an attack as per the entanglement rules.

Grappling Hook Arrow

STR: 8	DEX: 0	BODY: 5
HP Cost: 8	Uses: 1	Duration: 8

A Grappling Hook Arrow can carry a grappling hook and line to the top of a building, cliff, or tree. The STR of the grappling hook and line is the maximum weight that can be supported. The length of the line is the maximum range of the weapon used to project the grappling hook.

Handcuff Arrow

STR: 8	DEX: 0	BODY: 0
HP Cost: 4	Uses: 1	Duration: 10

A Handcuff Arrow can pin the arms or legs of the target to a convenient surface. To use this arrow, the character must make a Trick Shot (see *Player's Manual; Combat*). If the RAPs are 1 or more, the target is handcuffed.

The victim may attempt to break out of the handcuffs, with the victim's STR as the Action and Effect Values and the RAPs of the shot as the Opposing and Resistance Values.

Jet Arrow

STR: 5	DEX: 0	BODY: 0
HP Cost: 13	Uses: 1	Duration: 8

The Jet Arrow has 5 APs of Flight. It is used in conjunction with the bow to provide limited flight capabilities to the user. The arrow is attached to the bow by a short length of line.

Once it has been fired, the arrow tows the user holding the bow. The character steers by shifting his weight and angling the bow.

Magnetized Arrow

STR: 0	DEX: 0	BODY: 0
HP Cost: 4	Uses: 1	Duration: 8

A Magnetized Arrow has 8 APs of the Magnetic Control Power. It is normally used to disarm opponents. The arrow is fired past the opponent, and as the arrow passes a weapon (or other metal object), the metal object is pulled out of the target's hand by the arrow's Magnetic Control. The firing character's Acting Value is used against the DEX of the target. The APs of the arrow's Magnetic Control are the Effect Value, while the STR of the target is the Resistance Value. To use this arrow the firing character must make a Trick Shot (see *Player's Manual: Combat*).

Net Arrow

STR: 8	DEX: 0	BODY: 8
HP Cost: 4	Uses: 1	Duration: 8

A Net Arrow drops a net over its target. Like a Bola, a Net Arrow uses a Physical Attack to entangle its target, with the Net's STR being the Effect Value.

Unlike a Bola, the Net causes no damage to the target. However, the Net can entangle more than one target at a time. If the character wishes to entangle more than one target he must use a Multi-Attack (see *Combat*).

Oil Slick Arrow

STR: 8	DEX: 0	BODY: 0
HP Cost: 13	Uses: 1	Duration: 8

An Oil Slick Arrow spreads an oil slick over a 0 AP X 0 AP area. Any character in the area of the oil slick must make a successful Action Check each phase in order to remain upright. The affected character uses his DEX as both his Action and Effect Values, while the arrow's STR is the Opposing and Resistance Values. Any positive RAPs mean that the character remains upright.

Parachute Arrow

STR: 5	DEX: 0	BODY: 0
HP Cost: 8	Uses: 1	Duration: 8

The Parachute Arrow has 5 APs of Gliding. It is normally used after the Jet Arrow has been spent, and the character wishes to descend safely to the ground. Like the Jet Arrow, the Parachute Arrow is normally connected to the bow. The character must hold on while using the arrow. While most parachutes have no maneuverability, this version has a limited gliding capability built into it, so a wider variety of landing sites can be chosen.

Smoke Arrow

STR: 0	DEX: 0	BODY: 0
HP Cost: 18	Uses: 1	Duration: 8

A Smoke Arrow has a Fog of 8 APs (from the point of impact) with a dense cloud of smoke. This cloud obscures the vision of any character attempting to see through it in the same manner as the Fog Power.

A volume of air that is moving faster per phase than the RAPs of Fog will dissipate the Smoke.

Stun Arrow

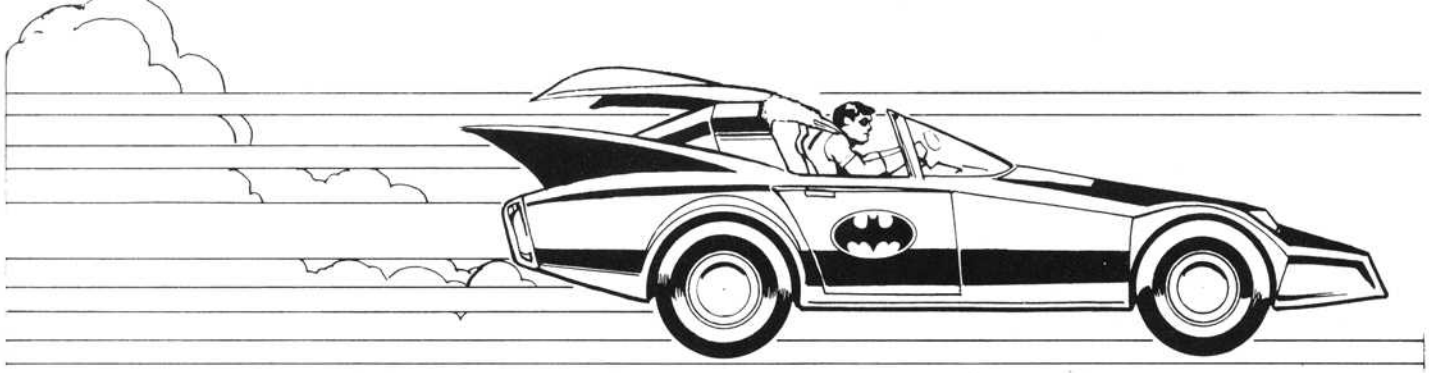
STR: 8	DEX: 0	BODY: 0
HP Cost: 4	Uses: 1	Duration: 8

A Stun Arrow makes a Physical Attack on its target in the normal manner. The only difference is that the arrow will not lower the current BODY APs of the target below -1.

Tear Gas Arrow

STR: 8	DEX: 0	BODY: 0
HP Cost: 18	Uses: 1	Duration: 8

The Tear Gas Arrow has a Fog of 8 APs. If an unprotected character (one without a gas mask or some other similar device) is



an unprotected character (one without a gas mask or some other similar device) is caught in the cloud of gas, he is Physically Attacked with the gas's STR as the Acting and Effect Values. The RAPs are subtracted from the target's DEX. This reduction lasts for as long as the character is in the gas cloud. The cloud lasts for 8 APs (the STR of the Tear Gas). Remember that if a character's DEX is reduced to -1 or less, that character may not perform any actions.

BATMAN

Like the Green Arrow's quiver, the contents of Batman's Utility Belt are always changing as the hero modifies and experiments with new gadgets. The items listed below are typical gadgets found in the Belt.

Batarang

STR: 0	DEX: 0	BODY: 12
HP Cost: 53	Uses: 12	Duration: 12

The Batarang has 3 APs of Gliding. It is actually a boomerang designed especially by Batman. It can be attached to a line (also kept in Batman's Utility Belt), and used as a Bola, a Grappling Hook, or without the line, to hit a target outside the normal striking distance (see *Bola Arrows*, and *Grappling Arrows* for the game mechanics). When making a Physical Attack, the DEX of the thrower is the Acting Value and the STR is the Effect Value. The addition of the Gliding ability allows the Batarang to be used at a greater range than normal. Add the APs of Gliding to the STR of the thrower (5 in the case of Batman). This value becomes the new maximum range of the weapon.

Infrared Flashlight/ Goggles

STR: 0	DEX: 0	BODY: 0
HP Cost: 6	Uses: 1	Duration: 12

The Infrared Flashlight/Goggles have 12 APs of Thermal (IR) Vision. As long as the flashlight is illuminating the area, the character can see as if it were daylight (as per the Thermal Vision Power).

Laser Torch

STR: 0	DEX: 0	BODY: 0
HP Cost: 14	Uses: 1	Duration: 0

The Laser Torch generates heat as per a Heat Vision Power of 12 APs. The torch can cut through walls, bars, or windows. Its attack is Physical. When the BODY of the target object is reduced below 0, a 0 AP x 0 AP hole is cut through it (The BODY of various materials is listed in the **Equipment Section** of the *GM's Manual*). If this device is used against another character, the attacker is considered to have entered Killing Combat.

Micro-Cassette Recorder

STR: 0	DEX: 0	BODY: 0
HP Cost: 6	Uses: 1	Duration: 12

The Micro-Cassette recorder can Recall any sound within the normal hearing of the operator for 12 APs of time. The cassette tape is considered the re-load pack for this item.

Miniature Camera

STR: 0	DEX: 0	BODY: 0
HP Cost: 6	Uses: 1	Duration: 12

The Miniature Camera can Recall any visual image (i.e. it takes a picture) of anything that the photographer sees. A clear picture can be taken at a distance of up to 12 APs from the photographer.

Plastic Explosives

STR: 0	DEX: 0	BODY: 0
HP Cost: 26	Uses: 1	Duration: 0

Plastic Explosives have an Explosive Effect of 8 APs. Handle an attack with Plastic Explosives in the same manner as an Explosive Attack in Combat, except that the user may be injured if he is caught in the blast radius.

Rebreathing Apparatus

STR: 0	DEX: 0	BODY: 0
HP Cost: 12	Uses: 2	Duration: 12

The Apparatus is a small device that functions in the same manner as a gas mask, and has a Systematic Antidote of 12. The Rebreathing Apparatus adds 12 APs to the Resistance Value of the character who is wearing it. It is effective only against airborne poison gases, including tear gas.

Smoke Capsules

STR: 0	DEX: 0	BODY: 0
HP Cost: 6	Uses: 1	Duration: 12

A Smoke Capsule has a Fog of 12. This cloud obscures the vision of any character who is within the cloud or attempting to see through it.

Other Batman Equipment

Listed below are some of vehicles that Batman uses. All of them are assumed to carry the standard sort of devices common for that type of vehicle. For example, all of the vehicles have radios (with 17 APs of range), while the Batboat would have anchors and all of the aircraft will have simple automatic pilots.

Definitions

Uses is the number of Uses per charge. Each Use requires the vehicle to fuel up, but the cost is assumed to be included in the Hero Point total of the Reload Packs. There must be a source of fuel for the vehicle. If fuel is not available, the vehicle will not work.

Duration is the Duration (in APs) of each use. If the use of the ability is an Automatic Action, as described in Gadgetry.

Batboat

STR: 7	DEX: 0	BODY: 8
HP Cost: 87	Uses: 6	Duration: 13

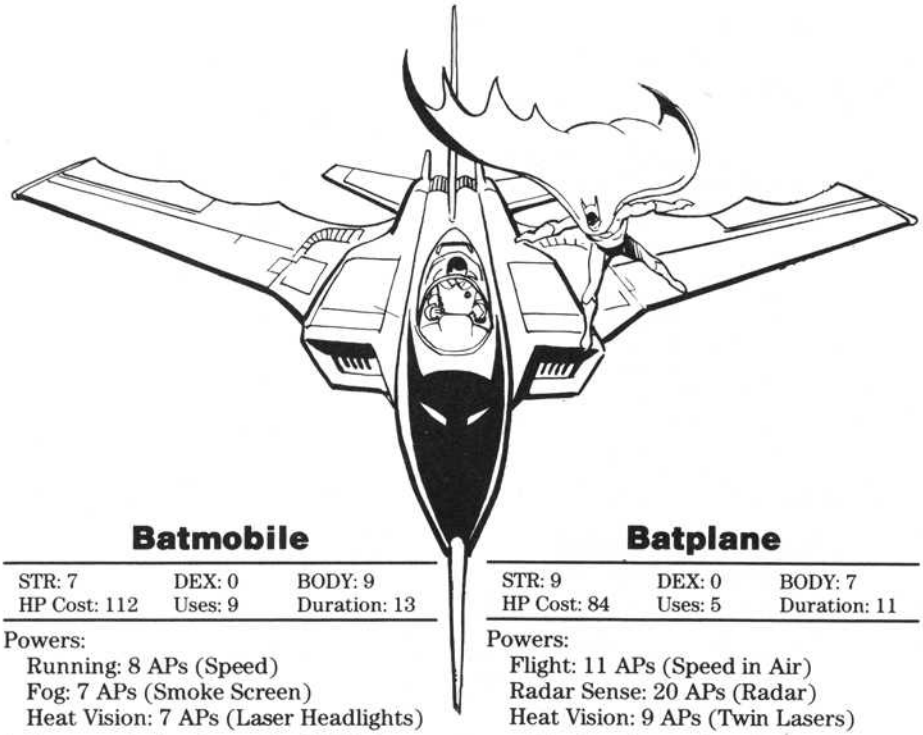
Powers:
Swimming: 7 APs (Speed)
Radar Sense: 16 APs (Radar)
Sonar: 16 APs (Passive Sonar)

The Batboat, a modified hydrofoil, is one of the world's fastest boats, capable of speeds over 100 MPH. In addition to a micro-wave computer link to the Batcomputer, and advanced sonar and radar systems, the Batboat carries 2 Bat-torpedoes (see below). The Radar is usable only for surface and air searches. The Sonar can locate only submerged objects.

Bat-Computer

STR: 0	DEX: 0	BODY: 6
INT: 6	WILL: 0	MIND: 0
HP Cost: 320		

Skills:
Detective: 6 APs
Gadgetry: 6 APs
Medicine/
Forensics: 6 APs
Military Science/
Camouflage: 6 APs
Cartography: 6 APs
ECM: 6 APs
Scholar: 6 APs
All Earth languages, History, Literature, Archeology, Sociology, Psychology
Scientist: 6 APs
Spy/
Coding: 6 APs
Photo Interpretation: 6 APs



Batmobile

STR: 7	DEX: 0	BODY: 9
HP Cost: 112	Uses: 9	Duration: 13

Powers:
Running: 8 APs (Speed)
Fog: 7 APs (Smoke Screen)
Heat Vision: 7 APs (Laser Headlights)

In appreciation for saving his life, stunt driver Jack Edison constructed the Batmobile for the Caped Crusader. The Batmobile is unparallel by any other four-wheeled vehicle on the road today. It has a maximum speed of 225 miles per hour and is capable of off-road movement.

The body of the automobile is made of a special ceramic that makes it impervious to all small-arms fire. A microwave-linked terminal allows Batman access to the Bat-Computer. A Smoke Screen can be released from the rear of the Batmobile, and the Laser Headlights can quickly blast open a wall or a door of a villain's hideout. Smoke Screen use is handled in the exact manner as Fog Power, with the limitation being that the Smoke Screen cannot move with the car. The Laser Headlights mimic the Power of Heat Vision in all respects. See the *Powers and Skills Manual* for an explanation of these Powers.

Bat-Torpedoes

STR: 11	DEX: 0	BODY: 0
HP Cost: 21	Uses: 1	Duration: 8

Powers:
Swimming: 8 APs (Speed)
Sonar: 11 APs (Passive Sonar)

The Bat-torpedo, an active acoustically-guided torpedo, homes in on the propellers of a target ship, thus disabling the ship without sinking it. The DEX of the Torpedo is the Acting Value, while the APs of STR are the Effect Value. The target's Opposing Value is normally the Vehicle Skill of the ship's helmsman, while the Resistance Value is the BODY of the propellers (normally a 6 for small to medium vessels). Always treat this type of attack as a Trick Shot and apply all penalties. (see *Combat*).

Batplane

STR: 9	DEX: 0	BODY: 7
HP Cost: 84	Uses: 5	Duration: 11

Powers:
Flight: 11 APs (Speed in Air)
Radar Sense: 20 APs (Radar)
Heat Vision: 9 APs (Twin Lasers)

The Batplane, a heavily modified F-4 Phantom, is capable of vertical takeoffs and landings, silent flight, and can travel over 1500 m.p.h. In addition to its two man crew, the Batplane can carry over 25,000 pounds of ordinance on its wing pylons. Batman can access the Bat-computer from the plane via a microwave link. The Batplane is armed with twin lasers, making it one of the most formidable aircraft in the skies.

NIGHTWING

Like his mentor, Batman, Nightwing uses many different types of special equipment in his fight against crime. Listed below is a small sampling of some of the gadgets he carries with him.

Combat Disk

STR: 0	DEX: 0	BODY: 8
HP Cost: 34	Uses: 7	Duration: 10

Powers:
Gliding: 3 APs

Nightwing's Combat Disk is a derivative of Batman's Batarang, and is thrown only at opponents to make Physical Attacks with the DEX of the thrower being the Acting Value and his STR being the Effect Value. Add the APs of Gliding to the thrower's STR to calculate the maximum range of the weapon.

Gas Mask

STR: 0	DEX: 0	BODY: 0
HP Cost: 4	Uses: 2	Duration: 10

Powers:
Systematic Antidote: 8 APs (Gas filtration system)

The Gas Mask is effective only against airborne poison gases, including tear gas. The APs of Systematic Antidote are added to the character's Resistance Value against poison gas attacks.

Stun Bomb

STR: 0	DEX: 0	BODY: 0
HP Cost: 17	Uses: 1	Duration: 1

Powers:
Explosive Effect: 3 APs

The Stun Bomb is thrown during a Physical Attack to render the target unconscious. Handle the attack as an explosive attack (see *Combat*), using the thrower's DEX as the Acting Value, and the APs of the Stun Bomb's Explosive being the Effect Value. No target's current BODY APs will be reduced below -1.

Wrist Rockets

STR: 5	DEX: 0	BODY: 5
HP Cost: 4	Uses: 1	Duration: 8

The Wrist Rocket functions in a manner similar to a grappling hook. However, the Wrist Rocket fires a steel arrowhead which tows a long, thin line behind it. The arrowhead then imbeds itself into the target object, allowing Nightwing to climb the line, which is 5 APs long.

To use the Wrist Rocket in a Physical Attack, use the Acting Value as the Exotic Weaponry Skill of the user, and the DEX of the target (normally 0 for a stationary object) as the Opposing Value.

The Effect Value is the STR of the Wrist Rocket. Since the arrowhead is to be imbedded in the material and is not intended to cause any damage, subtract 6 from the material's BODY (see *GM Manual, Equipment* for the BODY of various materials). The result is the Resistance Value. A RAP of 1 or more means that the arrowhead has been successfully imbedded into the material.

If the arrowhead is shot at a character, the shooting character is considered to have gone into Killing Combat.

TEEN TITANS

Listed below are some of the vehicles used by the Teen Titans. Like Batman's vehicles, all of these are assumed to have radios and other standard equipment.

DEFINITIONS

Uses is the number of uses per charge. Each use requires the vehicle to fuel up, and the cost is assumed to be already included in the Hero Point total of the Reload Packs. However, there must be a source of fuel for the vehicle. If no fuel source is available, the vehicle will not work until a source is found.

Duration is the duration (in APs) of each use, *if* the use of the ability is an Automatic Action, as described in Gadgetry.

Skycycle

STR: 4	DEX: 0	BODY: 5
HP Cost: 36	Uses: 9	Duration: 13

Powers:
Flight: 8 APs (Speed)

The Skycycle is an antigravity sled that provides limited flight capability to the Teen Titans' non-flying members. Open to the elements and having only minimum equipment, the Skycycle is an inexpensive means of gaining mobility.

T-Barge (Personnel)

STR: 5	DEX: 0	BODY: 0
HP Cost: 24	Uses: 5	Duration: 15

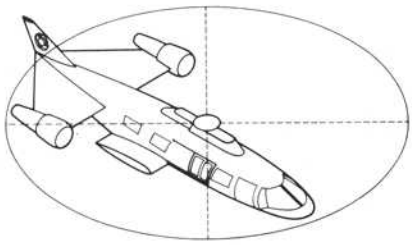
Powers:
Swimming: 3 APs (Speed)

T-Barge (Cargo)

STR: 15	DEX: 0	BODY: 0
HP Cost: 18	Uses: 2	Duration: 15

Powers:
Swimming: 3 APs (Speed)

The T-Barges are used by the Teen Titans to carry personnel and cargo across the East River to Titan's Tower. Access to the barges is restricted to individuals that have specially coded I.D. cards (see the *Titan's Tower Plans* for more details).



T-Helicopter

STR: 9	DEX: 0	BODY: 8
HP Cost: 47	Uses: 6	Duration: 12

Powers:
Flight: 7 APs (Speed)

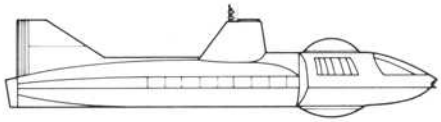
The T-Helicopter is capable of carrying all of the Titans. It is usually used for short trips.

T-Jet

STR: 11	DEX: 0	BODY: 7
HP Cost: 69	Uses: 6	Duration: 13

Powers:
Flight: 11 APs (Speed)
Radar Sense: 14 APs (Radar)

The T-Jet is used by the Teen Titans for long distance travel. In addition to its 10 passengers and crew, the T-Jet is capable of carrying over 48 tons (11 APs) of cargo. With its vertical takeoff and landing capabilities, the T-Jet is able to operate from the landing pad which is located on the roof of the Teen Titans' Tower or even in an open field halfway around the globe.



T-Submarine

STR: 8	DEX: 0	BODY: 8
HP Cost: 161	Uses: 11	Duration: 19

Powers: Sealed Systems: 19
Swimming: 5 APs (Speed)
Radar Sense: 15 APs (Radar)
Passive Sonar: 15 APs (Sonar)

The T-submarine is used by the Teen Titans for exploration of the ocean depths. It is also used to allow the Titans to slip ashore near villain hideouts when arrival by air is inadvisable.

Titans' Computer

STR: 0	DEX: 0	BODY: 6
INT: 8	WILL: 0	MIND: 0
HP Cost: 215		

Skills:
Gadgetry 8,
Militar Science 8,
Schol r 8,
History, all Earth languages
Scientist 8

The Teen Titans' Computer is equipped with a Hyper-time Bubble. This feature allows the computer to reduce the Opposing and Resistance Values of a Skill by the character's APs of that Skill.

Laboratories/Workshops for Gadgeteers/Occultists

Laboratories make Gadget production efficient, while workshops make Occultist Object production efficient. It is possible to produce these items without a laboratory/workshop, but their production is more expensive this way: 10 Hero Points per use to build a gadget (or object) without a laboratory/workshop. The cost of incorporating a Power or Skill into a gadget (or object) is increased by 10 Hero Points if it is not built in a laboratory or workshop.

A laboratory/workshop's AP rating is the maximum RAPs at which a gadget or object may be built there. If a character builds a gadget in a 5 AP laboratory, the maximum Attribute, Power, or Skill for that gadget is 5 APs. Duration of the gadget or object is not affected by this rule.

When a character is planning to build a laboratory, its AP value must be decided before it is built. The minimum building time for a laboratory is two weeks. The maximum time is up to the character(s) building the laboratory, but the cost of building must be completely paid before gadgets may be built there. The same applies to the construction of workshops.

The table below lists the maximum APs for laboratories or workshops, their cost in dollars, and their cost in Hero Points. A Player Character who builds a laboratory may choose whether to expend money (through his Wealth rating) or directly spend Hero Points on it. If more than one character is contributing to the construction, you, the GM, may want to allow the characters to spend both money and Hero Points; each $100,000 counts as 1 Hero Point spent. Characters with millionaire or billionaire Wealth ratings would certainly prefer to donate money rather than contribute Hero Points directly.

AP of Lab/ Workshop	$ Cost x 1,000	Cost in Hero Points
5	$500	5
7	$1,000	10
10	$4,000	40
12	$8,000	80
15	$60,000	600
20	$500,000	5,000
25	$4,000,000	40,000
30	$30,000,000	300,000
35	$250,000,000	2,500,000

REPAIR KITS

Characters may purchase a repair kit, which acts as a laboratory when fixing damaged equipment in the field. "Fixing a gadget" means restoring the BODY or MIND APs of the gadget by using the Gadgetry Skill. If the gadget has been totally destroyed (if it has taken more than twice as many APs of damage as it has BODY or MIND), new equipment may not be created through the use of a repair kit. Gadgets may not be repaired beyond the APs of the repair kit. Partial repairs are not possible, e.g. a character may not fix a gadget with a BODY of 15 APs with a repair kit of 7 APs.

Repair kits cost 10% as much as a laboratory of the same APs, with a minimum cost of 1 Hero Point for each repair kit. Repair kits have 10 uses and a duration of 15 APs. It is not possible to buy reload packs for a repair kit. A new repair kit must be purchased.

Laboratories and workshops are one-use items, with durations of one year (24 APs). Maintenance cost is 10% of the original cost of the laboratory, and may be paid in either Hero Points or money. If the maintenance cost is not paid, the laboratory cannot be used to construct gadgets. Maintenance costs must also be paid on workshops or objects may not be built in them.

The standard S.T.A.R. Lab is 20 APs. The S.T.A.R Labs in Chicago, Gotham, Los Angeles, and New York are 30 AP Labs. The S.T.A.R. Lab in Metropolis is S.T.A.R.'s only 35 AP Lab. A character with a high-level connection with S.T.A.R. Labs will be allowed to use these Labs to build his gadgets, as long as he pays for all costs associated with the gadget.

S.T.A.R. LABS

If you have just finished reading the Equipment section, you may have noticed that the main supplier for just about every conceivable device listed is S.T.A.R. Labs, who provides for a wide range of clientele. S.T.A.R. Labs is the premiere designer, builder, and distributor of technological devices on Earth. Their motives are murky, and different locations vary greatly in their methods of dealing with their clients and the surrounding community. Some locations are extremely secretive, some seem vaguely sinister, others are actively involved in the community, while a few function like high technology department stores. Below is a brief guide to S.T.A.R. Labs.

S.T.A.R. Labs is an acronym for Scientific and Technological Advanced Research Laboratories. According to the official S.T.A.R. Labs publicity releases, S.T.A.R. Labs was formed by a group of small laboratories all over the country, combining staffs, experimental results, facilities, and equipment to form the most high-powered scientific organization in the history of the human race. Their goal is to expand man's knowledge by a coordinated effort which probes in hundreds of directions at once. They operate under the philosophy that the use of acquired knowledge generates additional knowledge.

Other people watching S.T.A.R. Labs from the outside are not so sure. S.T.A.R. Labs locations appeared all over the country in a matter of weeks, some in existing laboratory sites, but many in brand new facilities. This sudden emergence raised many questions: if this is a combination of several smaller laboratories, how did they obtain the funding to expand so quickly? Why is S.T.A.R. Labs still a privately held corporation, with even its financial records hidden from the public? If S.T.A.R.'s purpose is to increase all of humanity's knowledge, why are the results of their research unpublished? Why do they cooperate so rarely with outside scientists who are not Super-Hero characters?

Most people just accept S.T.A.R. Labs as a fact, judging the Labs only on whether or not their last wonder widget worked.



S.T.A.R LABS LOCATIONS

A S.T.A.R. Lab can be found in every major city in the free world, and several other locations. S.T.A.R. Labs research teams can be found in every climate and continent.

A TYPICAL LABORATORY

A typical S.T.A.R. laboratory is an efficient business, as well as a laboratory. The organization of the company is complex.

ADMINISTRATION: The administrative staff of a S.T.A.R. Lab is small, usually 6 to 10 people. The Director, the laboratory's highest-ranking official, is the head of the administration. There are four positions of equal rank under his leadership, at least on paper: Head of Security, Chief of Operations, Research Coordinator, and Information Officer. The other people are administrative assistants, assigned to one of the other administrators.

Head of Security: The Security Head has the job of insuring that what belongs to S.T.A.R. Labs remains on the premises of S.T.A.R. Labs and that working conditions remain orderly. The interpretation of "orderly" varies from laboratory to laboratory. Some Labs allow anything short of malicious vandalism, while others keep a very tight rein on their employees, at work and outside of the laboratory. The Head of Security commands the guards of a laboratory. He may cancel any character's visiting privileges, unless his decision is overridden by the director.

Chief of Operations: The Operations Chief expedites all of the day-to-day transactions of the laboratory. He makes budget decisions, procures equipment and supplies, and okays the budget for science and research teams. The Chief of Operations must approve all purchases and sales of S.T.A.R. Labs technology. He makes sure that the laboratory has the necessary power, water, or whatever is needed to meet its research requirements. He is responsible for research teams in the field. His budget and purchase/sale decisions may be overridden by the Director.

Research Coordinator: The Research Coordinator reports to the Director and oversees research and development projects at laboratory. He sets the priorities for future projects, and assigns the scientists and gadgetry experts to the various S.T.A.R. Labs teams. The Director may override the decision of a Research Coordinator if the Director has the support of one of the other administrators. This requirement leads to fierce politicking in the labs.

Information Officer: The Information Officer is responsible for controlling the flow of information which is released from the laboratory, and evaluating and disseminating information which is brought into the laboratory concerning the activities of other scientific organizations. The job description of Information Officer is vague enough that the job varies

widely from Lab to Lab. In some S.T.A.R. Labs, the Information Officer is a public relations job. In others, the Information Officer actively obtains information on other organizations through espionage. The Director can cancel any operation of which he is aware, but the job description does not state that the Information Officer is required to do anything but report the results of his operations. This often leads to conflict with the Chief of Operations, who sometimes resists requests for S.T.A.R. Labs resources which are dedicated to vague or falsely described operations.

SECTIONS: A S.T.A.R. Lab consists of at least the following sections. Each Lab has possible variations that the GM can expand on for the purpose of the game.

Security Section: A Security Section looks something like an operating room in a state of siege. Usually a white tile Experimental Station (see Below) has been turned over to Security for their use. The ceramic walls are lined with weapons, and any armor or defensive garb which the Security Section owns.

The Security Section has a computer which is hooked into the Experimental Station network, so security can monitor what is happening to the stations. If they are not monitoring the stations, the security personnel will rarely use the computer monitors.

The typical S.T.A.R. Lab has 25-40 security guards who work in three shifts for 24 hour protection. These guards will have Attributes and Skills of 3 APs. They will be armed with standard weaponry, unless they are expecting big trouble, in which case S.T.A.R. Labs will break out whatever special weaponry they have available. Most Heads of Security will not hesitate to try to contact Super-Heroes for assistance if the problem looks really big.

You know you have entered a Security Section when you see four guys sitting at computer terminals and only two of them are really working.

Operations Sections: These are the storage rooms, warehouse space, and the shipping and receiving areas. Operations also include the monitoring and maintenance of power plants, air purification or environmental control systems, and food preparation areas. These areas are connected by intercom and computer networks. The Chief of Operations can inventory any area in the Operations Section from his console in the Administration Section. He can also turn on/off or adjust any automated system in the Operation Section from there.

The personnel who work in Operations are familiar with the computer system, but they do not have the system privileges necessary to change any information or manipulate any automated systems. They can, however, inventory Operations Sections, and run application programs.

They have mostly 2 APs (occasionally 3 APs) for all Attributes and Skills.

You can tell you have walked into an Operations Section when you see four people hunched over the terminals, hitting the buttons furiously, trying to avoid a desperate situation: losing another character in a game of S.T.A.R. Quest.

Experimentation Stations: These are laboratories where S.T.A.R. Labs tests its theories and builds devices. All of the Experimentation Stations have their own computers (type varies depending on the experiment taking place) and all of these computers are connected, in turn, to the central computer in Research Section. Technicians and scientists often work in sterile white rooms so they will not contaminate delicate equipment.The computer and office center is an enclosed area just off of the sterile work space. Experimentation Stations are usually full of people working intensely, and often only the machinery is making any noise. Personnel in Experimental Stations will have Attributes of 2 (possibly higher Mental Attributes) with Gadgetry or Scientist Skills of 4, 5 or 6.

You know you have entered the office of an Experimentation Station when four people simultaneously hit a key on their terminal, and an experiment update report appears, erasing the game of S.T.A.R. Quest which they had just been playing.

Research Section: The Research Sections are often a jumble of furniture, people, and equipment arranged to help the researchers think most efficiently. The atmosphere can be casual, competitive, or crazy; it usually reflects the personality of the Research Coordinator, who has an office in this section. The Research Coordinator's office is usually the most personalized room in a S.T.A.R. Lab location; if you understand everything in his room, you understand the Coordinator. The offices of the other researchers tend to be more subdued; the more junior the researcher the more subdued the room.

The personnel in Research have Attributes of 2 (possibly higher Mental Attributes), with Scholar and Scientist of 4, 5, or 6 and a Gadgetry of 2, 3, or 4.

The computers in the Research Section have the ability to monitor and override all of the computers in the Experimental Stations.

You know you have walked into Research Section when you see four guys look up briefly, then go back to their game of S.T.A.R. Quest.

They have already written programs which will "fool anyone" monitoring the system into thinking that they are really doing their work.

Information Section: An Information Section is often the friendliest looking section of a S.T.A.R. Lab. There will be



comfortable furniture, bright colors, healthy plants, and an assortment of high-tech toys for visitors to play with. The personnel are courteous. The only discomforting thing is the absence of any hard information about what the Lab is doing.

The personnel in Information will have Attributes of 2 or 3, and Skills of 4, 5, or 6. They will all have Charisma, while others may have Martial Artist, Military Science, Scholar, Science, Spy, Thief, or Weaponry. Only very unusual personnel will have four or more Skills.

The computer in the Information Section is linked to all of the other computers in the Lab. Whether the Information Section has any privileges to monitor or alter the information, on the other systems, is determined by the Information Officer's power.

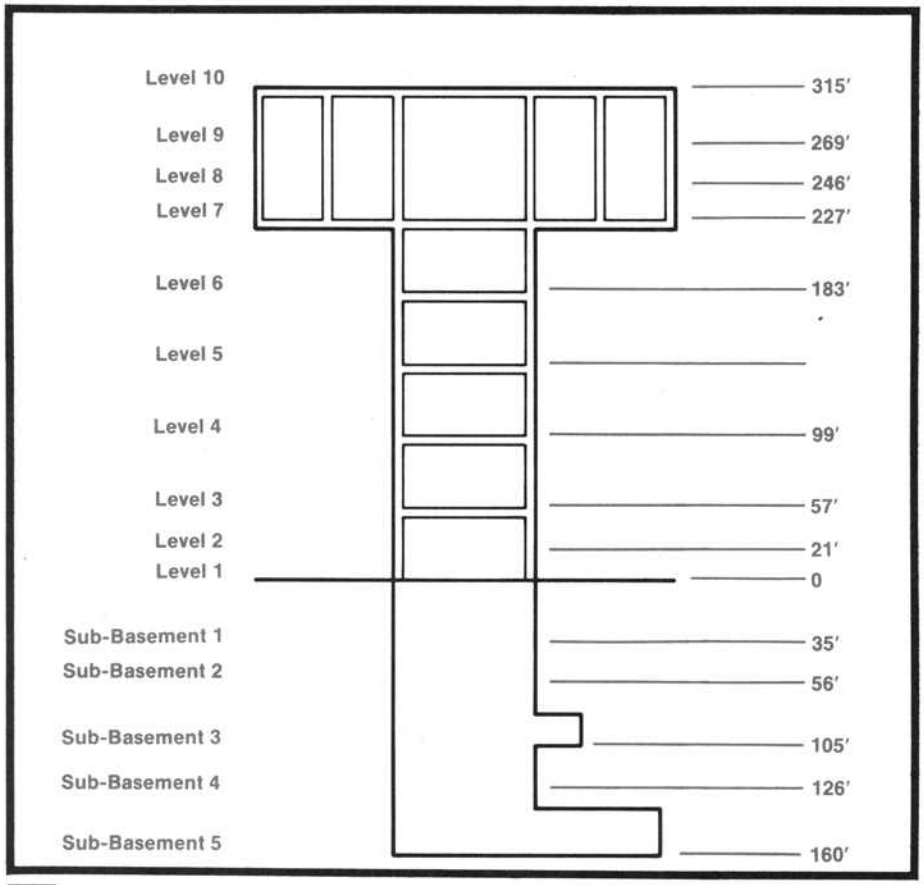
Walk into an Information Section and you will see four guys at computer terminals who will look up and smile. Three of them have broken the "hidey" programs written by the guys in Research, and are watching them play S.T.A.R. Quest. The fourth guy is actually working on something — last night he altered S.T.A.R. Quest so no one else can win the game.

Directors Office: The Directors Office is the only office to openly display rank and position. The furnishings are expertly produced, expensive, and usually 50% larger than would ever be necessary to perform their task. This office is four or five times the size of other offices. S.T.A.R. Labs Directors usually have a "trophy case", a section of wall which contains framed patent registration forms for particularly important inventions that have come out of that Lab.

The Director has a computer which is connected to every other section in the Lab; he can call you, but you can't call him. Other administrators leave their responses to a Director's inquiries on their own machines, and the Director's computer gets the information from the other computers.

You know you are in the Director's Office when it takes you 10 minutes to find the computer. When you find it, it is quietly humming along, deleting the adulterated copy and then loading a pristine version of S.T.A.R. Quest.

TITANS' TOWER



The original Titans' Tower was constructed by Dr. Silas Stone as a headquarters for his son, Victor (Cyborg), and his son's super friends (see *The New Teen Titans*, Vol. 1, No. 2). Dr. Stone used his scientific expertise, along with the money he had earned from his patents and inventions, to give Victor a place where he wouldn't feel like a freak. He designed the original Tower to be comfortable and functional, with areas for the Titans to meet, work, play, and relax.

The original Titans' Tower was destroyed in a battle with Trigon, and the Teen Titans immediately set out to commission one of New York's top architectural engineering firms to reconstruct it. The new Titans' Tower, except for some technological improvements and adjustments made to accommodate the changing membership of the Teen Titans team, is very much like the original.

Titans' Tower stands 315 feet (6 APs of distance) tall on a tiny island, casting its impressive T-shaped shadow over New York's East River.

The island is a woodland park, about 40 acres (8 APs x 8 APs of distance) and is ¼ mile from Long Island (8 APs of distance). There are four video monitors at the top of the Tower which provide a clear picture of every spot on the island. A public address system insures that announcements can be heard from any point on the island.

Access to the island is via air or water. While the Teen Titans generally use their submarine, T-Jets, or sky cycles, visitors usually arrive on one of two barges: the freight barge or the passenger barge. Titan ID cards are required for barge passage.

The Tower's foundations are planted in solid bedrock to insure stability and meet local building code standards. The Tower has fifteen levels in all, five below ground and ten above, and it measures 475 feet (6 APs of distance) tall, from Sub-Basement Five to Level Ten.

The Tower is 100 feet (4 APs of distance) wide, 100 feet (4 APs of distance) long at its base and 300 feet (5 APs of distance) long at the top. The total floor space is 170,000 square feet (32 APs of volume).

Buried pipes and cables carry all of the island's energy — gasoline, electricity, and natural gas — from their sources in New York and Connecticut. The island has two auxiliary energy sources: a backup generator with sufficient power to run the Tower's systems for two days, and a bank of power packs with enough total charge to run the Tower for one day.

Titans' Tower is constructed of matrix glass and plasteel, which has been superreinforced to resist enemy attack. Each 10' x 10' section has a BODY of 20 APs. The Tower as a whole has a BODY of 43 APs. (Trigon succeeded in destroying the original Tower only by transforming its composition to stone with his Matter Manipulation Power.)All of the interior doors, floors, and ceilings are constructed of the same plasteel material and also have a BODY of 20 APs per 10' x 10' section.

A sophisticated S.T.A.R. Kilotrax mainframe computer operates the Tower's extensive security and communication systems, as well as regulating its internal environmental functions, such as heating and air conditioning. Each floor houses one or two computer terminals which are linked to the mainframe and the other terminals. All of the doors operate automatically and electronically.

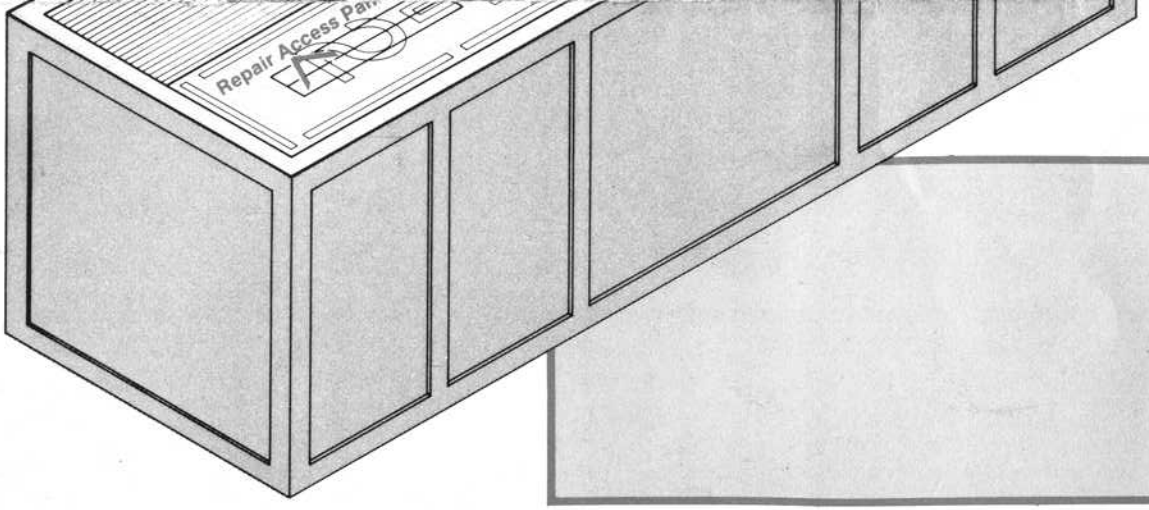
There are ten access entries to Titans' Tower. The primary entrances are at its base through revolving (1) or sliding doors (2). There is another entrance on Level One, through the garage/loading dock. There are four entrances at the top of the Tower, where the two T-Jet landing pads (and elevators), the helicopter landing pad, and the spiral stairwell entrance are located. The sky cycle take-off chute is under the east T-overhang. The tenth access is underground, through the submarine dock.

Within the Tower, the main elevator (STR 10, DEX 0, BODY 2, SPEED 2) in the center of each level provides access to all Levels (except the roof, Level Ten). So does the building's spiral staircase, located on the eastern side of the building. Access to all floors is limited to the Titans by means of locked stairwell covers at each level, and monitors in the elevator which prevent entry to classified levels by unauthorized visitors. For information on individual pieces of Titans' equipment, see *Gadgets, Special and Ordinary.*

To ensure security, the windows do not open, although there are ventilation ducts at every Level.

The following 16 pages are a pullout section of maps and descriptions that detail the individual levels of Titans' Tower.

Maps by Ed Zamora

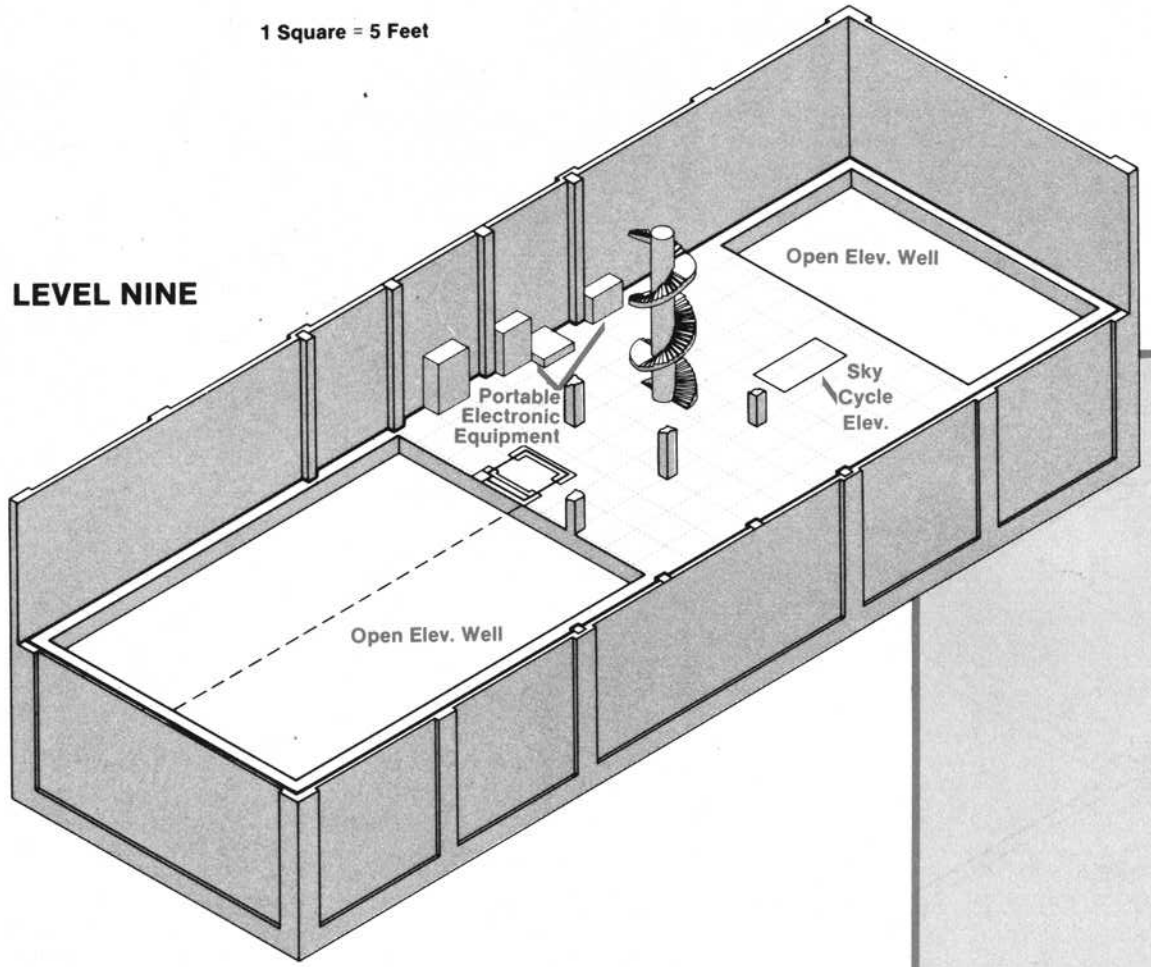


The T-Jet landing pads and helicopter launch are on Level Ten, the very top of Titans' Tower. Each pad has its own elevator, which lifts the vehicle from Level Seven and makes it accessible for maintenance. The Tower's spiral staircase also reaches to Level Ten; it is protected by a clear plasteel stairwell cover, which is constantly monitored by the Tower's security system.

1 Square = 5 Feet



LEVEL NINE



Level Nine is used primarily for storage, especially of tools and portable electronic equipment. There is an open elevator well at each end for the launch pads, as well as a smaller sky cycle elevator.

Note: The main elevator stops at this level.

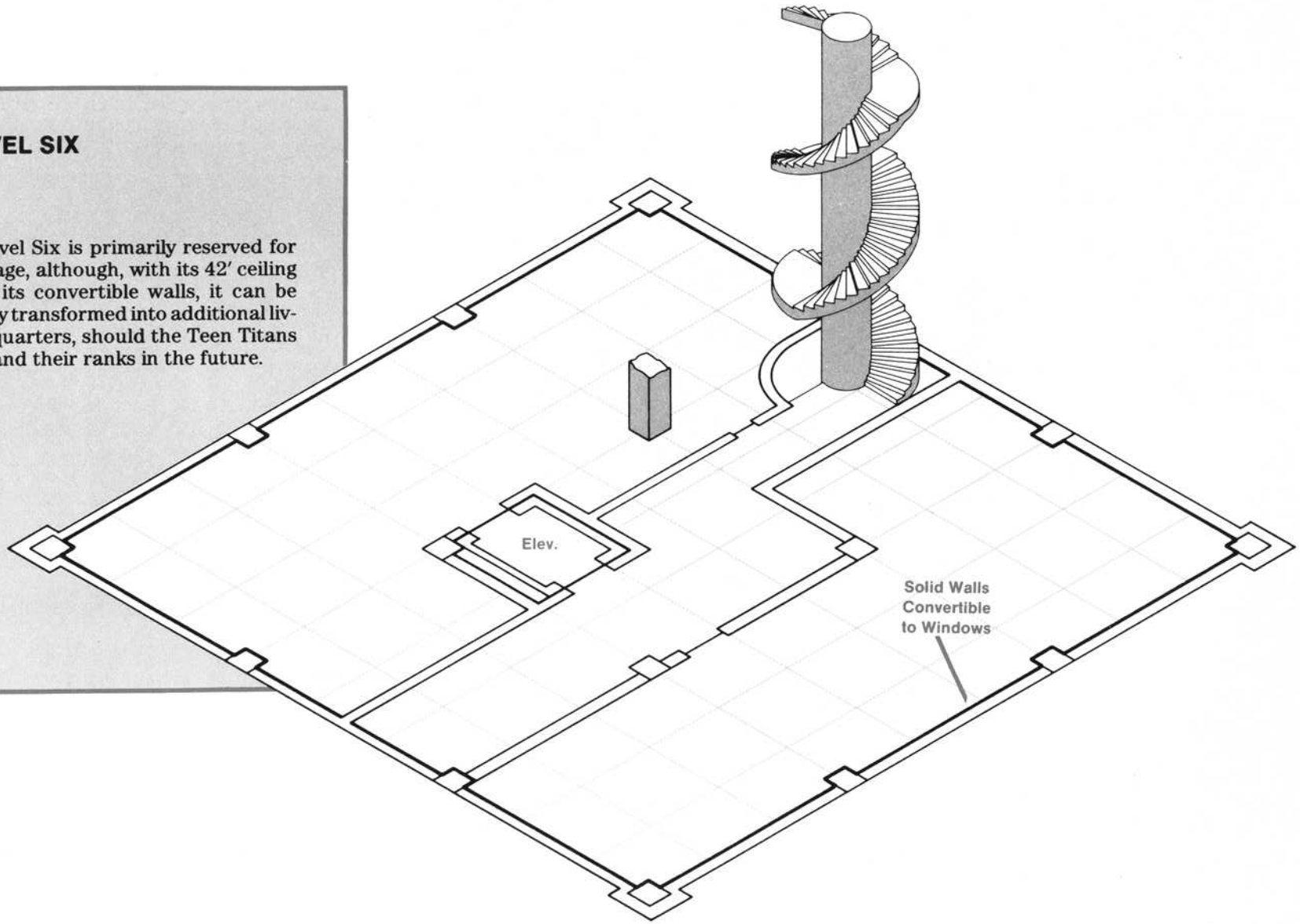
elevator chamber on Level Seven to the landing pad on Level Ten for take-off in 30 seconds (3 APs).

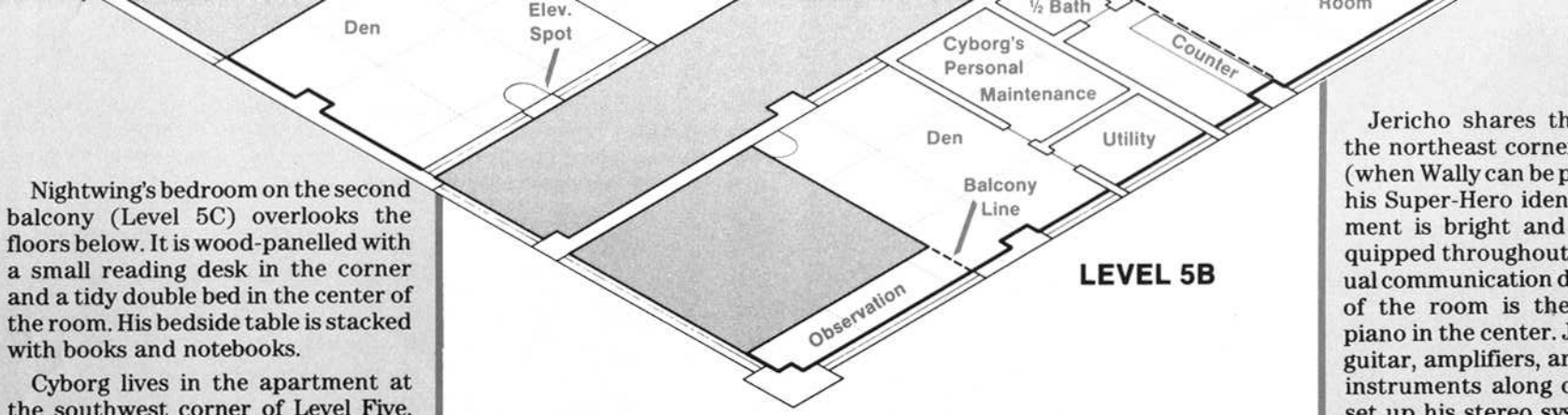
A bridge connects the east and west ends of the Tower at Level Eight.

1 Square = 5 Feet

LEVEL SIX

Level Six is primarily reserved for storage, although, with its 42′ ceiling and its convertible walls, it can be easily transformed into additional living quarters, should the Teen Titans expand their ranks in the future.



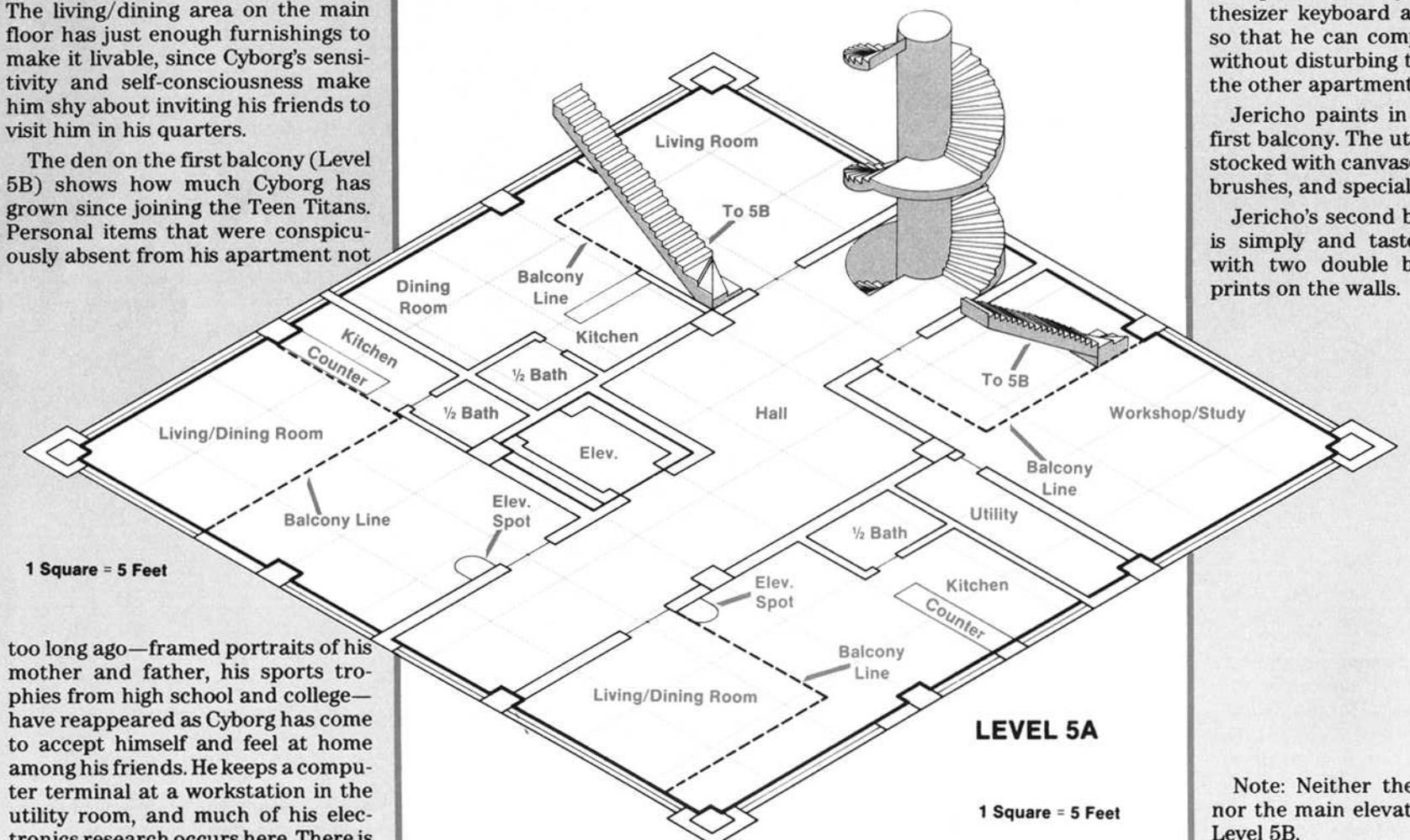


LEVEL 5B

Nightwing's bedroom on the second balcony (Level 5C) overlooks the floors below. It is wood-panelled with a small reading desk in the corner and a tidy double bed in the center of the room. His bedside table is stacked with books and notebooks.

Cyborg lives in the apartment at the southwest corner of Level Five. The living/dining area on the main floor has just enough furnishings to make it livable, since Cyborg's sensitivity and self-consciousness make him shy about inviting his friends to visit him in his quarters.

The den on the first balcony (Level 5B) shows how much Cyborg has grown since joining the Teen Titans. Personal items that were conspicuously absent from his apartment not too long ago—framed portraits of his mother and father, his sports trophies from high school and college—have reappeared as Cyborg has come to accept himself and feel at home among his friends. He keeps a computer terminal at a workstation in the utility room, and much of his electronics research occurs here. There is



LEVEL 5A

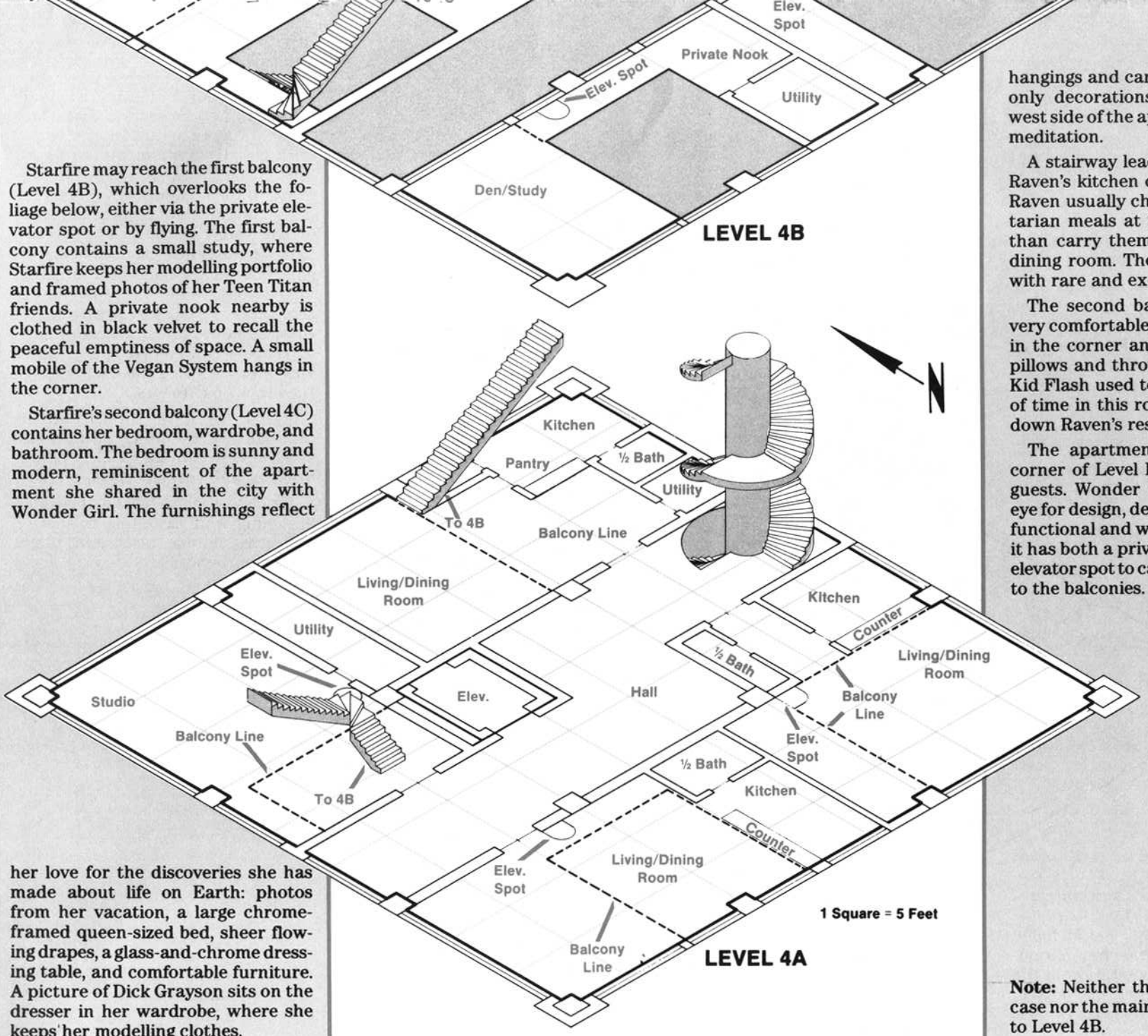
1 Square = 5 Feet

Jericho shares the apartment in the northeast corner with Kid Flash (when Wally can be persuaded to don his Super-Hero identity). The apartment is bright and fresh and is equipped throughout with special visual communication devices. The focus of the room is the concert grand piano in the center. Jericho keeps his guitar, amplifiers, and other musical instruments along one wall. He has set up his stereo system with a synthesizer keyboard and headphones, so that he can compose or practice without disturbing the occupants of the other apartments.

Jericho paints in the den on the first balcony. The utility room is well stocked with canvases, easels, paints, brushes, and special lighting.

Jericho's second balcony bedroom is simply and tastefully furnished, with two double beds and bright prints on the walls.

Note: Neither the main staircase nor the main elevator has access to Level 5B.



Starfire may reach the first balcony (Level 4B), which overlooks the foliage below, either via the private elevator spot or by flying. The first balcony contains a small study, where Starfire keeps her modelling portfolio and framed photos of her Teen Titan friends. A private nook nearby is clothed in black velvet to recall the peaceful emptiness of space. A small mobile of the Vegan System hangs in the corner.

Starfire's second balcony (Level 4C) contains her bedroom, wardrobe, and bathroom. The bedroom is sunny and modern, reminiscent of the apartment she shared in the city with Wonder Girl. The furnishings reflect her love for the discoveries she has made about life on Earth: photos from her vacation, a large chrome-framed queen-sized bed, sheer flowing drapes, a glass-and-chrome dressing table, and comfortable furniture. A picture of Dick Grayson sits on the dresser in her wardrobe, where she keeps her modelling clothes.

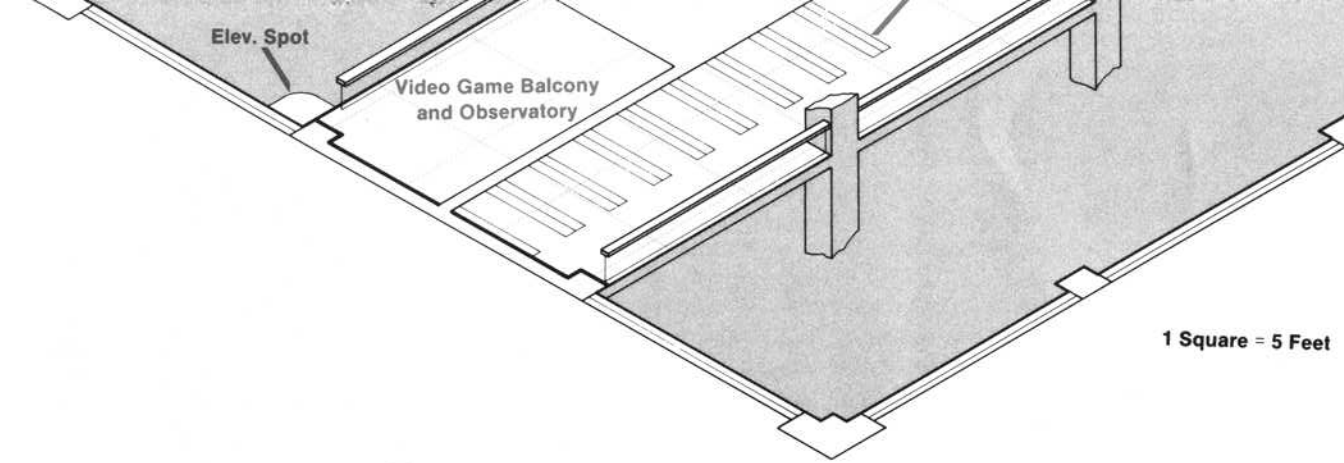
hangings and candles are the room's only decorations. A studio on the west side of the apartment is used for meditation.

A stairway leads from Level 4A to Raven's kitchen on the first balcony. Raven usually chose to eat her vegetarian meals at the counter, rather than carry them downstairs to the dining room. The cabinets are filled with rare and exotic spices.

The second balcony's bedroom is very comfortable, with its large futon in the corner and an assortment of pillows and throw rugs on the floor. Kid Flash used to spend a good deal of time in this room, trying to break down Raven's resistance.

The apartment in the northeast corner of Level Four is reserved for guests. Wonder Girl, with her good eye for design, decorated it to be both functional and welcoming. Naturally, it has both a private stairway and an elevator spot to carry the occupant(s) to the balconies.

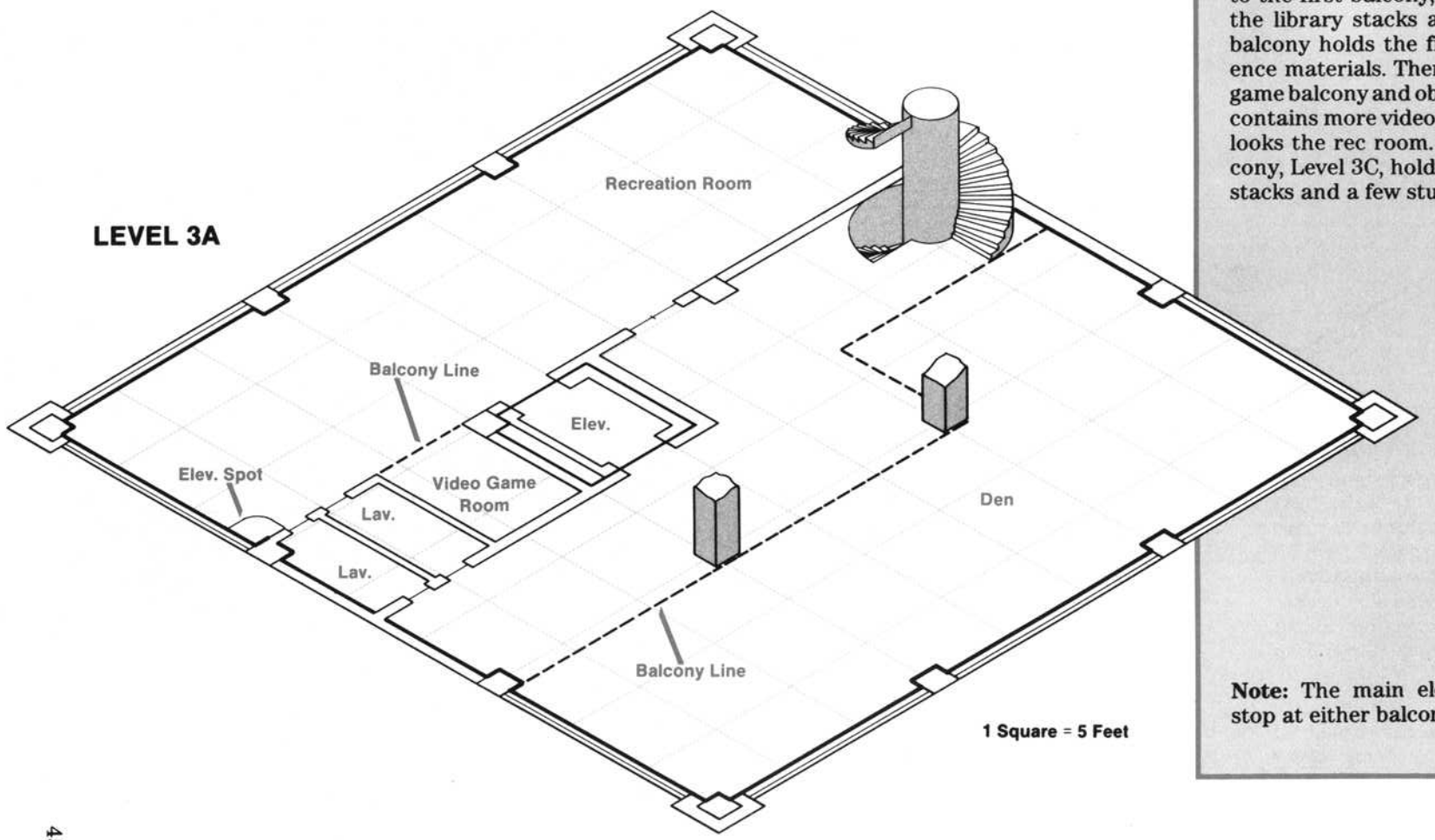
Note: Neither the main spiral staircase nor the main elevator has access to Level 4B.



The southern half of Level 3A is a den, designed for study and quiet conversation. Bookshelves filled with an extensive collection of periodicals and comic books line the walls. The Titans may choose to stretch out and read on the sofas, spread their work on tables, or study at a private carrel with a view of the river.

Special elevator spots (single-person elevating platforms), or the spiral staircase transport the Teen Titans to the first balcony, Level 3B, where the library stacks are located. This balcony holds the fiction and reference materials. There is also a video game balcony and observatory, which contains more video games and overlooks the rec room. The second balcony, Level 3C, holds the non-fiction stacks and a few study carrels.

LEVEL 3A

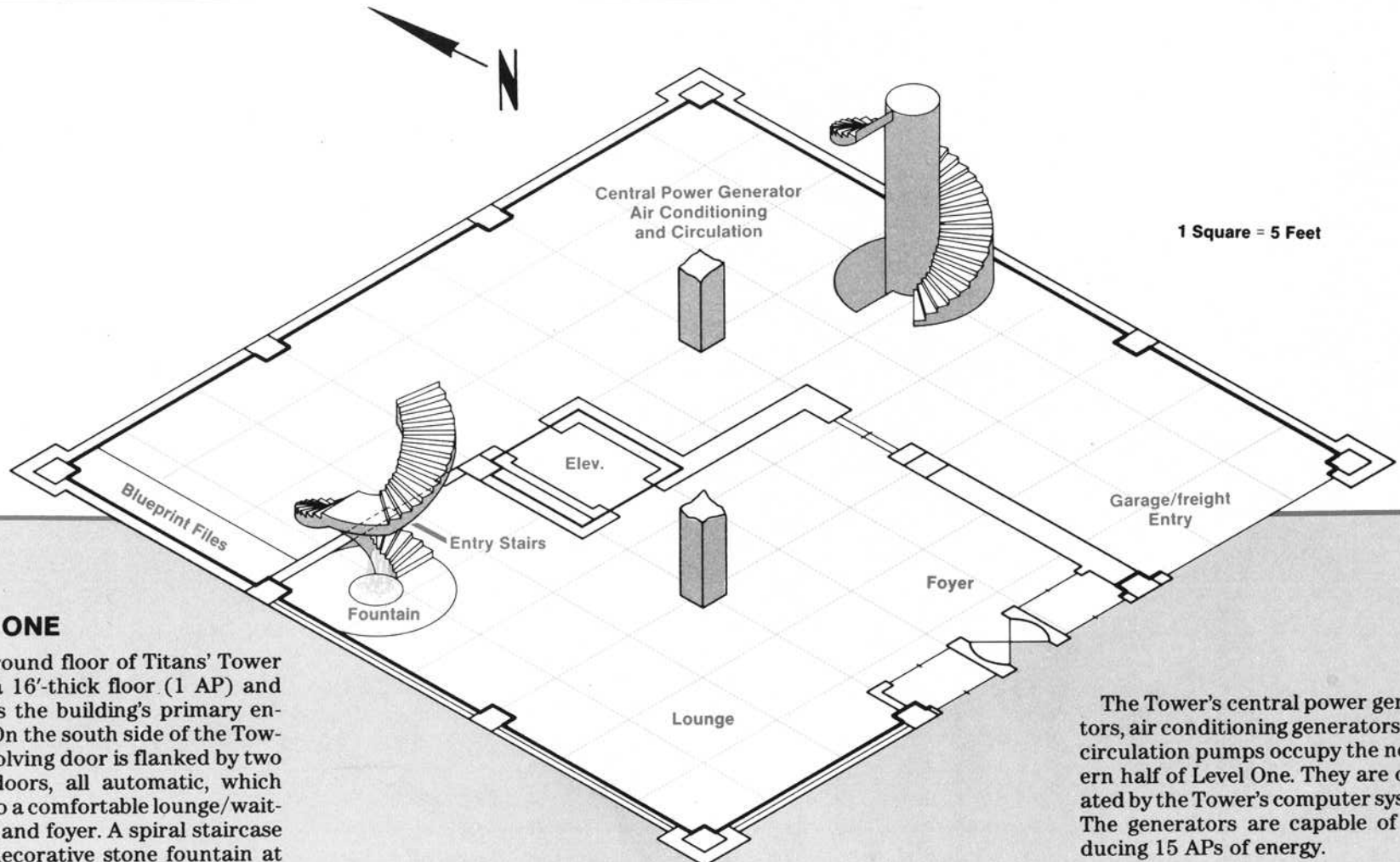


Note: The main elevator does not stop at either balcony (3B and 3C).

el. This room is set up as a theatre and has a small stage, as well as a large screen for business and recreational viewing.

The Central Security Station is located at the southeast corner of Level One. This room is equipped with special access codes will slide open automatically as the computer senses the approach of a person.

The codes required for access to classified areas are assigned by the computer and known only to the Teen Titans. The computer sets the stairwell covers which do not require stairwell covers in the disturbed areas until the Teen Titan on duty can check the breach in security. Stage two is also activated by the sudden appearance of unauthorized persons within the Tower, as well as physical attacks on the Tower and island.



LEVEL ONE

The ground floor of Titans' Tower sits on a 16'-thick floor (1 AP) and serves as the building's primary entrance. On the south side of the Tower, a revolving door is flanked by two sliding doors, all automatic, which open into a comfortable lounge/waiting area and foyer. A spiral staircase with a decorative stone fountain at its base leads up to the Level Two reception area.

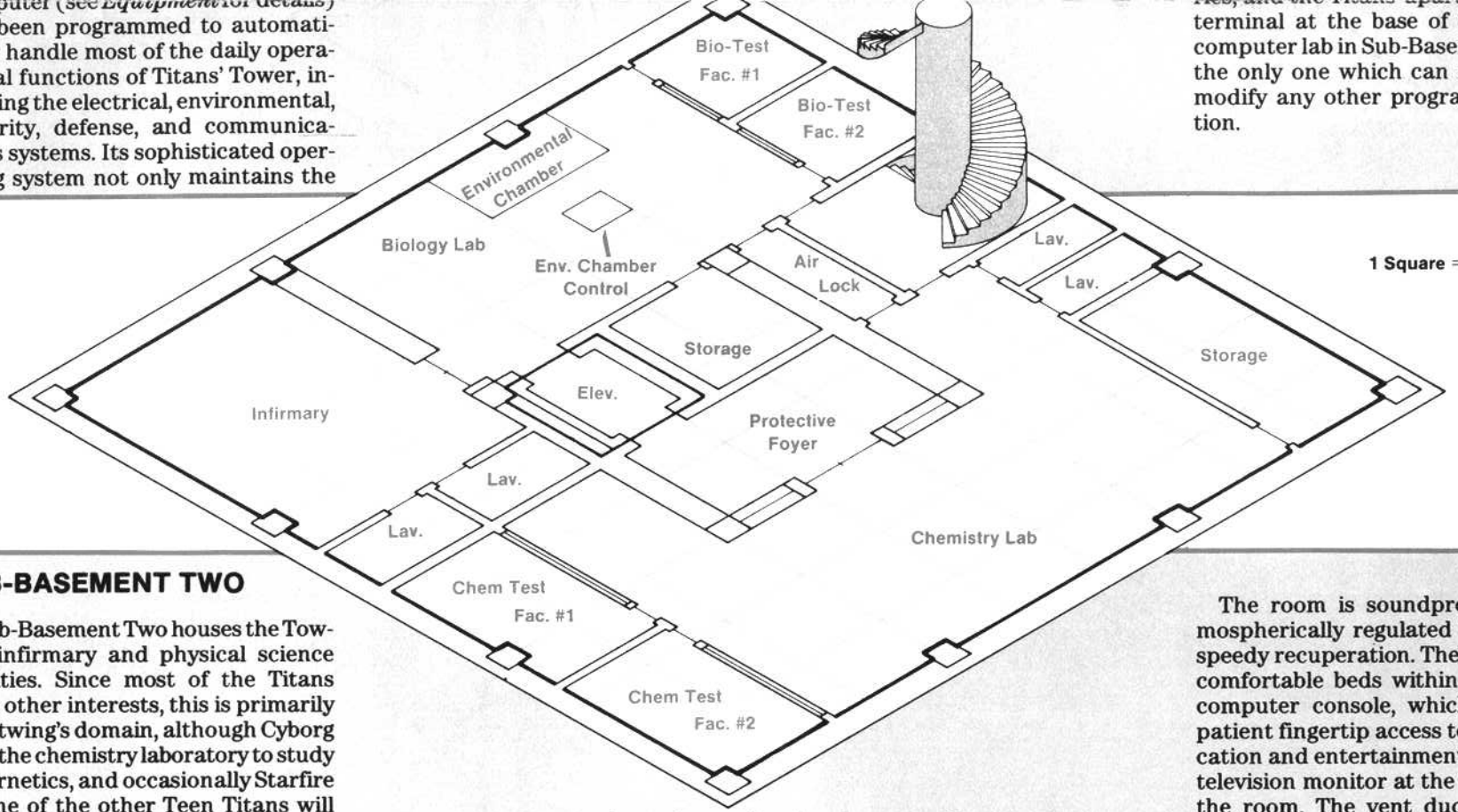
The garage/loading dock entrance opens to the south on the southeast corner of the building. While these doors are automatic, they are constantly monitored and require a series of secret access codes.

The Tower's central power generators, air conditioning generators, and circulation pumps occupy the northern half of Level One. They are operated by the Tower's computer system. The generators are capable of producing 15 APs of energy.

The northwest corner of the floor houses the Tower's master building files, which include blueprints and technical specs. This room and each of the file banks can only be accessed using a series of secret computer codes, which are known only to the Titans.

has been programmed to automatically handle most of the daily operational functions of Titans' Tower, including the electrical, environmental, security, defense, and communications systems. Its sophisticated operating system not only maintains the

terminal at the base of the central computer lab in Sub-Basement One is the only one which can override or modify any other program or function.



SUB-BASEMENT TWO

Sub-Basement Two houses the Tower's infirmary and physical science facilities. Since most of the Titans have other interests, this is primarily Nightwing's domain, although Cyborg uses the chemistry laboratory to study cybernetics, and occasionally Starfire or one of the other Teen Titans will visit Nightwing while he works.

These sophisticated laboratories are rated at 20 APs.

The chemistry lab fills the south end of the floor. The protective foyer at the main entrance insures a sterile environment, since the lab's shelves are filled with many rare, and some dangerous, chemical formulae, some of which date back to Nightwing's days as Robin at Wayne manor.

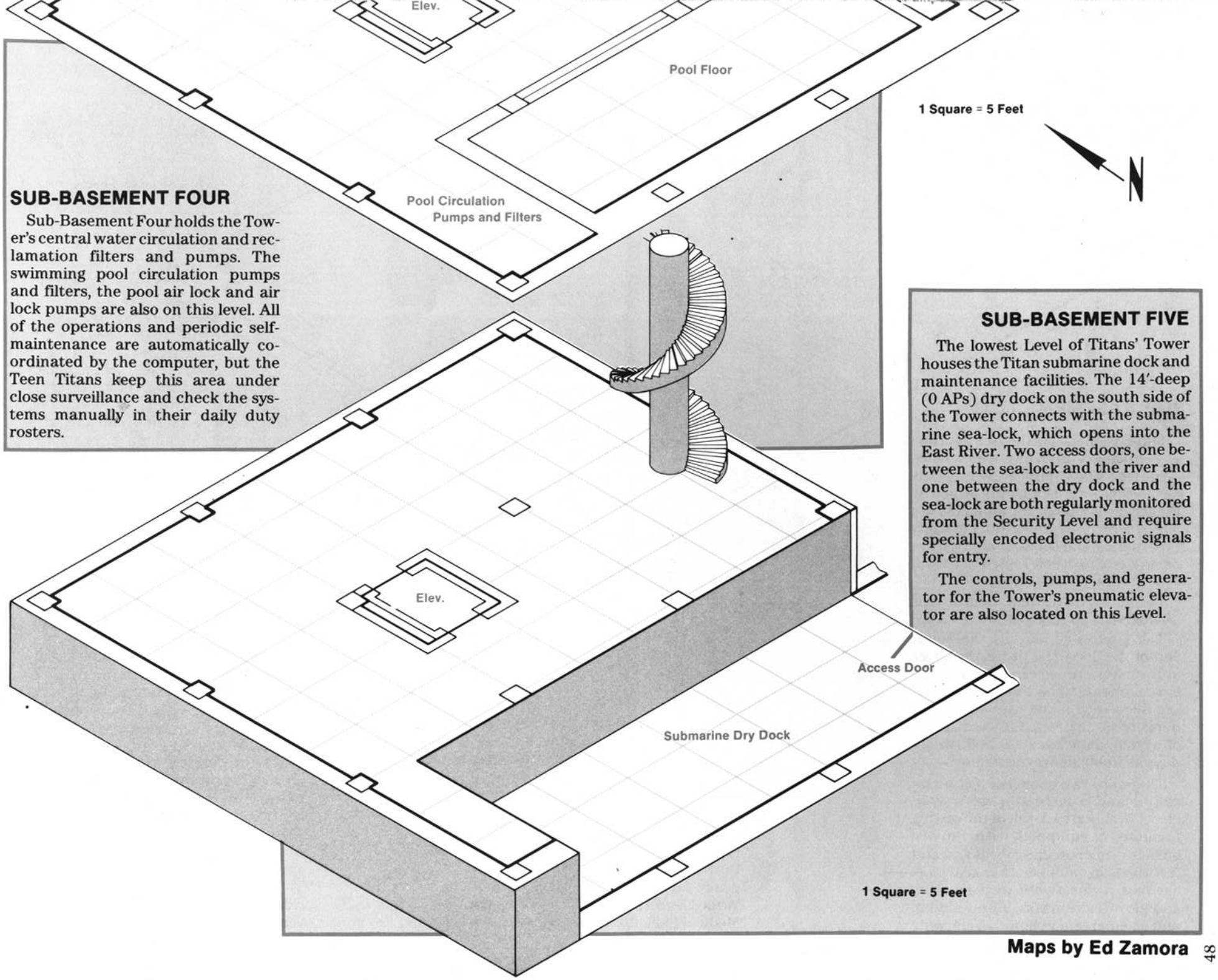
There are two chemical testing facilities and a large storage walk-in closet in this area. Each of the testing facilities is equipped with Bunsen burners, microscopes, beakers and test tubes in cabinets, chemical storage files, a closet with sterile jackets and gloves, gas masks, a first aid kit, and an emergency shower. Nightwing uses these labs for chemical testing and analyses. He develops small bombs and his trademark exploding pellets here.

The biology laboratory occupies most of the north end of the floor. All of Nightwing's zoology and botany work is done here, in one of the two biological testing facilities or in the environmental chamber. The labs are filled with rows of caged white mice, plants, fish, special lights, microscope, stains and dyes, models, chemical flasks, dissecting kits, and pharmaceutical supplies.

The infirmary at the northwest corner of the floor is registered with the State Board of Health as an emergency care and convalescent facility. While the S.T.A.R. Kilotrax has some Medical Skill, it can do no more than monitor vital signs.

The room is soundproof and atmospherically regulated to promote speedy recuperation. There are three comfortable beds within reach of a computer console, which gives the patient fingertip access to communication and entertainment, via a large television monitor at the west end of the room. The vent ducts into the room are equipped with emergency filters and recirculation pumps in case the room has to be sealed for quarantine.

Even though the Teen Titans operate on a policy of mutual trust, the doors to the labs, test facilities, and storage are kept sealed and locked while not in use, and they are all under the computer's constant surveillance to forestall accidents. Should an accident occur, the computer automatically locks all access to the contaminated area in 4 seconds (0 APs of time), including the vent ducts, to prevent the contamination from spreading throughout the Tower. There is a computer-accessed override within the science facility to prevent a Titan being trapped in the sealed-off area.



SUB-BASEMENT FOUR

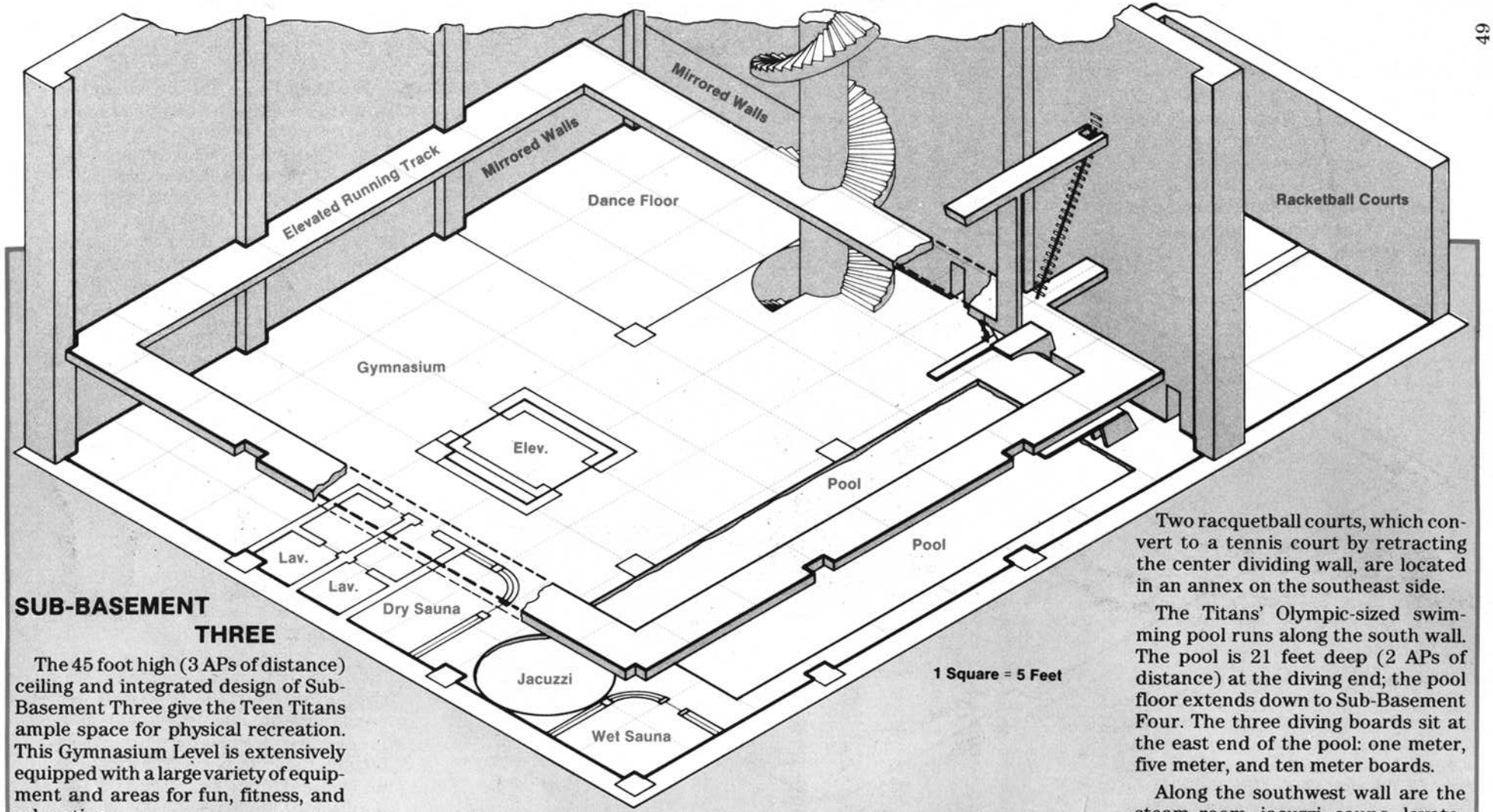
Sub-Basement Four holds the Tower's central water circulation and reclamation filters and pumps. The swimming pool circulation pumps and filters, the pool air lock and air lock pumps are also on this level. All of the operations and periodic self-maintenance are automatically coordinated by the computer, but the Teen Titans keep this area under close surveillance and check the systems manually in their daily duty rosters.

SUB-BASEMENT FIVE

The lowest Level of Titans' Tower houses the Titan submarine dock and maintenance facilities. The 14'-deep (0 APs) dry dock on the south side of the Tower connects with the submarine sea-lock, which opens into the East River. Two access doors, one between the sea-lock and the river and one between the dry dock and the sea-lock are both regularly monitored from the Security Level and require specially encoded electronic signals for entry.

The controls, pumps, and generator for the Tower's pneumatic elevator are also located on this Level.

Maps by Ed Zamora



SUB-BASEMENT THREE

The 45 foot high (3 APs of distance) ceiling and integrated design of Sub-Basement Three give the Teen Titans ample space for physical recreation. This Gymnasium Level is extensively equipped with a large variety of equipment and areas for fun, fitness, and relaxation.

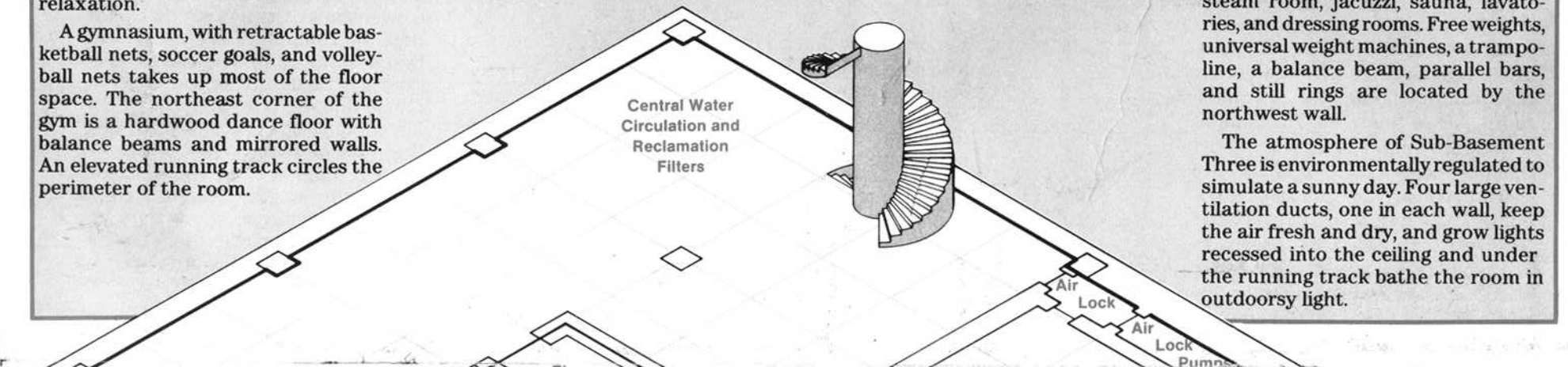
A gymnasium, with retractable basketball nets, soccer goals, and volleyball nets takes up most of the floor space. The northeast corner of the gym is a hardwood dance floor with balance beams and mirrored walls. An elevated running track circles the perimeter of the room.

Two racquetball courts, which convert to a tennis court by retracting the center dividing wall, are located in an annex on the southeast side.

The Titans' Olympic-sized swimming pool runs along the south wall. The pool is 21 feet deep (2 APs of distance) at the diving end; the pool floor extends down to Sub-Basement Four. The three diving boards sit at the east end of the pool: one meter, five meter, and ten meter boards.

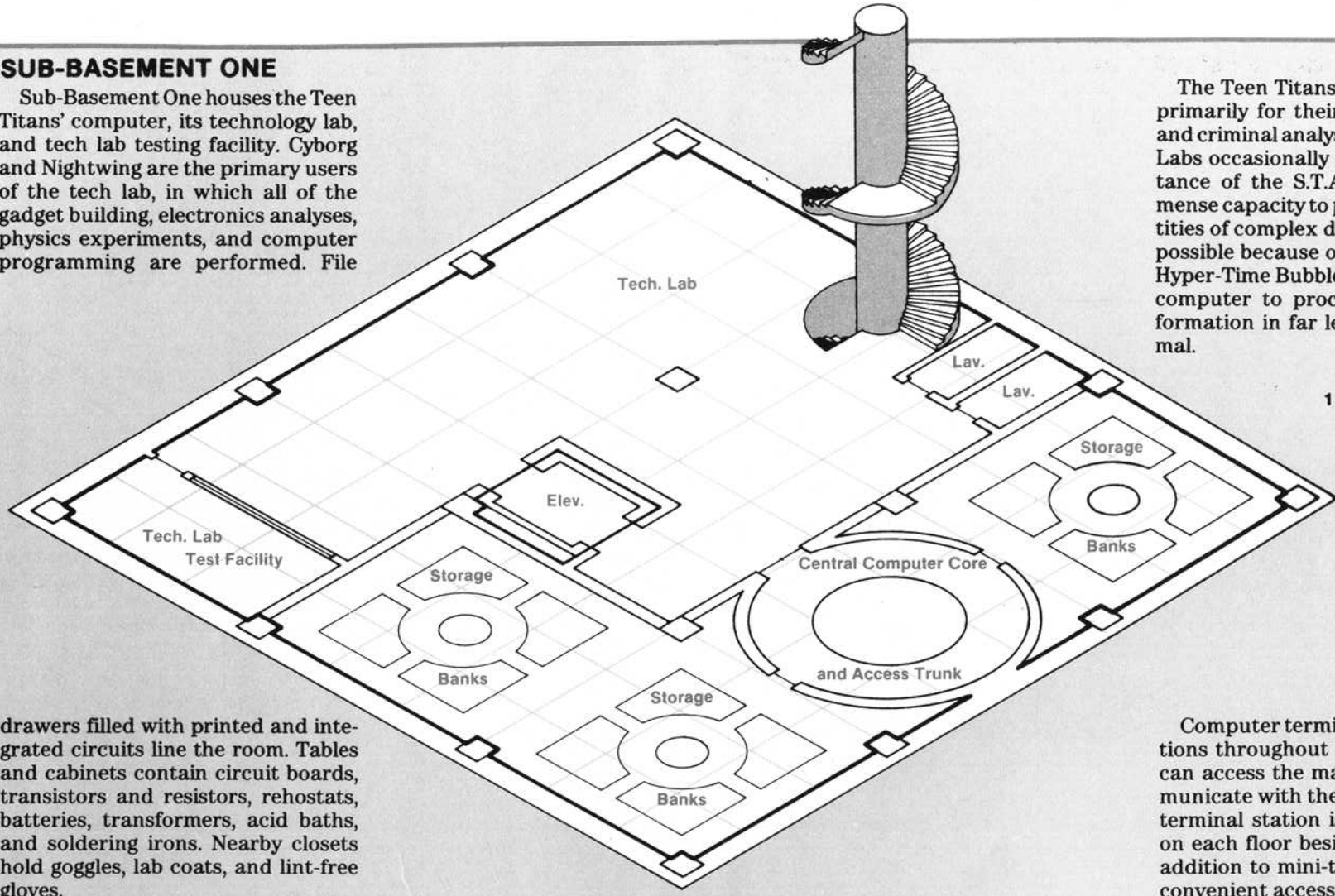
Along the southwest wall are the steam room, jacuzzi, sauna, lavatories, and dressing rooms. Free weights, universal weight machines, a trampoline, a balance beam, parallel bars, and still rings are located by the northwest wall.

The atmosphere of Sub-Basement Three is environmentally regulated to simulate a sunny day. Four large ventilation ducts, one in each wall, keep the air fresh and dry, and grow lights recessed into the ceiling and under the running track bathe the room in outdoorsy light.



SUB-BASEMENT ONE

Sub-Basement One houses the Teen Titans' computer, its technology lab, and tech lab testing facility. Cyborg and Nightwing are the primary users of the tech lab, in which all of the gadget building, electronics analyses, physics experiments, and computer programming are performed. File drawers filled with printed and integrated circuits line the room. Tables and cabinets contain circuit boards, transistors and resistors, rehostats, batteries, transformers, acid baths, and soldering irons. Nearby closets hold goggles, lab coats, and lint-free gloves.



The heart of the new Tower's intelligence system is its S.T.A.R. Kilotrax mainframe computer, located on the south side of the room. The computer's operational capacity is so vast that it is able to handle 20 APs of data simultaneously, the equivalent of the information in eight sets of the *Encyclopaedia Britannica*; its three storage banks are capable of storing up to 37 APs of Data, equal to all the information in the Library of Congress.

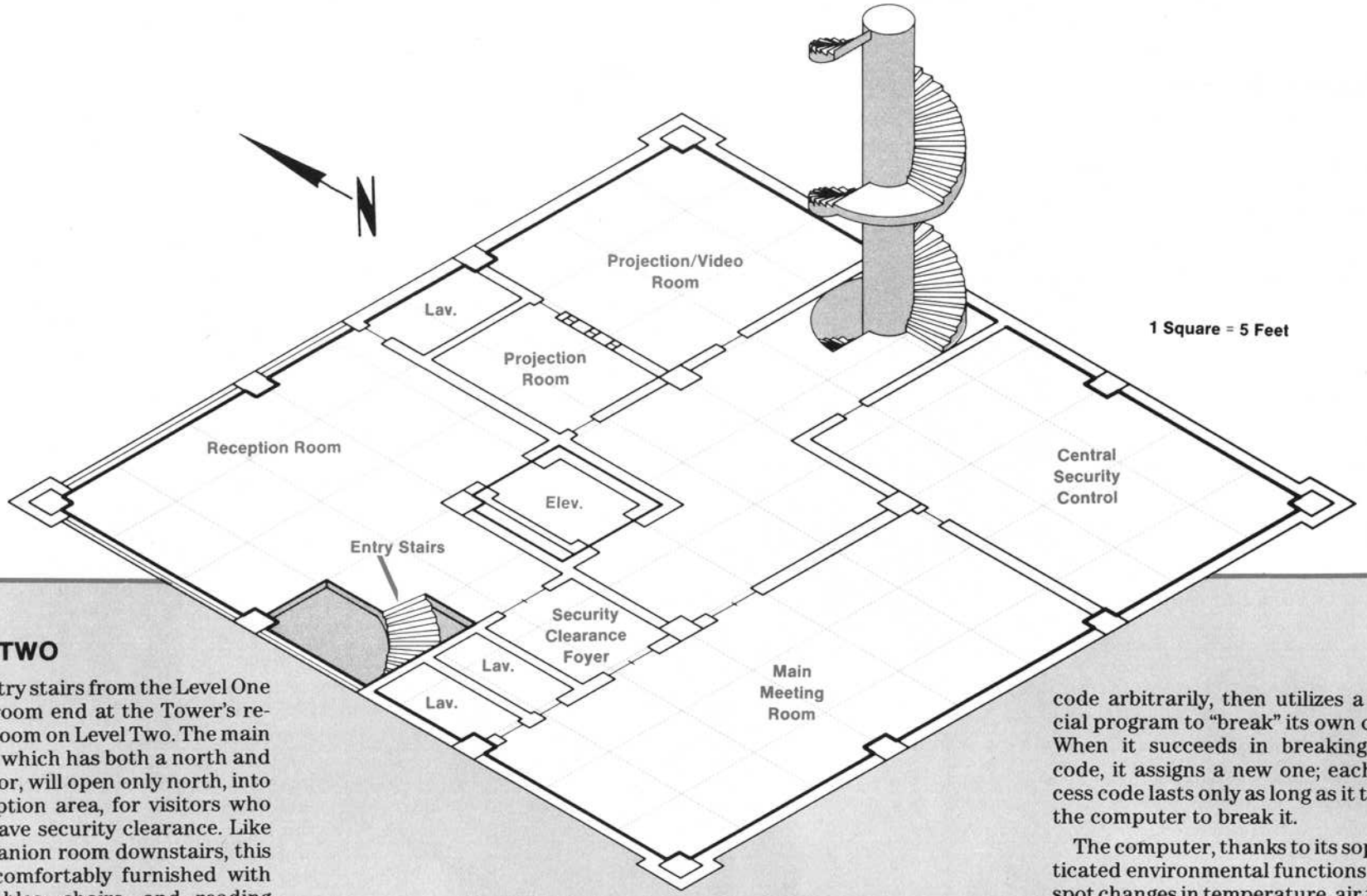
The S.T.A.R. Kilotrax mainframe smooth functioning of the Tower's internal activities, but can also identify problems with any of the systems, including problems with its own functions. When problems arise, the computer automatically alerts the Titans to its specific nature and, if possible, attempts to correct the difficulties itself. If necessary, the computer will shut itself down to prevent further damage until Nightwing or Cyborg can attend to the problem.

The Teen Titans use the computer primarily for their scientific studies and criminal analyses, though S.T.A.R. Labs occasionally requests the assistance of the S.T.A.R. Kilotrax's immense capacity to processlarge quantities of complex data quickly. This is possible because of the addition of a Hyper-Time Bubble, which allows the computer to process masses of information in far less time than normal.

1 Square = 5 Feet

Computer terminals located at stations throughout the 15-level Tower can access the mainframe and communicate with the other terminals; a terminal station is centrally located on each floor beside the elevator, in addition to mini-terminals wherever convenient access is desired. In addition, the computer may be accessed by one of the Titans from remote distances to call up information via phone line or radio frequency. (Unfortunately, this procedure requires that the communication be uninterrupted; otherwise the caller has to repeat the lengthy remote sign-on process. Speedily accessing the computer from a distance without weakening its security safeguards is one of Cyborg's current pet projects.)

The most frequently utilized terminals are in the library, the laborato-



LEVEL TWO

The entry stairs from the Level One waiting room end at the Tower's reception room on Level Two. The main elevator, which has both a north and south door, will open only north, into the reception area, for visitors who do not have security clearance. Like its companion room downstairs, this area is comfortably furnished with sofas, tables, chairs, and reading materials.

Visitors who have been given security clearance may proceed through the security clearance foyer into the meeting room at the southwest end of this level. A large oval table and chairs fill the room, which is equipped with a computer terminal, audio visual equipment, and a high resolution video screen for short term viewing. Conversations held in this room are automatically recorded by the computer and stored in its confidential files.

The main projection room is located

a large computer console, which allows instant communication, either audio or visual, with any part of the Tower or its grounds. Whenever possible, one of the Teen Titans sits at the console, monitoring the video reports from the cameras spread throughout the Tower and island, and checking for unusual audio feedback.

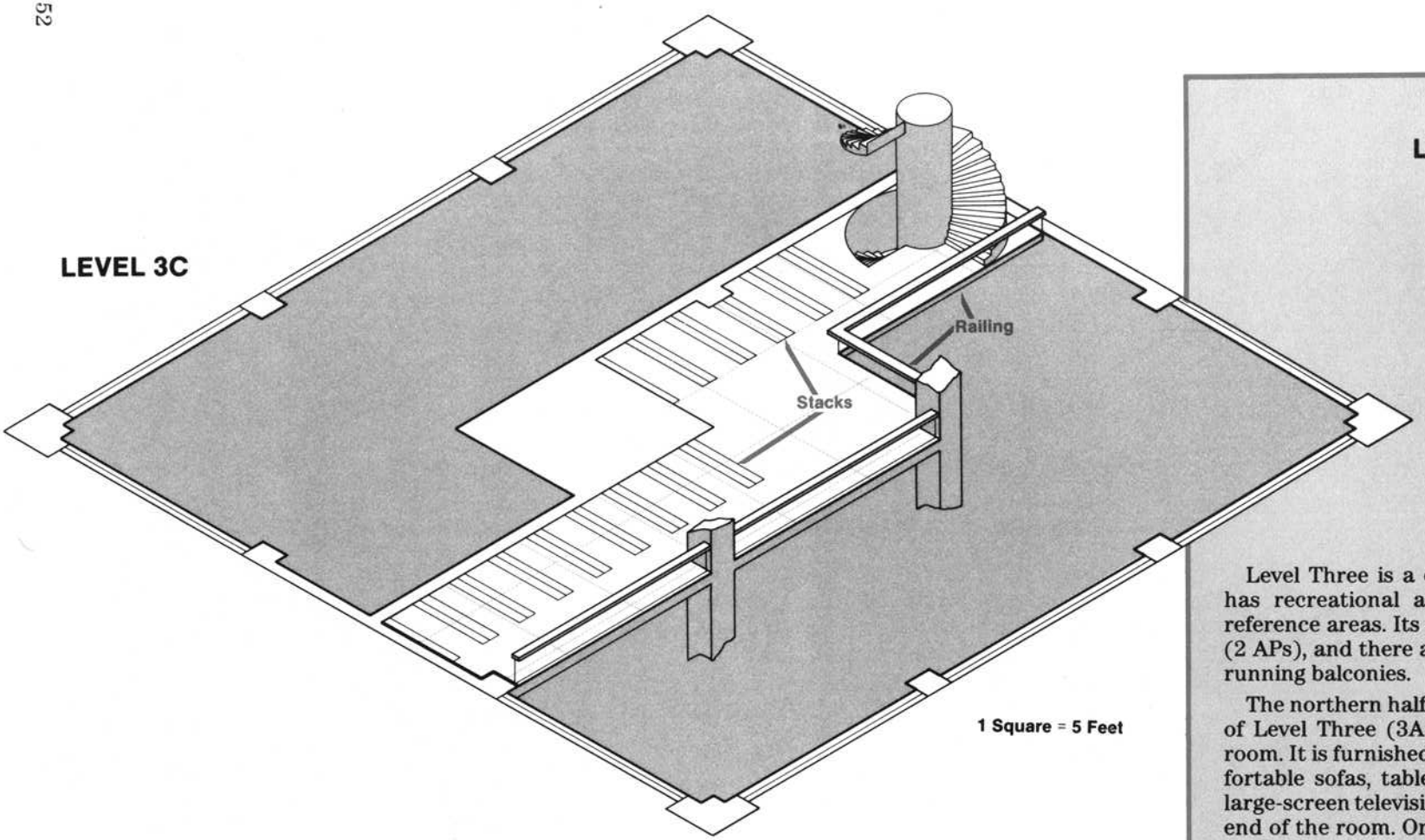
An authorization ID is required for entry to the island and to Titans' Tower. Access to all other areas is limited to the Teen Titans, whom the computer is programmed to automatically recognize with palm and retina sensors. Those doors and

code arbitrarily, then utilizes a special program to "break" its own code. When it succeeds in breaking the code, it assigns a new one; each access code lasts only as long as it takes the computer to break it.

The computer, thanks to its sophisticated environmental functions, can spot changes in temperature, air flow, and pressure in the floors and walls, and it is programmed to automatically record and report any sudden deviations.

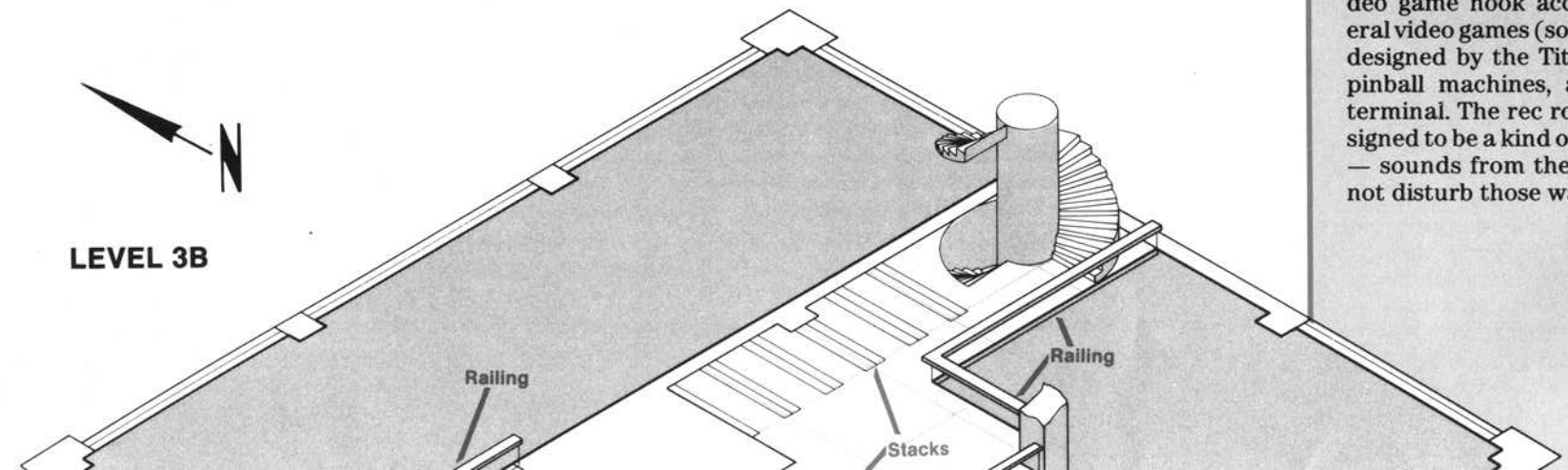
The Teen Titans use a two-stage alert system. Stage one, Yellow Alert, is activated when the computer senses anyone attempting unauthorized access to the island, Tower, or Tower rooms, the Titan on watch is alerted. If the alert is not answered within one minute (4 APs), the computer moves to stage two: Red Alert. During Red Alert, a general alarm blast is sounded over the PA system, within and outside the Tower. The computer will al-

LEVEL THREE



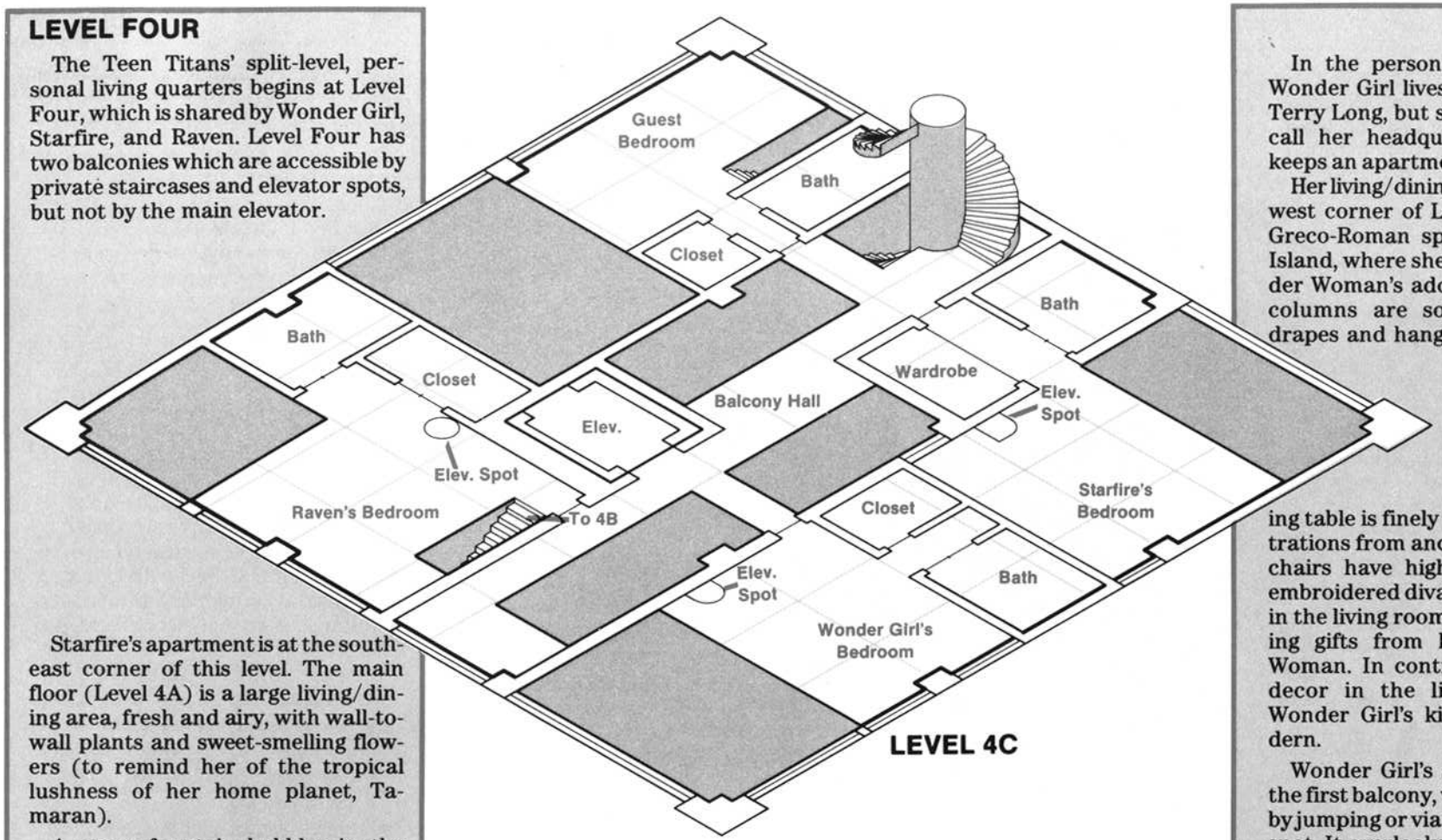
Level Three is a common area. It has recreational and instructional reference areas. Its ceiling is 36′ high (2 APs), and there are two east-west running balconies.

The northern half of the main floor of Level Three (3A) is a recreation room. It is furnished with large, comfortable sofas, tables, and chairs. A large-screen television sits at the east end of the room. On the west side of the room are a piano, a pool table, and a ping-pong table. A recessed video game nook accommodates several video games (some of which were designed by the Titans themselves), pinball machines, and a computer terminal. The rec room has been designed to be a kind of acoustic sponge — sounds from the other areas will not disturb those watching the TV.



LEVEL FOUR

The Teen Titans' split-level, personal living quarters begins at Level Four, which is shared by Wonder Girl, Starfire, and Raven. Level Four has two balconies which are accessible by private staircases and elevator spots, but not by the main elevator.

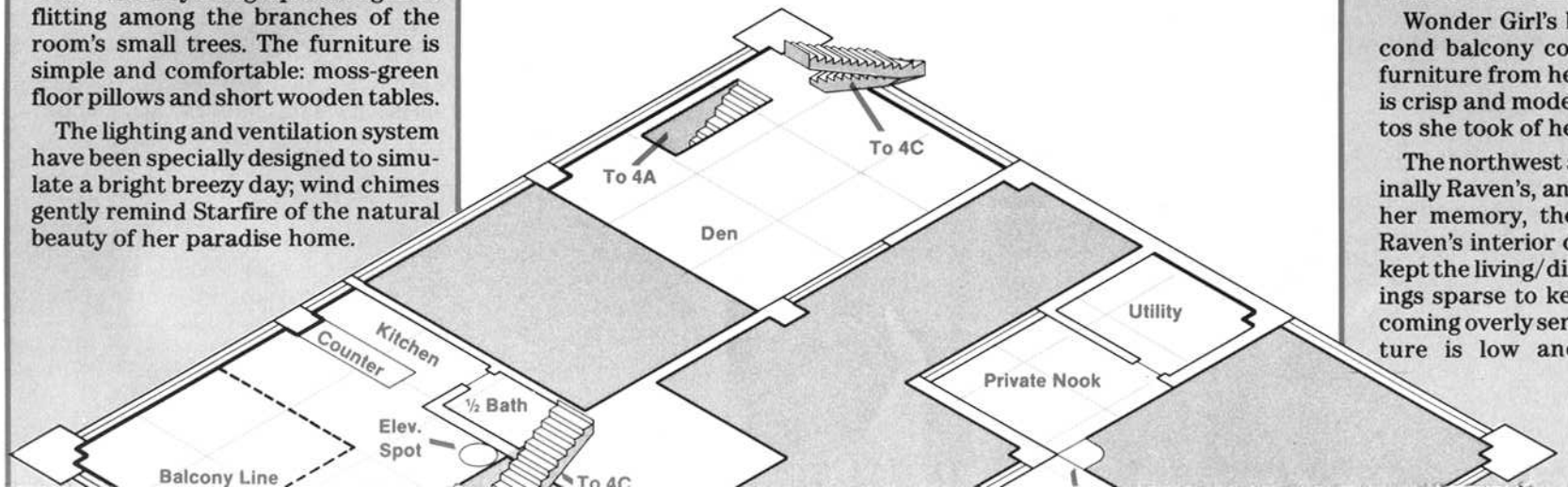


LEVEL 4C

Starfire's apartment is at the southeast corner of this level. The main floor (Level 4A) is a large living/dining area, fresh and airy, with wall-to-wall plants and sweet-smelling flowers (to remind her of the tropical lushness of her home planet, Tamaran).

A stone fountain bubbles in the middle of the room, and there are even some tiny holographic songbirds flitting among the branches of the room's small trees. The furniture is simple and comfortable: moss-green floor pillows and short wooden tables.

The lighting and ventilation system have been specially designed to simulate a bright breezy day; wind chimes gently remind Starfire of the natural beauty of her paradise home.



In the personna of Donna Troy, Wonder Girl lives with her husband, Terry Long, but she needs a place to call her headquarters, so she still keeps an apartment at Titans' Tower.

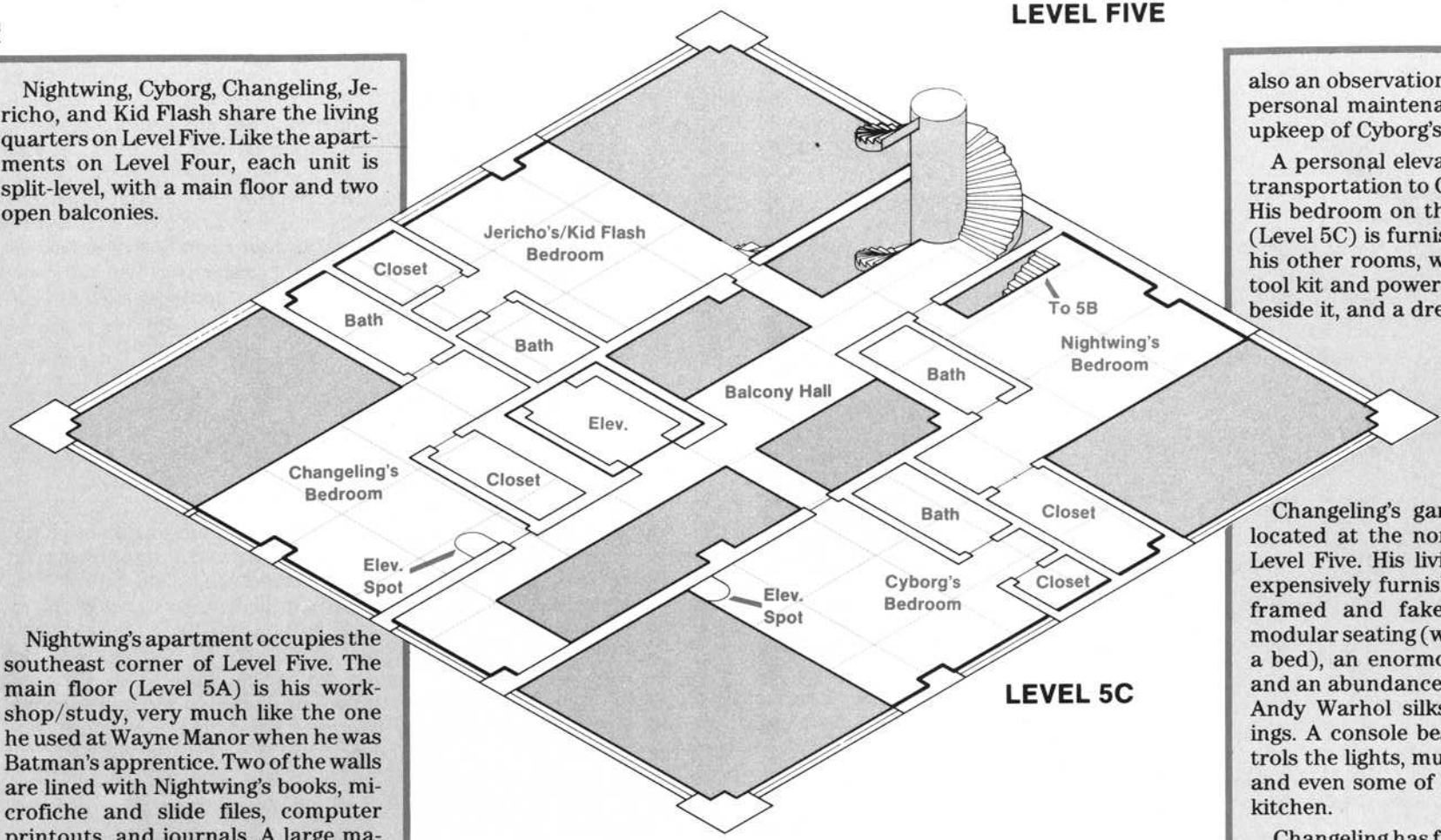
Her living/dining room, in the southwest corner of Level 4A, recalls the Greco-Roman splendor of Paradise Island, where she was raised as Wonder Woman's adopted sister. Stately columns are softened by flowing drapes and hanging plants. Her dining table is finely engraved with illustrations from ancient mythology; the chairs have high, regal backs. The embroidered divan and lounge chairs in the living room were house-warming gifts from her sister, Wonder Woman. In contrast to the ancient decor in the living/dining room, Wonder Girl's kitchen is quite modern.

Wonder Girl's study is located on the first balcony, which she can reach by jumping or via the private elevator spot. It overlooks the main level and includes a private nook, which converts to a darkroom.

Wonder Girl's bedroom on the second balcony contains most of the furniture from her city apartment. It is crisp and modern, with lots of photos she took of her husband Terry.

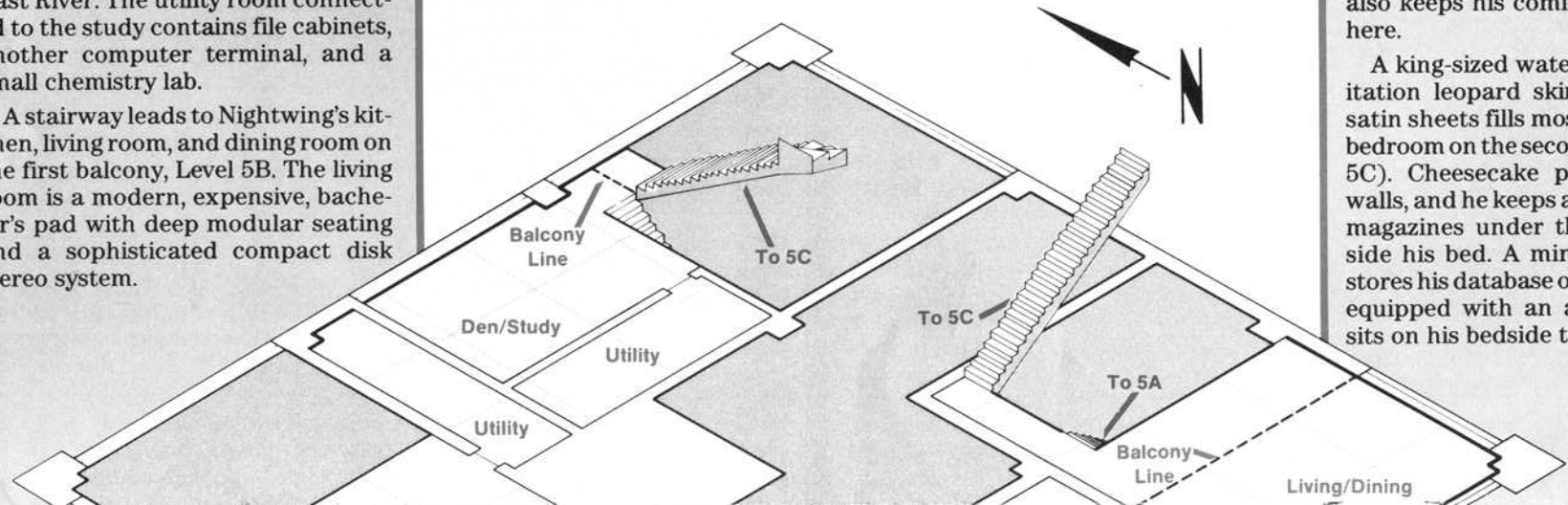
The northwest apartment was originally Raven's, and, out of respect for her memory, the Titans have kept Raven's interior design intact. Raven kept the living/dining room's furnishings sparse to keep herself from becoming overly sentimental. The furniture is low and functional. Wall

Nightwing, Cyborg, Changeling, Jericho, and Kid Flash share the living quarters on Level Five. Like the apartments on Level Four, each unit is split-level, with a main floor and two open balconies.



Nightwing's apartment occupies the southeast corner of Level Five. The main floor (Level 5A) is his workshop/study, very much like the one he used at Wayne Manor when he was Batman's apprentice. Two of the walls are lined with Nightwing's books, microfiche and slide files, computer printouts, and journals. A large mahogany desk and computer work station face east overlooking New York's East River. The utility room connected to the study contains file cabinets, another computer terminal, and a small chemistry lab.

A stairway leads to Nightwing's kitchen, living room, and dining room on the first balcony, Level 5B. The living room is a modern, expensive, bachelor's pad with deep modular seating and a sophisticated compact disk stereo system.



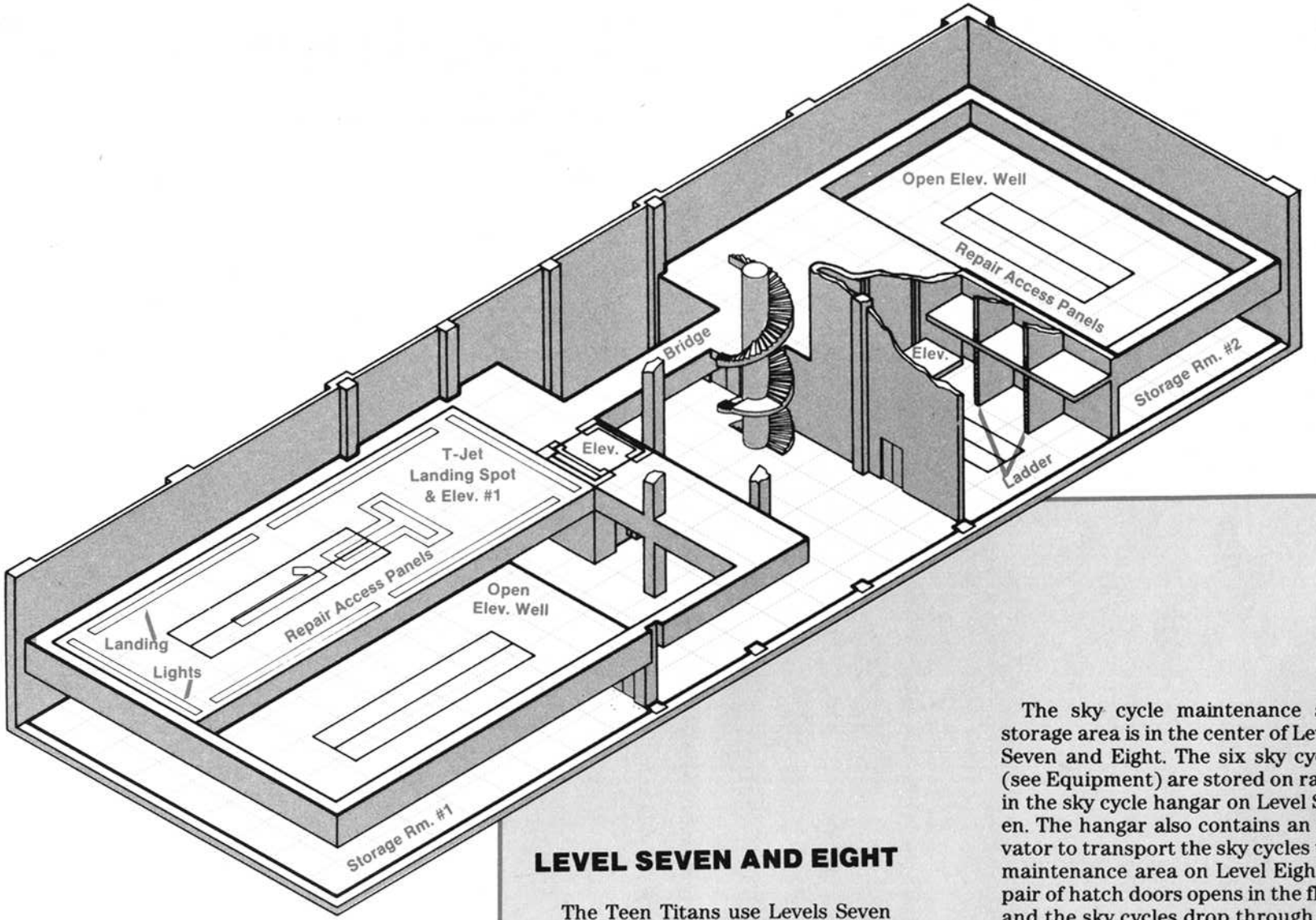
also an observation deck, as well as a personal maintenance room for the upkeep of Cyborg's cybernetic body.

A personal elevator spot provides transportation to Cyborg's balconies. His bedroom on the second balcony (Level 5C) is furnished sparsely, like his other rooms, with a bed, a small tool kit and power pack on the table beside it, and a dresser.

Changeling's garish apartment is located at the northwest corner of Level Five. His living/dining area is expensively furnished with chrome-framed and fake-fur upholstered modular seating (which converts into a bed), an enormous stereo system, and an abundance of lava lamps and Andy Warhol silkscreen wall hangings. A console beside the sofa controls the lights, music, doors, drapes, and even some of the gadgets in the kitchen.

Changeling has filled his den on the first balcony (Level 5B) with video games and a big screen television. He also keeps his comic book collection here.

A king-sized waterbed with an imitation leopard skin comforter and satin sheets fills most of Changeling's bedroom on the second balcony (Level 5C). Cheesecake photos cover the walls, and he keeps a big stack of girlie magazines under the telephone beside his bed. A mini computer that stores his database of phone numbers, equipped with an automatic dialer, sits on his bedside table.

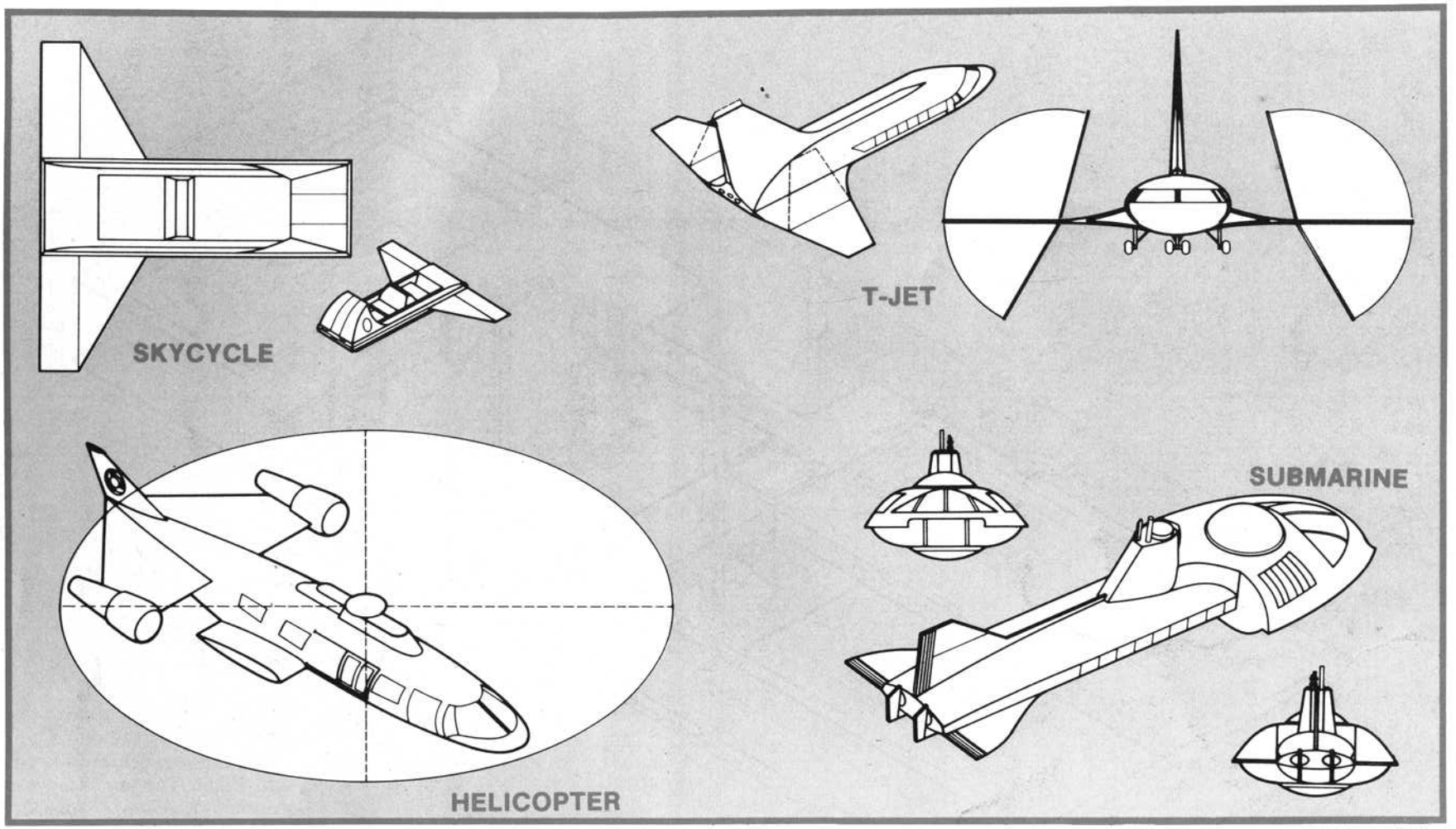


LEVEL SEVEN AND EIGHT

The Teen Titans use Levels Seven and Eight for vehicle storage and maintenance. The two T-Jets (see Equipment) sit at the west end, on panels atop the elevators for easy access; when they are lifted to the top of the Tower, the panels serve as take-off and landing platforms. Level Seven serves as a maintenance area; there is room for storage underneath the T-Jet panels. The T-Jets are normally stored at Level Eight. A T-Jet can be lifted from the bottom of the

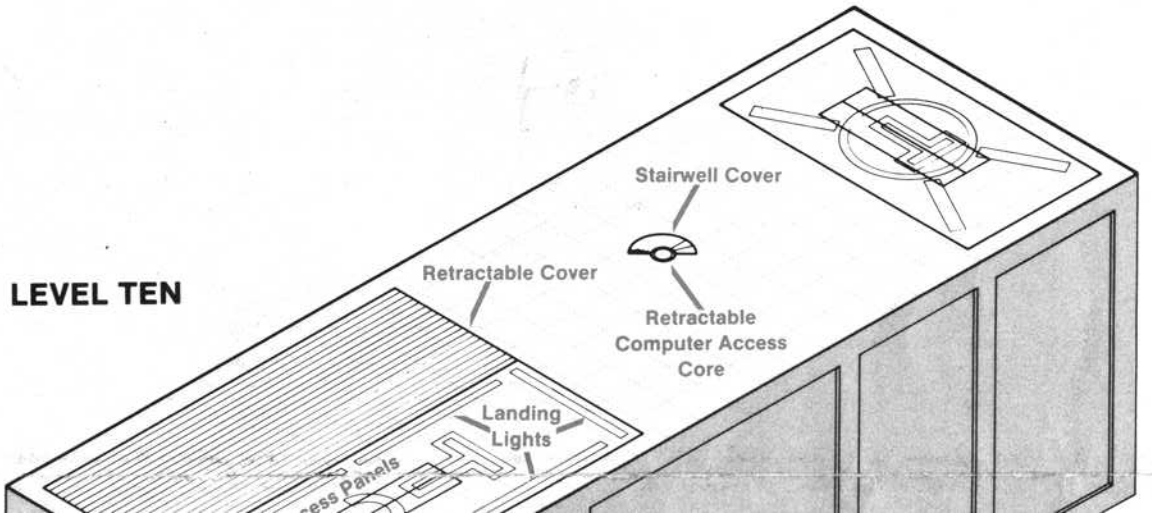
The sky cycle maintenance and storage area is in the center of Levels Seven and Eight. The six sky cycles (see Equipment) are stored on racks in the sky cycle hangar on Level Seven. The hangar also contains an elevator to transport the sky cycles to a maintenance area on Level Eight. A pair of hatch doors opens in the floor and the sky cycles drop through the chute for take-off.

The Teen Titans' helicopter (see Equipment) sits at the east end on panels atop an elevator for easy access; the panels serve as a take-off and landing pad when lifted to the top of the Tower. Level Seven serves as a maintenance area; the Titans' helicopter is normally stored at Level Eight. A second storage room is located under the panels on Level Seven.



*For Attributes and Abilities of the Titans' vehicles see the **Equipment and Gadgets** section of the Gamemaster Manual.*

LEVEL TEN



METROPOLIS

Metropolis is one of the largest cities in the United States. The first European to see the site of Metropolis was probably the Italian navigator Vincenzo Ganatti, who was working for the Dutch. In 1542 Vincenzo recorded information in his journal which referred to the future Metropolis as an excellent sight for a port.

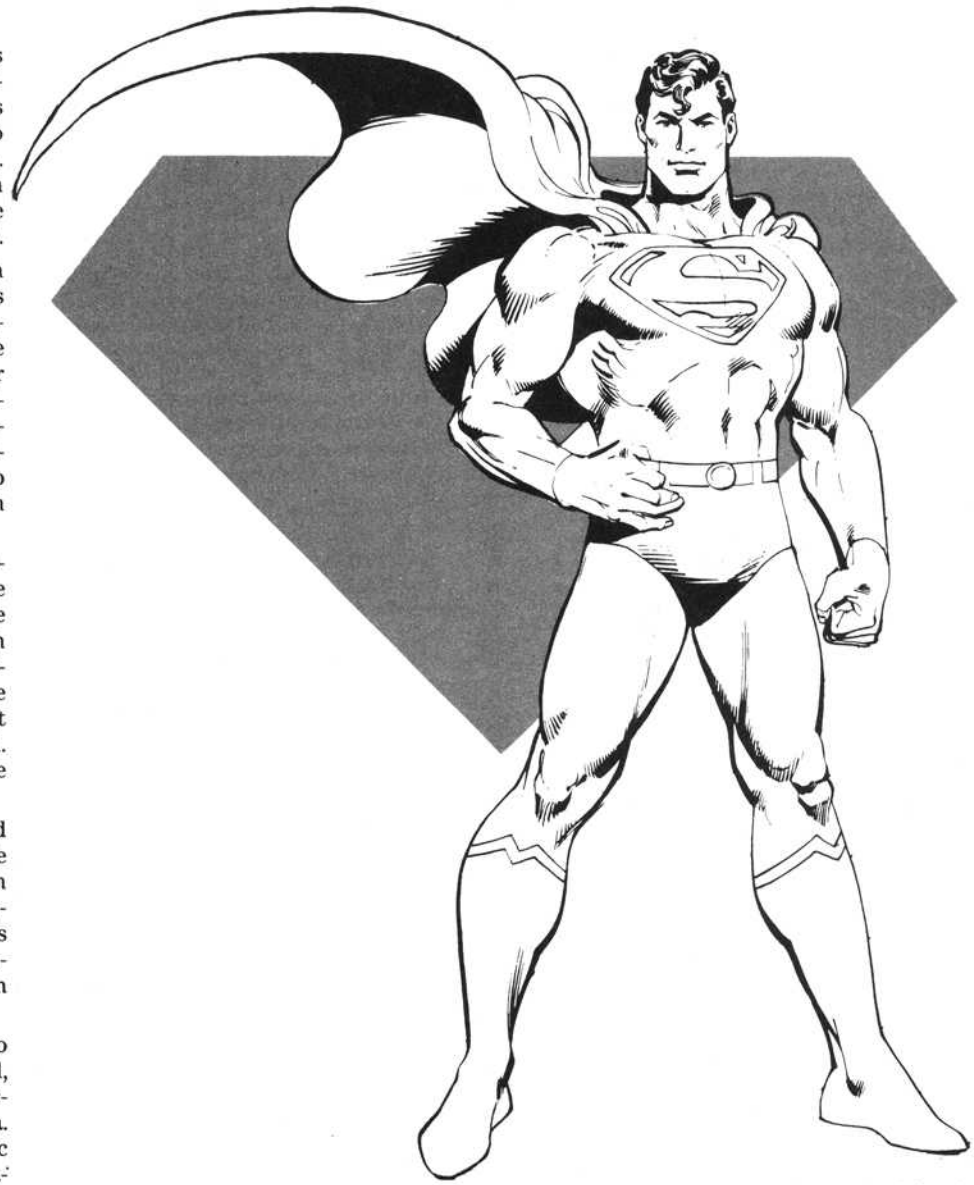
In 1634 Paul De Vries founded a Dutch settlement on the island now known as The Old City. The settlement was captured by the British in 1663 during the Dutch Wars. The Dutch remained after the British occupation, and the free intermingling of the British and Dutch established Metopolis' reputation for openly accepting newcomers. The township expanded out from The Old City to Main Island.

Metropolis was a major enlistment center for Washington's army during the American Revolution. At one point in the war, Metropolis was saved from British occupation by Peter Vernon, who was later captured and hanged for his part in the destruction of North Bridge, the last bridge from the mainland to Main Island. A statue of Vernon can be seen at the site of the New North Bridge.

After the war, Metropolis expanded quickly with the help of many notable men: Frank Bruel, who established an empire with the United States Fur Company, P. Randall Jeffries, who based his banking empire on Main Island, and Gustav Grimes, whose publishing kingdom exists to this day.

Metropolis has since developed into one of the largest port cities in the world, and it has established itself as the entertainment and fashion capital of America. In the field of communications, graphic trades, and finance, Metopolis is a national leader.

Unlike its rival Gotham, Metropolis is still a growing and dynamic city. Buildings are constantly under construction. The city is a modern megalopolis with a bright future and the distinction of having the world's greatest hero, Superman, as its resident.



1) St. Theresa Prison Complex

The ultramodern St. Theresa Prison Complex was built similarly to Star City's Stateville Prison. It holds the most powerful and dangerous villains in America.

2) Central Business District (CBD)

The CBD was built around P. Randal Jeffries' First Metropolitan Bank, which was established in 1783. Jeffries, a believer in constant change, urged businessmen to build their offices in the newest styles of that time. The First Metropolitan Bank itself was torn down and rebuilt twice in Jeffries' lifetime.

It seems as though Jeffries' spirit lives today in the CBD, since construction and demolition are constantly in progress there. Newer, taller buildings are constantly replacing those that are deemed too old to be efficient.

The CBD has the world headquarters of many large conglomerates, including the most important communications, graphics, and petroleum companies in the nation. All members of the United Nations have consulates here, which gives the CBD a cosmopolitan look.

3) Racine

Less than thirty years ago, Racine was a rundown industrial center with abandoned industrial buildings and deteriorating streets. When the Metro University of Art moved its campus to nearby Mt. Royal, artists attending the school found that the buildings in Racine offered large open living spaces at cheap prices.

Within seven years, Racine was converted into an area of marginal businesses. When it became apparent that Racine was becoming a fashionable and inexpensive district in which to live, wealthy businessmen bought the abandoned buildings and converted them into apartments, stores, and restaurants.

The rents then skyrocketed, and many of the artists moved out, leaving Racine as it is today, a pretentious, expensive place to live.

4) Newtown

Newtown was established as a residential district for the up-and-coming businessman when Metropolis' business center moved from The Old City to the CBD. It contains most of Metropolis' museums, including the Superman Museum, Dave Mauer Pavilion, and the City Museum, which form the center of Newtown.

Reconditioned brownstones surround the museums on tree-shaded streets, the residents of which are generally young

and prosperous. They have successfully battled developers who wish to replace the historically significant homes with high-rises and office buildings.

5) Uptown

Uptown was once an historical site; a quiet residential area for the very rich, with the city fairgrounds on the beach front. Unfortunately, when Superman was exposed to red Kryptonite in the presence of Ambush Bug, Ambush Bug's mind was transferred into the body of Superman, and the fairgrounds were destroyed in the ensuing misadventure. Uptown has since recovered, but has taken on a new look. Areas where ferris wheels and roller coasters once stood are now filled with high-rise condominiums and corporate office buildings.

6) Midtown

Midtown was spared the unfortunate fate of Uptown by Superman's quick thinking. Midtown's river banks are lined with summer homes on private beaches. High-rises, condominiums, and expensive apartments line Metropolis Park. The area between the shoreline and the Park is dominated by Fifth Avenue, a shopper's paradise of prohibitively expensive stores.

7) Mt. Royal

Mt. Royal is the center of university education for the Metropolis area. The educational centers here include:

A) The Metro University of Art

The Metro University of Art has been on the cutting edge of avant-guarde art since it enlisted the celebrated artist Leon Gardener and gave him the funds to attract the best American artists to its campus.

The University occupies 30 acres of land, which was donated by Effram Wineholt IV in 1896. The campus is well laid-out, and its gothic architecture is in pleasing contrast to the rest of the city.

B) Metropolis Institute of Technology

The Metropolis Institute of Technology is a world leader in hardware engineering. The Intelex V supercomputer, which has become the standard by which other computers are measured, was developed at the Institute.

In addition, the Institute has been recently making advances in Artificial Life Forms and Computer Intelligence. The Institute is located one block from Nordham, with which they have an intense rivalry.

C) Metropolis State University

Metropolis State University, with an enrollment of 76,000, is one of the largest universities in the nation. It is renowned for its Mathematics and Sociology departments, as well as its football team, which is a perennial powerhouse.

D) Nordham

Nordham is an Ivy-League school with a large graduate population. It currently has four Nobel Prize winners on its faculty. Nordham is best known for its excellent Business program, and for its American History department. Nordham students refer to the Metropolis Institute of Technology as "That little trade school down the street".

8) Hampstead

Hampstead is the most provincial area of Metropolis. Most of the people of Hampstead can trace their Metropolitan ancestry to the 1700's. They are very clannish and consider families with less than five generations of wealth uncouth. Hampstead homes are nestled atop the hills that line the southern seaboard, many of which have excellent views of the Ocean.

9) Oaktown

Oaktown is on the far northeastern edge of Metropolis. It has traditionally been a neighborhood of immigrants, so the area is always in transition.

Oaktown has been neglected by developers and rehabilitators since it was first built. As a result, the area is in disrepair, with potholes scarring the streets. The immigrants are hard workers, however, and their civic pride has kept the area from deteriorating into a slum.

Some of Oaktown's former inhabitants have become famous and powerful, a fact of which its current inhabitants are justly proud. Nowhere in the city is the determination to succeed more apparent than in Oaktown.

10) The Old City

The Old City was the first settled part of Metropolis. It was originally known as De Vries Village after its founder, Paul De Vries. The name was later changed to Elizabethtown when the British established control over the area.

Metropolis was given its present name after the British were expelled during the American Revolution. As Metropolis expanded, the Old City gradually lost its place as the center of Metropolis. Many areas of The Old City have been declared national historic sites.

On the Fourth of July, Metropolitans picnic at the largely abandoned dock area of The Old City where they also watch the fireworks display and listen to the Metropolitan Symphony Orchestra. The Fourth of July show is sponsored by the Metropolis city government.

11) Senneville

Senneville is the resort area of Metropolis. Since the unfortunate incident with Ambush Bug, who destroyed the fairgrounds in Uptown, the popularity of Senneville has increased.

Senneville offers a great variety of recreational activities, including fishing, sailing, swimming, and Wonderland, an amusement park that rivals the size and diversities of Disneyland. Organized gambling is also available to those who are willing to seek it out.

Resort hotels line the beaches and provide lodgings for most of the city's visitors.

12) Downtown

Downtown is dominated by the docks along its waterfront. These have become more important to Metropolis' commerce than the docks of the Old City. In addition, a military Naval base is located on the northeast side of Downtown, with an on-base crew of 5,000.

Daily, ships from around the world dock along the waterfront in the Downtown area. Theft and smuggling in the warehouses along the waterfront are a constant problem for the Metropolis Police Department.

13) The East Side

Originally the sole property of Gustav Grimes, The East Side is the communications and graphics capital of the world. The entire area is a series of glass and steel mid-rises filled with the creative geniuses of graphic and commercial design, architecture, communications design and development. The major newspapers, radio and television networks of the city, including The Daily Planet and WGBS, are located on the East Side.

14) Lacey (Suicide Slum)

Lacey is the eyesore of Metropolis, and the home of the city's indigent poor. Attempts at revitalizing this part of the city have been disastrous. Housing in Lacey was originally built by Frank Bruel to house migrant workers who toiled in his factories. The quickly-built homes began to fall apart almost as soon as they were constructed.

Most of the workers have moved to Oaktown, leaving Lacey for the homeless and destitute. For some unaccountable reason, Lacey has proved one of the most popular tourist attractions in Metropolis although even the most hardy tourist will shun the infamous area known locally as Suicide Slum.

15) Lafayette

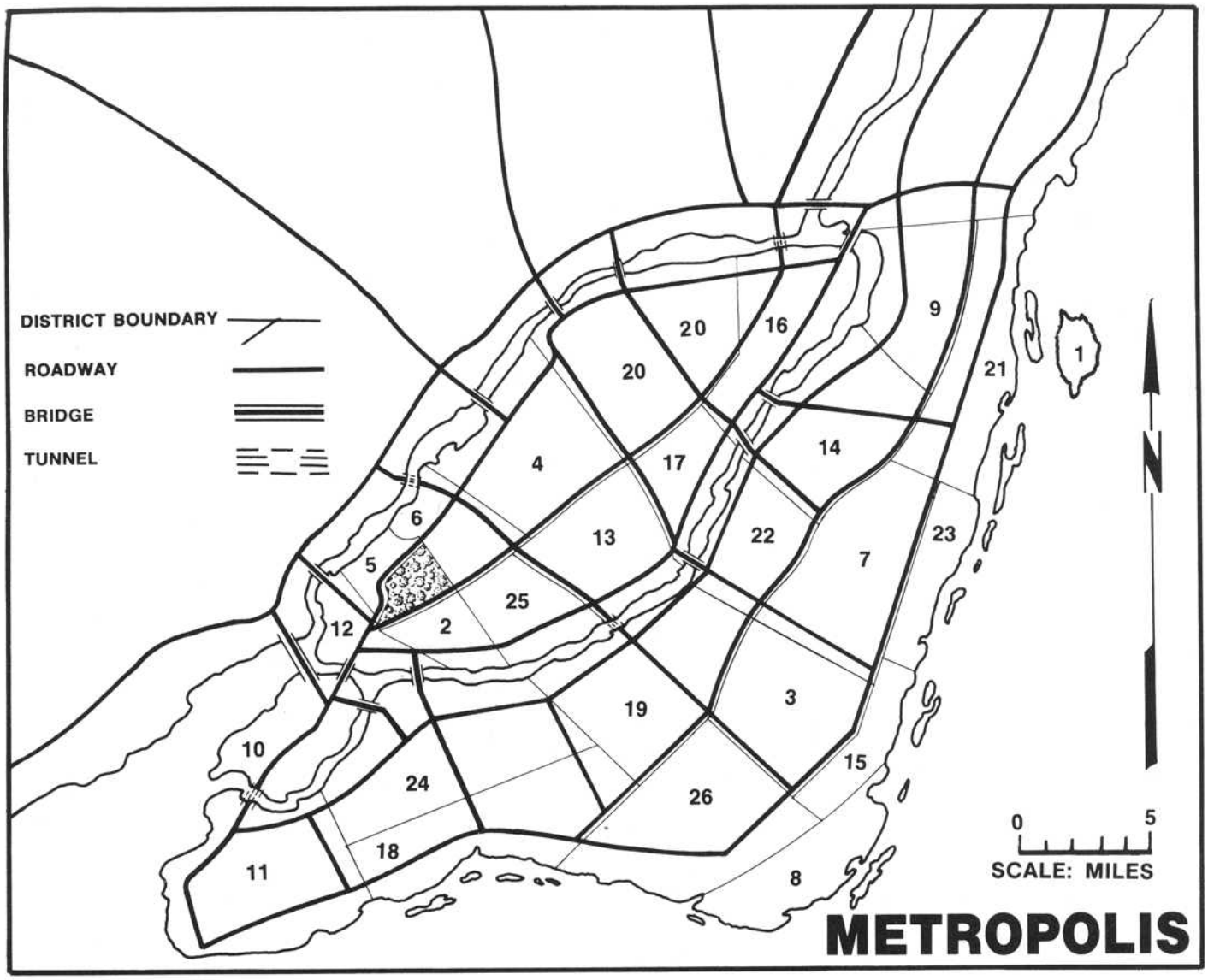
In the early 1800's, Lafayette was settled by French immigrants from Canada. It has retained a distinctly French atmosphere since that time. The inhabitants still speak French as their first language, and the best French restaurants in Metropolis are in Lafayette (they are especially known for their fresh seafood).

The architecture in Lafayette, as well as the art in the small galleries throughout the neighborhood, remain French-inspired.

16) North Bridge

North Bridge is the most historically significant area of Metropolis. According to legend, the British occupied the sparsely populated mainland of Metropolis and were moving to assault Main Island, across the only bridge from the mainland.

The blacksmith, Peter Vernon, noticed British movement toward the North



Bridge and commandeered several kegs of gunpowder from the Metropolis armory. Vernon's son lit a fuse to the gunpowder while Vernon charged the British scouts. The ruse worked, and Vernon was able to buy the time his son needed to destroy the bridge. Vernon was wounded, captured, and hanged by the British.

Metropolis gained a reprieve until a relief army appeared and the British troops retired. Peter Vernon was one of the founding fathers of Metropolis. North Bridge and the community of Vernon were named in honor of his death.

Today, North Bridge is a bustling community of middle-class working men and women. The area is residential, except for three acres of memorial park land that surrounds the New North Bridge. There is a statue of Peter Vernon in the park.

17) Vernon

Vernon was named in honor of Peter Vernon, one of Metropolis' founders. Like North Bridge, Vernon is a community of working men and women of all races, who live together with no visible signs of prejudice. The citizens of Vernon are proud of their community, which is conspicuously clean for a city that has had problems with its waste disposal.

Vernon is comprised of single-family A-frames and two-story brownstones. Vernon was the first community in Metropolis to build a shopping mall, which helps the area maintain a modest prosperity.

18) Teaboro

Teaboro is so named for the East India Tea Company which had a branch office in what was to become Metropolis during British colonial rule. The people of Teaboro joined in the protest of the British tea tax, and burned the tea warehouses to the ground at the start of the American Revolution.

Today, Teaboro is host to the busy Metropolis Airport, and a number of trucking and rail companies, which carry imported goods throughout the northeastern United States. The architecture of Teaboro ranges from small apartment buildings to high-rise hotels.

19) Pelham

Pelham became an artists' community when high rentals in Racine forced Metro University art students to move out. Pelham is becoming more trendy and expensive and it is now starting to see an influx of upwardly mobile young businesspersons.

Jimmy Olsen lived in Pelham for a while, before he became a reporter. Some of Jimmy's best sources still come from this area. Pelham is comprised of predominantly three and four-story apartment buildings.

20) Stillwater

Metropolis' major newspapers operate their presses in Stillwater, as do three nationally-known publishing firms. Stillwater is proud of its tradition of free press, and its dedication to honest, responsible journalism. This tradition made The Daily Planet one of the most respected newspapers in America.

Stillwater maintains an active interest in developing and implementing printing technology. This technology helped make the city's graphic trades trend setters in the industry.



21) Reading

Reading can be divided into two parts, the coastline and the inland region. The coastline of Reading is the home of Metropolis' upper class citizens. The people here are generally the self-made rich. A few blocks away from the coast, a definite change takes place. This area, though not a slum, is considered seedy by the coastliners. This is not true; the inlanders are industrious blue-collar workers.

Reading contains both of Metropolis' major league baseball parks and the Metro Stadium, the home of the Metropolis Meteors football team. Sports fever runs high in Metropolis, especially when the rival Gotham Goliaths roll into town. On these days, Metro Stadium's more than 80,000 seats are filled.

22) Staunton

Staunton is a community of townhouses, schools, churches, boutiques, restaurants, and gourmet take-out eateries. It is also the location of the Metro Arena, the site of many indoor sports events and concerts.

Madison Ave, which runs the length of Staunton, is lined with art galleries, jewelry stores, and fine restaurants. A small German community, with European delicatessens and beer gardens, is at the center of Staunton.

Staunton has distinguished itself by voting for the losing side in every mayoral election in Metropolis' history.

23) Long Beach

Long Beach was originally settled by the Dutch, and maintained as a farming community. The area was absorbed by Metropolis in 1903. Although it is accessible to Main Island, it has never enjoyed the popularity that the coastline of Reading has.

Many of the immigrants of Oaktown moved to Long Beach once they established themselves in the city. Their sons and daughters left Long Beach for the excitement of Main Island, but they are now returning to raise families in the quiet charm of the area.

24) Jefferson

Jefferson is Metropolis' Spanish section. The inhabitants have brought their culture with them, and now Jefferson is a favorite place to go for singing, dancing, and good food. The people of Jefferson have recently built both The Latin School and the Metropolitan Hispanic Museum.

Due to its emphasis on the classics and mathematics, The Latin School is already Metropolis' most famous high school. The Metropolitan Hispanic Museum contains some invaluable artworks, including paintings byPizzaro, Picasso, and Velasquez.

The buildings of Jefferson are generally three and four-story brownstones, and are in excellent condition.

25) Andersonville

Andersonville is a neighborhood in transition in the best tradition of Metropolis. Originally a textiles and light industries area, Andersonville has recently been reviltalized and is now totally dedicated to the garment industry.

Andersonville has become a wonder of automation, and it contributes one tenth of the clothing manufactured in America.

26) McKeesport

McKeesport is the fashion design center of Metropolis. The stunning designs that are manufactured in Andersonville start here. The buildings here reflect the vitality and innovation of the fashion industry.

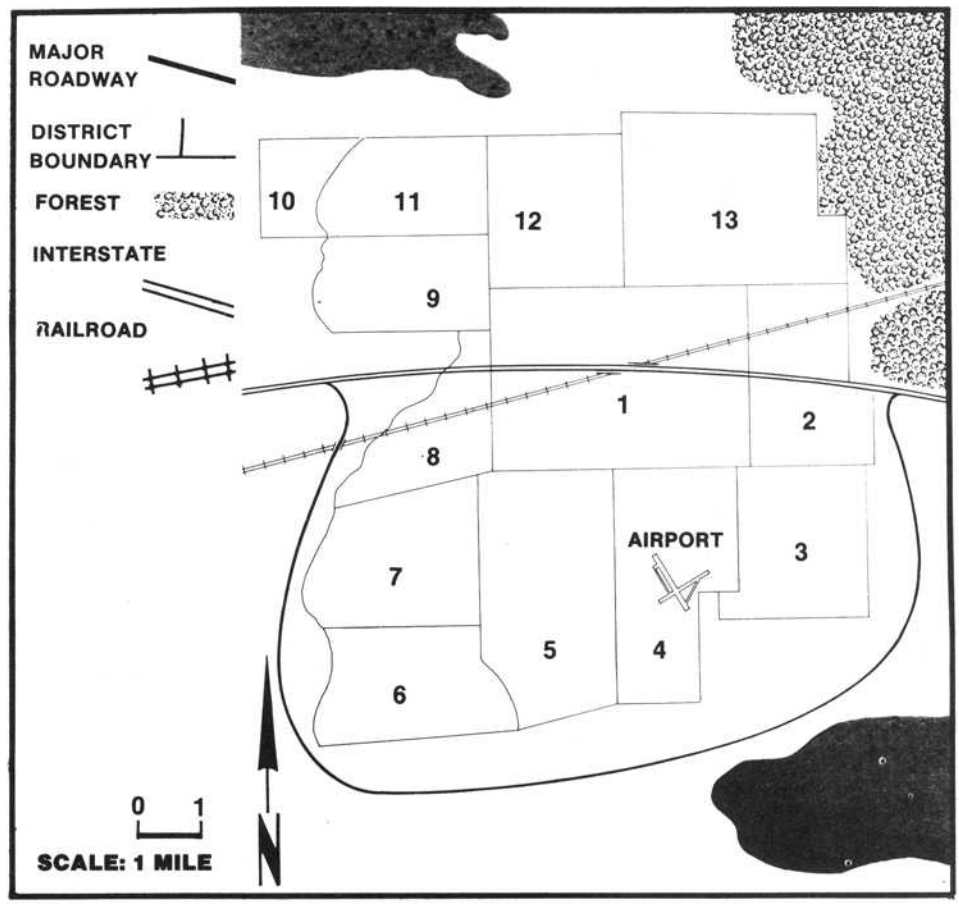
The skyscrapers in McKeesport were designed by the best minds that architecture has to offer. These skyscrapers are a source of pride for Metropolis, and a popular tourist attraction.

McKeesport is dominated by Gramercy Airport, which caters to private airplanes and small airline companies. Gramercy Airport is named after Gregory Gramercy, the first man to fly from Metropolis to Los Angeles.

CENTRAL CITY

Central City is located, aptly enough, in the middle of the country. Originally a stop on the cattle trail, most of the great rail barons of the late 19th century built railways through Central City. Central City became the most important stop west of Chicago, simply because so many different rail companies had built their lines through Central City that you had to go through there if you were going to ship anything to the middle of the country. This "central point" began to attract businesses, and the jobs created here brought people in from the east.

Central City is located in a moderate valley between the mountains to the northwest and the rolling hills to the southeast. There is a forest to the northeast, which is part of Granite Peak National Park. The diversity of the terrain around Central City has helped it continue to grow. Central City's current population is about 750,000.



CENTRAL CITY

NEIGHBORHOODS

1)City Center

The City Center contains Central City's greatest concentration of city amenities: the major department stores, hospitals, the main building of the Central City Library, the Van Geld Opera House, and Hardwell Tower, the tallest building in Central City (600 feet/6 APs). Also located in the City Center are the city hall and the police headquarters.

The trendiest shopping spot in Central City is Central Station, which used to be the rail station. This iron and glass structure has been renovated, with all but one of the rail lines torn out. A 19th Century First Class car, now powered by an electric motor, shuttles patrons to The Silver Limited, which is the favorite restaurant of the lawyers and politicians of Central City.

2)New Brighton

New Brighton is a mixture of residential and professional offices for doctors, architects, ad firms, and the like. The houses in New Brighton are refurbished Victorian and Colonial-style homes built at the turn of the century by the rail engineers and others who came from the east. Central City's current rail station is located in this section. The new station is a much smaller and more severe structure than the original Central Station. Train service to Central City is now 17 arrivals and 17 departures daily.

Barry Allen (The Flash) lived in New Brighton.

3)Danville

Danville has the reputation as the quietest, most do-nothing neighborhood in all of Central City. During the eighteenth century, the railroad workers had an expression, "The devil will dance whenever they do anything in Danville". The neighborhood gets excited about one thing only; proposed expansions to the airport in adjacent Mounds View.

All of this inactivity is useful for villains who are lying low here. Many foes of the Flash have headquarters hidden in (or underneath) Danville. Weather Wizard, Trickster, and Captain Boomerang still have headquarters here.

4)Mounds View

Mounds View is home for Hardwell Field, Central City's only airport. The airport doesn't have enough runways to serve a city of its size, but expansion has been blocked by political action from the neighborhoods that surround Mounds View, particularly Danville.

Mounds View also has the Gedde Natural History Museum. The museum is only moderate compared with its Gotham or Metropolis equivalents, but it has an outstanding exhibit of North American Indian artifacts. Several Indian burial mounds in the neighborhood have been excavated, the discoveries from which have been donated to the museum. There are still several mounds which have yet to be excavated; the excavations were halted when several inexplicable accidents occurred at the sites.

5)Lawrence Hills

Lawrence Hills is the industrial section of Central City. The factories are scattered randomly throughout the neighborhood, mixed in with small homes and shops. The factories here are small in comparison with their steel-making equivalents in the east. The industry in Lawrence Hills is more oriented towards the consumer market: TVs are assembled, furniture made, and aviation parts machined. The only heavy industry in Lawrence Hills is the Milliken Standard Corporation, which manufactures control rods and other parts for nuclear reactors.

6)Windsor Heights

Windsor Heights, an affluent suburb, was just recently incorporated into Central City. The houses here are large, and the streets are clean and well lit. There is a local Lamborghini dealer, but no Chevrolet or Ford dealers can be found here. There are few restaurants, but there are several caterers.

Residents of Windsor Heights definitely believe that Central City is privileged to

have incorporated them; most of the agencies providing city services to Windsor Heights disagree.

7)Chubbuck

Chubbuck's unfortunate name was given to it by one of the most powerful cattlemen of the 19th century, Griffith Chubbuck, who disappeared with his fortune, shortly after the turn of the century. Chubbuck is currently known for being the home of Central City's Mental Hospital, which until recently was the home of the exploited villain known as Big Sir.

The second largest industry in Chubbuck is a small bookplate company which prints the popular "I Love Chubbuck" bumper stickers.

8)Westminster

Westminster, which was called the Stockyards when it actually had a stockyard, became known by its present name with the departure of the cattle.

Westminster, a quiet residential neighborhood, houses the Central City branch of S.T.A.R. Labs. Located near the railroad tracks, the Labs branch has become part of the community.

S.T.A.R. Labs officials have made it a point to conspicuously participate in community affairs, from softball leagues to "gee whiz" science demonstrations in local schools. Each Fourth of July a group of S.T.A.R. scientists, members of a club called the Alumni of PyroTech, put on a spectacular fireworks display which enthralls the crowd and makes safety officials nervous.

All this generating of good will has allowed S.T.A.R. Labs to operate in complete secrecy while seeming to be an open member of the community.

9)University Town

Central City University is the namesake of University Town. The University is rated in the upper third of universities in the United States. Its Biology/Medicine program is considered to be one of the best in America.

University Town is full of single-family homes converted for use as student housing, multi-story apartments, and dormitory buildings. It has more movie theaters than any other section of Central City, and enough bars for all of Central City's metropolitan area.

Wally West (Kid Flash) and Frances Kane live in University Town.

10)Brookfield Heights

Brookfield Heights is the fastest growing section of Central City. The houses and apartments are built around parks, or commons, which often include small lakes. The commons serve to break up the landscape of the neighborhood, giving it the feel of a series of villages rather than a grid-pattern suburb. Housing is not cheap in Brookfield Heights. Cecile Horton, the attorney for Flash during his murder trial, lives in Brookfield Heights.

11)Leawood

In Leawood there is the Central City Stadium, which is the home field for Central City's major league baseball team (The Cheetahs) and its professional football team (The Blackjacks). The Cheetahs have traditionally been a winning team, while the Blackjacks fluctuate between just missing the playoffs and disaster.

The traditional sorts of businesses which exist around sports stadiums are in Leawood — fast food restaurants, pizza pubs, bars, as well as unusual kind of business: a few scientists have quit S.T.A.R. Labs to form their own company, High Frontier Inc., which specializes in beam-weapon technologies. These weapons are supposedly being developed for use in outer space.

12)Petersburg

If you live in Central City for a while, you learn that you shop in the Town Center, but you go to eat in Petersburg. Petersburg boasts a selection of restaurants which would probably not be found in a city twice the size of Central City. The finest in international cuisines can be found there, as well as the standard fast food fare.

The reason for all of the fine restaurants in Petersburg is the Minerva Epicurean Society. The Society is an anonymous collection of individuals from all across the country who gather at irregular intervals in Central City. They dine in small groups in better restaurants, and then go back to the Society to decide if and what to award each restaurant. The awards range from fifty thousand dollars to well over a million dollars. Aside from this incentive, the Society maintains a restaurant review staff. For the restaraunts that qualify, the Society will find the best foodstuffs and wines and sell them to the restaurants for less than cost. While the restaurants compete with one another for the attention of the Society, Central City gets to eat some very good food.

13)Englewood

Englewood is the on the edge of Granite Peak National Park, and there are no roads that directly access the park from Englewood. Englewood, therefore, has the some of the prettiest sections of country to look at without the disadvantage of having everyone else tramp through to look at them.

Englewood residents tend to be less concerned with the rest of Central City, and are happy to stay to themselves.

Flash's parents live in Englewood.

GOTHAM CITY

Gotham City is a large city which has seen better days. The fact that 8 million people live within the metropolitan area is testimony that many still believe in Gotham's future. Located on the eastern seaboard, Gotham's access to the major Atlantic shipping lanes guarantees its importance as a port of call in the future.

HISTORY

Gotham City was founded in 1635 by Swedish mercenary Captain Jon Logerquist. Captain Logerquist and several colonists had come to the New World after the defeat of the Swedish armies at Nordlingen, fleeing the devastating religious wars in Europe. Logerquist named the settlement Fort Adolphus, after the great Swedish general Gustavus Adolphus. In 1674, all of New Sweden was ceded to the British. The first official act of Governor-General Adam Howe was to rename the settlement Gotham City.

Gotham was paralyzed by rival factions during the Revolutionary War; the city had as many Tories as Rebels. British troops and their hired Hessian allies were based in Gotham throughout most of the war. As long as Gotham remained under British control, New England could easily be separated from the rest of the colonies.

In 1779, an officer of the Continental Army agreed to lead a rebel contingent on a raid of the Gotham powder magazine and the adjacent armory for desperately needed supplies. Tory spies alerted the British, who set an ambush. A Gotham merchant named Darius Wayne warned the rebels by ringing a church's bell near the armory. The rebels escaped, and Wayne was arrested and charged with treason. Gotham City fell to the Continental Army on the day Wayne was to be hanged. The city gave Wayne some land south of the city as a reward for his heroism, forming the beginning of the Wayne estate.

Gotham grew rapidly during the age of steel and rail. By 1900 it was the leading financial center in North America, second in all the world only to London. But the city which had thrived on coal and railroads encountered problems when the age of petroleum and automobiles began. By 1920, Gotham was second city to New York, and a weak recovery from the Great Depression left it third behind New York and Metropolis. The decline was halted (some say only slowed) in the mid-1970's. While still a great city, Gotham has a grittier, grimmer feel to it than Metropolis does. Perhaps only Gotham could have given birth to the Batman.

NEIGHBORHOODS

1)Central Business District

Gotham's Central Business District still reflects its glorious days as the financial center of the New World. The buildings are neo-classical monuments to Gotham's past. The banks, stock exchange, and other financial organizations are severe, solid buildings that are almost devoid of decoration. Huge columned entrances and miniscule windows impart the feeling that humans are a rather insignificant part of these institutions. The other buildings in the area soften this impression, but do not eliminate it.

Included in the Central Business District are the largest of Gotham's banks and the Gotham Stock Exchange. The better known museums include the Butler Museum of Modern Art, the Gotham Art Institute, and the Gotham Museum of Natural History. Most of the live theater in Gotham City may be found in this area. Gotham State Building (1350 feet high — 8 APs) the tallest in Gotham, is located here. The giant statue of the Batman, which was erected by the city council in his honor is also here.

2)Lower East Side

The Lower East Side is a collection of railroad yards and workers' housing which was built in the eighteen-nineties. Almost every building is brick, and time has turned the bricks a dark reddish-gray. Most of the buildings no longer have the amenities associated with urban living: running water, electricity, or gas. Little of the railroad track is in use, and the wharfs no longer accommodate any kind of commercial shipping of a legitimate nature. The neighborhood is one populated mostly by transients and smugglers.

3)Chelsea

Chelsea was originally the area where the wealthy had their summer homes. As Gotham grew, the wealthy moved elsewhere and Chelsea declined, at least in the eyes of the wealthy who once lived here. It never became a slum, and the varied architecture and small cloisters of buildings attracted much of Gotham's intellectual and artistic talent. These were people who could not yet afford to live elsewhere, or who simply preferred to live in a supportive community. In the last decade, Chelsea has become a popular neighborhood for young business professionals as well as artists.

Gotham University lies on the northeast edge of Chelsea.

4)East River

East River was a fashionable neighborhood in the 1930's. Gangsters and the *nouveau riche* mingled at parties which would fill the next day's scandal sheets. The notoriety of East River eventually caused its decline, as the gangsters and the law battled for control of the neighborhood. Those who could move away did. Today the neighborhood is a low-rent district with more than its share of youth gangs.

The detective Harvey Bullock lives in this section of town.

5)Bristol

Bristol is Gotham's most exclusive neighborhood, comprised of large single-family homes and mansions on multi-acre plots, the richest having several hundred acres of land surrounding their home. Bristol has its own private security force (Gotham Bay Security), several yacht yards, and the Gotham Tennis Hall of Fame. Gotham Bay Security is on very good terms with the residents of Bristol, and maintains a good working relationship with the Gotham City police.

Wayne Manor is located in Bristol.

6)Bryanttown

Bryanttown is considered a slum area. It was originally a working class neighborhood which deteriorated due to a combination of fate and official policy. Several housing projects exist in Bryanttown, which were poorly planned and poorly executed. Rent control and absentee landlords compounded the problem, lowering the quality of the housing stock and increasing the amount of arson. Recently residents of Bryanttown have taken steps to improve their neighborhood, but these improvements are still small oases of life in a general setting of decay.

7)Chinatown

Chinatown is more than a tourist attraction. It remains a solid Chinese community, even though many of the residents are third generation Americans. More than any other neighborhood, Chinatown lives by its own set of standards. They do not impose these standards on nonresidents, but where Gotham's laws and procedures conflict with the tradition of Chinatown, the residents here choose their own method of handling things. Chinatown is one of Gotham's most crime-free neighborhoods.

8)Neville

The old docks and the older British Naval barracks have been razed or renovated as part of this neighborhood's rehab project. Housing is varied, from single-family dwellings to multi-unit apartments. Neville has some of Gotham's most exciting night spots and many of its trendiest restaurants.

The Rockslide Night Club is in Neville. Lilanne Stern, the club's owner and sometime companion to Bruce Wayne, lives in Neville.

9)Midtown

Midtown is an ethnic neighborhood in transition. Once the first stop for Poles and other eastern European immigrants, Midtown is now Gotham's point of entry for East Indian immigrants. The neighborhood is residential with the typical sorts of businesses found in a residential neighborhood, with one exception: the Gotham branch of S.T.A.R. Labs is in north Midtown.



While the residents of Midtown are uncomfortable about S.T.A.R. Labs' presence here (they feel that S.T.A.R. Labs does not consider the effects which its experimental research may have upon the community), they are tolerant because of the money it brings into the neighborhood.

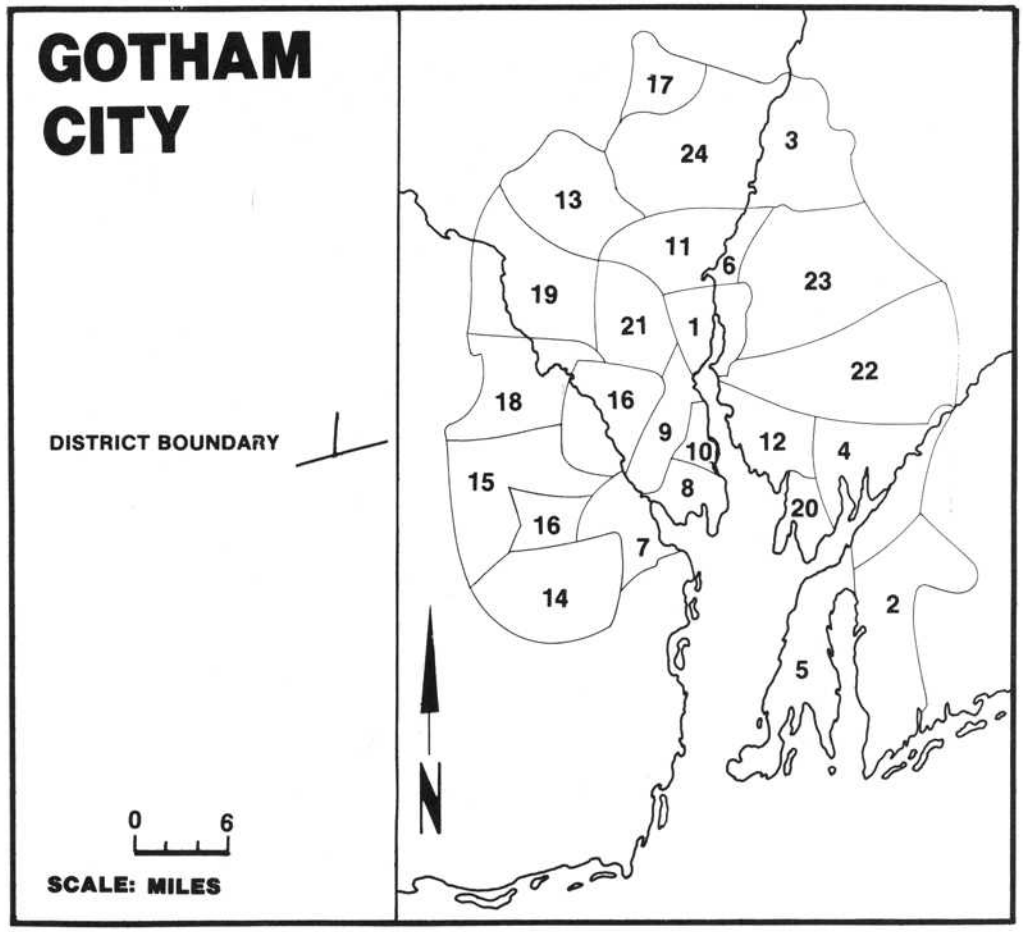
The residents' fears about S.T.A.R. Labs are justified.

10)The Waterfront

The Waterfront is one of the areas of Gotham which has improved over the past decade. Many of the docks have been enlarged to hold the new freighters and super tankers, allowing all but the very largest ships to dock in Gotham. The increased economic activity has given companies an incentive to invest in the storage facilities, and the civic authorities have taken an interest in keeping crime out of the Waterfront. Much of the illegal activity has simply relocated to the Lower East Side (see #2), but a few hardy criminals, or those with "legitimate" businesses, continue to operate along the Waterfront.

The streets along the Waterfront have been widened to allow large trucks better





maneuverability. The warehouses are constructed of aluminum sheeting over a steel skeleton, although a few brick buildings exist.

There is no residential housing in the Waterfront area, although a few transients live there.

The docks themselves are equipped with cranes, and bulldozer-like vehicles used to tow huge skids of cargo. There are dozens of forklifts around the docks, usually kept behind a chain link fence when not in use.

11)Uptown

Uptown was once THE neighborhood in which to live in Gotham, but that position has been usurped by Bristol and Neville. It has not deteriorated as much as it has become socially mixed. You can find the professional, the factory worker, the small shop owner, the very rich, and the rather weird, all living in Uptown. Residential hotels which charge several thousand dollars a month in rent are next to free legal clinics, and a Rolls Royce Silver Spirit will often be parked next to a Ford Escort. Uptown is a very tolerant neighborhood, and the mix of people here makes it the most vibrant of Gotham's neighborhoods. . . at least in the opinion of Uptowners. Gotham Park is located in Uptown.

Vicki Vale, photographer for Picture News Magazine, lives in Uptown.

12) The Bowery

The Bowery was originally a farm owned by Jon Logerquist, the founder of Gotham City. The British burned the farm after Logerquist refused to pay taxes to the Crown. Logerquist was killed in the fire.

The Bowery has had an unsavory reputation ever since the days of Logerquist. The majority of the ghost stories of Gotham have their origin in the Bowery.

Unlike other districts of Gotham, the Bowery has never had any glory days. The neighborhood has always been unsavory. Many of Gotham's most notorious criminals took advantage of the superstitions surrounding the Bowery to cover for their criminal activities.

Crime Alley, where Bruce Wayne's parents were killed, is located in the Bowery.

13)Glendale

Glendale was a separate town until the 1930's when it was annexed by Gotham. It still has the flavor of a city-within-a-city, with a central post office, city hall (now the offices of state representatives and county officials, including the Gotham County Sheriff's Department), and a downtown area which is a miniature version of Gotham's Central Business district. Many Glendale residents still believe Glendale to be a separate entity, calling Gotham "the other city".

Glendale is the location for the Glendale Institute of Technology (G.I.T), one of the finest in the country. The Institute is often called the "S.T.A.R. Labs farm team". G.I.T. has a fierce, but hopeless, sports rivalry with Gotham University. G.I.T.'s infamous team cheer is "They've scored again, that's Okay! They'll all work for us someday!".

14)Evanstown

Evanstown still has the atmosphere of a small town, with single-family houses on ½ acre plots predominating, with no building rising more than four stories. The crime rate here is remarkably low, and community spirit is high. Evanstown has four times as many Little League teams as any other neighborhood in Gotham.

Police Commissioner James Gordon and his daughter, Barbara, live in Evanstown.

15)Irving Grove

Irving Grove is an upper-middle class neighborhood, with small housing developments on the edge of the Dayton Forest Preserve.

The Dayton Forest Preserve, now a national park, was established by Nathaniel Dayton, a wealthy manufacturer who wanted to preserve some of the woodlands which had once surrounded Gotham. The Forest Preserve is a quiet, pleasant place with paths for biking and hiking. It is also rumored to contain the loot from two of Gotham's most famous crimes: the Greyscout Armored Car Robbery of 1974 ($4.4 million) and the Royal Canton Jewel heist of 1960 ($3.6 million).

16)Gotham Village

Recently renamed, the character of the area is best described by its former title: Gotham Industrial Park. After a failed attempt to attract new industry to Gotham, the city has tried to convertthe area into low-rent housing. The area has several respectable housing developments, but the district is one of the grayer districts of Gotham. Several Gotham Village residents have moved back into Bryanttown rather than live in Gotham Village.

17)Sommerset

This district still retains its Swedish character. A nordic enclave from the time the British took the (then) distant city of Gotham, immigrations in the 1880's and 1950's have infused Sommerset with sufficient new blood to keep its heritage intact. An annual Swedish Celebration is held each May, and the Sommerset Shakespeare Festival (June through Sept each year) is known throughout the country. The Festival is held in an outdoor amphitheater said to have been used by the Indians for centuries before Jon Logerquist arrived in the New World. Despite the modernization necessary to attract Gotham's audience, the beauty of the amphitheater is still evident. Many actors claim that there is a special feeling, a spiritual aura to the amphitheater, which boosts their performances.

North of Sommerset, on an acre of secluded woodland, is the Arkham Asylum for the Criminally Insane.

18)Scituate

Scituate (a name derived from the English version of the Swedish approximation of an Indian word meaning "long lake", named after a lake dried up long ago) is a tidy suburb housing the workers employed in the factories in Lyntown (see below). The decline of industry in the area has caused Scituate to slide a bit itself. The bright spots of the district are the sports facilities: Gotham Stadium for the Gotham Goliaths (football), Herod Arena for the Gotham Polars (hockey), Wayne Field for the Gotham Veterans (baseball), and Dean Stadium for the Gotham Rampage (soccer).

19)Lyntown

"Lyntown is the buckle of the Rust Belt". This editorial headline in the Gotham Gazette accurately describes Lyntown. This industrial section has dozens of abandoned factories and warehouses, rails reduced to contours of rust, furnaces which saw their last load of coal and coke more than fifteen years ago. Some of the factories are still running, but these are in the minority.

The abandoned factories and warehouses often house illegal "manufacturing" operations such as drug refineries, "chop shops" for stolen cars, and "machine shops" where untraceable weapons are manufactured.

20)Victoria Place

Victoria Place is Gotham's answer to Silicon Valley. Gotham City helped finance this area, partly to combat the spread of the Bowery. This strip is jammed with small factories and mid-sized companies, outposts on the technological frontier. While the companies compete with one another, they share one goal: to topple S.T.A.R. Labs from its leadership position in technology. They are more open than the super-secretive S.T.A.R. Labs organization, and they maintain better relations with the people in the neighborhood and the adjacent neighborhoods of Manchester and Bristol.

21)Little Stockton

Like Lyntown, Little Stockton was once bustling with heavy industry. Unlike Lyntown, Little Stockton has tried to adapt by taking a "middle tec" approach. The manufacturing companies began to specialize in producing special materials and products needed to re-tool other companies, or for use in research. High grade steels, special plastics, and ceramics are produced in Little Stockton. Allied Metallurgical produces a Molybdenum alloy which is the primary component in S.T.A.R. Labs Promethium process, which produces the amazing metal Promethium.

Gotham International Airport is in Little Stockton.

22)Manchester

Manchester is a residential district known for its variety of ethnic restaurants and the Manchester Viaduct, Gotham's racetrack. While the state controls the gambling at the track, the mob has infiltrated the racetrack. They manipulate everything from the odds established by computer to the races themselves. Gotham authorities clean up the Viaduct on a regular basis, and the mob moves back in just as regularly.

The ethnic mix of Manchester includes Thai, Mexican, Argentine, Vietnamese, Turkish, and Italian. The mix has divided Manchester into a number of sub-neighborhoods, each zealously guarded by its own street gang. Gang violence has recently escalated, the most infamous incident being the gunning down of two Gotham University track stars for having the audacity to run in Manchester without paying tribute to one of the gangs. All of the gangs treat the Manchester Viaduct as being a neutral zone, a no man's land.

23)Coventry

Coventry is a proud neighborhood which is trying to prevent what the residents see as the "chaos of Manchester" from spreading to Coventry. Unfortunately, this attitude has helped several racist groups to find sanctuary in Coventry (they would not have survived elsewhere). Gotham's image of Coventry is row after row of neat, brick houses, each stocked with automatic weapons with which to eliminate "undesirables."

While this idea is exaggerated, it remains true that Gotham police raids have seized a greater quantity of sophisticated weaponry from Coventry than from similar raids in Manchester.

Coventry has three institutions of note: The Gotham Zoo, the Hegler Historical Library, and the Priory. The Gotham Zoo is the oldest zoo in the country. Land acquisitions (sponsored by the Wayne Foundation) and a series of good directors have kept the Zoo among the worlds best. The Zoo has the largest collection of great cats and poisonous reptiles in the world.

The Hegler Historical Library is a research library. Information on any known historical topic may be found there. The Hegler Library has several priceless original manuscripts, as well as artifacts from numerous archaeological digs which are stored in the library, awaiting classification by the Hegler Research Staff.

The Priory is a large cluster of buildings which form the largest monastery in North America. The religious order which runs the building has been slowly dwindling in number, and the monks are having difficulty keeping the Priory and its extensive grounds in good repair. The Prior has recently begun to consider an offer by the Church of Brother Blood to buy the Priory.

24)Charon

Charon is a neighborhood built around contrasts. It is a residential neighborhood with everything from single-family homes to 15 story apartment buildings. Broad boulevards suddenly narrow into constricted paved paths which mimic every conceivable curve. The Batman Museum and Gotham Mercy Hospital, the finest in Gotham, are located between Rose Lawn and Gotham Memorial, Gotham's largest cemeteries.

Gotham Mercy Hospital provides the best medical care in the state.

> **GM NOTE:** Any character who is treated here will be handled by a doctor who has Medical Treatment (or Surgery) of 5 APs, or 6 APs if the character has Connections with the hospital. The staff and equipment of Gotham Mercy reduce the Opposing Value of any use of the Medicine Skill (including those of their own doctors) by 2 Columns.

Gotham Memorial Cemetery is still in use. It is the well manicured, meticulously landscaped cemetery which reflects the sanitized viewpoint of death that is common in the 20th century.

Rose Lawn cemetery is closed. Several of the areas within the cemetery are still maintained by church groups or private funds, but most of the cemetery is overgrown. The headstones and crypts date as far back as the 1650's; some of the original colonists are buried here. The isolated nature of the cemetery has led it to be the hideout of criminals who could not find refuge elsewhere in Gotham.

The Batman Museum contains memorabilia from Batman's long career and is open to the public on weekdays from 9am — 5pm. Evidence from many of the crimes which the Batman has solved is on exhibit here, as well as biographical information on his many foes. The Museum is crowded, it's displays cramped. The museum was built along a much smaller floorplan than originally hoped for due to a smaller donation than expected from the Wayne Foundation.

STAR CITY

In 1797 Star City was founded by Colonel Jeb Star as Fort Plymouth. The Fort enjoyed many natural advantages due to its strategic location, such as an inexhaustible supply of fresh water and a centralized location in America. Between these advantages and the westward expansion, Fort Plymouth soon grew from a military outpost into a small, thriving trading town.

In 1823 Colonel Star was killed when the Fort was attacked and sacked by Greyhawk Indians. A relief force, under the leadership of Major John Damen, defeated the Indians several miles southwest of the Fort and established an outpost against further Indian incursions. Fort Plymouth was rebuilt and renamed Fort Star after its founder.

With the coming of the railways, Fort Star assumed a place of major importance in the developing nation. Grain and cattle were sent by rail from the midwestern farming areas to Fort Star, where they were processed and sent to the more industrialized east. Farming tools were sent from the east through Fort Star to the Great Plains.

In 1897 the entire south side of the city was burned to the ground when the stockyard smokehouse caught on fire and started the Great Fire. The citizens of Fort Star toiled for over a year to rebuild the city to its former grandeur. When the reconstruction was completed, the city was renamed Star City to symbolize its greater size and importance.

Since the Great Fire, Star City has risen to become one of the greatest cities on Earth. It boasts some of the finest museums in the world, and the Star City Orchestra is acknowledged to be the world's finest. Star City is also a giant in industry, being the home of the Farmers' Produce Stock Market and one of the nation's major suppliers of raw and finished steel. Star City is also the air, rail, and communications center of the nation.

Star City is divided into twenty-six neighborhoods, which are grouped into the north, northwest, south, southwest and west sides. The city has no east side, as it lies along the shores of Lake Michigan.

Today, Star City is still an exciting and innovative city of over 3 million people. It is proud of its resident Heroes (Green Arrow and Black Canary), who represent the city's ruggedness and vitality.

NEIGHBORHOODS

1) City Core

City Core is the downtown shopping area and office building section of the city. It includes the Shopping Shoreline, a 2-mile long section of exclusive stores, as well as many cultural centers.

Also located here is the Pulitzer Prize-winning newspaper, *The Daily Star.*

2) Daleyville

Daleyville is a blue-collar neighborhood which has learned the lessons of gaining and holding power. It is said that Daleyville holds all political power in Star City; this belief is not far from the truth, since Daleyville is the center of the huge patronage system that controls all politics in Star City. Although the homes in Daleyville are as modest as the incomes, some of Star City's most influential people live here, including Oliver Queen.

3) Wriggleyville

Wriggleyville is a working class neighborhood whose main claim to fame is that it is the home of the most futile baseball team in history, the Star City Colts, who have failed to win a baseball championship in over 100 years. This has noticeably affected Colt fans. The people of Wriggleyville love their team, but they become very uncomfortable whenever the team wins more than 2 games in a row. Colt fans hate the Gotham City Vets, a team only slightly more lackluster than the Colts.

4) Oldtown

Oldtown was a run-down section of town that has recently changed. The influx of young professionals was the start of an ongoing movement to rehab the area. Oldtown has not lost its old flavor, however, and is still a gathering place for young artists and folk musicians. The community is an odd mixture of the poor and wealthy, but residents here get along well with one another.

Black Canary resides in this area of Star City.

5) Hyde Park

Hyde Park is the home of the University of Star City. The University is one of the country's best, and is a world leader in its Physics, Anthropology, and Microbiology departments. The neighborhood itself has been influenced by the University and offers the best bookstores in the city. One of the hot spots of Hyde Park is Johnny's, a bar where an expert in almost any field of academic research can be found sipping a drink and watching the Colts play baseball on the television.

6) Marquette

Marquette is a neighborhood of steel workers who work in the nearby South Shore and East Gary plants. With recent shutdowns in the steel mills, there are a great many unemployed workers here. Some of the city's best ethnic restaurants are located in this area; most of these can be found adjoining neighborhood bars tucked away on side streets.

7) Lombard

Lombard was built around the O'Grady International Airport. Most of the people of this area work for the airport or the airlines that operaten there. Many pilots can be found for hire in Lombard. The buildings are generally wooden A-frames of an unvarying style.

8) Oak Forest

Oak Forest is a community of office buildings. It was founded in 1955 to enable companies to have headquarters near Star City without having to pay city taxes. Oak Forest was absorbed into Star City in 1971 when the mayor of Star City threatened to charge the Oak Forest residents five dollars per gallon of water carried to Oak Forest through Star City pipes. Today, Oak Forest is still thriving and has a S.T.A.R. Labs testing complex as well as the headquarters of the First National Bank of Star City.

9) Westchester

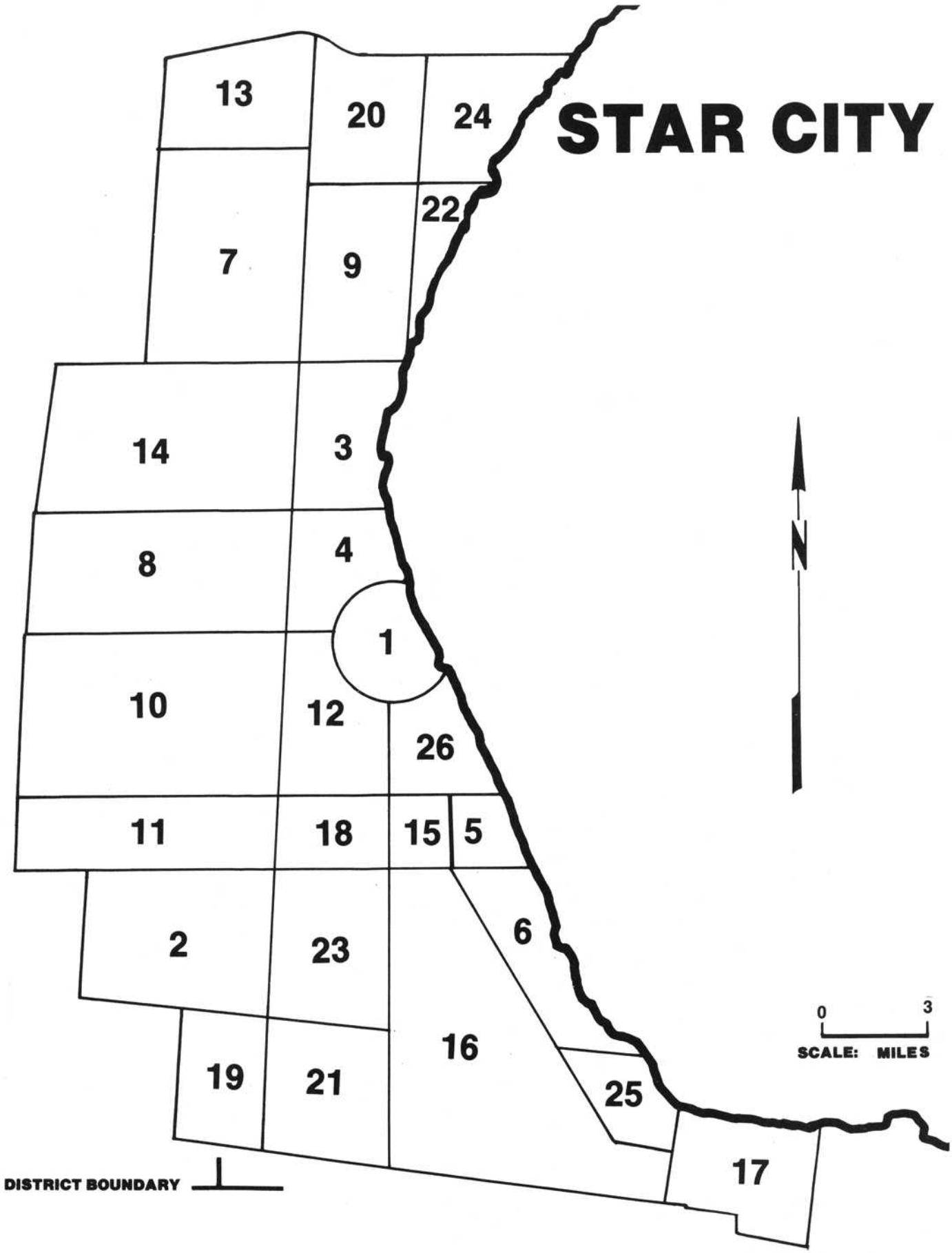
Westchester was a "planned city" which was built by Henry Porter to house and supply jobs for ten thousand workers.

Westchester prospered for almost twenty years until the great depression forced Porter to lay off thousands of workers and cut the salaries of others. This resulted in a massive strike, thus destroying the relationship between Porter and his workers. After the strike, all of Porter's workers moved to housing outside of Westchester to own their own homes and not pay rent to Porter.

Westchester remained a ghost town until Star City absorbed it in 1932. After being annexed, Westchester was inhabited by upper middle class office workers who were attracted to the large brownstone buildings, flanked by shade trees. Westchester remains a neighborhood where couples move to raise families.

10) Aurora

Named after Aurora Star, the wife of Colonel Star, Aurora is a place of natural beauty. Most of Aurora has been made national or state parkland. It is part of Star City legend that Clyde "Squint" Baglianni left a fortune in stolen gems there before he died in a shootout with the FBI and police from seven states. The gems have never been recovered.


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11) Damen Hills

Damen Hills was named in honor of Major John Damen, who defeated the Greyhawk Indians in the Battle of Fox Valley.

Damen Hills is now a neighborhood for the very rich, having 6 championship-caliber golf courses (private membership only). Also, the Joseph Deane Breeders Stables are located here, where some of the midwest's finest horses have been raised. The police in Damen Hills know every car there and will not hesitate to stop and question anyone they do not recognize.

12) Avalon Park

Avalon Park is one of the Star City Housing Authority's project parks. Built to house the urban poor in the early 1960's, Avalon Park is the worst slum in Star City. The area consists of block upon block of overcrowded high-rises. The areas within Avalon Park have been divided up among the street gangs, the most powerful of which is currently the Crime Lords.

13) Clarendon Hills

Clarendon Hills is reputed to be a home of the crime syndicate. In any case the neighborhood, with its two-story colonial-style homes and split-level ranch houses, is surprisingly quiet and well tended, considering the number of convicted felons that can be found frequenting the area. Actually, as most of the area's crime is kept 'underground', street crime is almost unknown in Clarendon Hills.

14) Brainerd

Brainerd, with its clean apartments and quiet streets, is a residential neighborhood that attracts first generation Americans . Most of the area consists of three- and four-flats. The center of Brainerd has been recently changed to include an urban mall, a project by an urban renewal committee aimed at keeping money within the city. The mall is five stories high and covers half a block. It includes the stores of some of the most exclusive companies in Star City.

15) Plesa Park

Plesa Park is a community of many industries. The Printers Row area bordering neighboring Hyde Park houses the main printing companies in Star City. Along the border where Plesa Park meets Marquette lies the finished metal products industries, which do stamping jobs with the rolled metal they buy from the East Gary Works. Textile mills line the border with Blumebury, which in turn supplies most of the labor. The center of Plesa Park is a warehousing district which stores the finished steel products and houses many small businesses.

16) Blumebury (Stockyards)

Once the major stockyard district of America, Blumebury is now a depressed area inhabited by those too poor to leave. The dog days of summer bring back memories of when the stockyards were still in operation, therefore explaining why many are in such a hurry to leave this area. Blumebury consists mainly of brick-front row houses and prairies where the main stockyard buildings once stood. The buildings here can be rented or bought for a minimal price.

17) East Gary

East Gary is exclusively a steel mill area. Recent cuts in steel production have forced the closings of many steel plants. The buildings here are mostly built of multi-story corrugated iron. Efforts by the steel company to tear down some of the closed mills have met with violent demonstrations by unemployed workers and stubborn resistance by the City Council of Star City.

18) Tesserville

Tesserville holds most of the rail switching yards and roundhouses for the great flow of trains through Star City. It is the home of the Central Transit Authority and its super-computer, Rail Access Manager (R.A.M.). This computer handles the task of controlling all rail switching operations in the greater Star City area. Tesserville is also home to a great many hoboes who come here to jump onto freight trains travelling to destinations throughout the country.

19) Jackson Park

Jackson Park is an entirely residential neighborhood. During the Prohibition era it was a hotbed of violence and a major outlet of bootleg gin. Jackson Park was the home of John "One-Thumb" Riddell, the most infamous of all gangsters in Star City's history. At one time, One-Thumb had complete control of the mayor and the city council of Star City. Like many of his kind, One-Thumb grew too greedy and attempted to cheat on his taxes. He died a lonely and penniless man in a federal penitentiary.

Today, Jackson Park is comprised of many middle class homes which are centered around a row of remarkable mansions sitting atop the only hill in Star City. The inhabitants like to think of Jackson Park as "The Village in the City".

20) Elgin

Elgin has the dubious distinction of being the holding center for those deemed unable to function within society. It contains the Stateville Federal Penitentiary, the Elgin Home for the Criminally Insane, and the Sunnydale Mental Corrections Center. The Stateville Federal Penitentiary was built by S.T.A.R. Labs to hold super-criminals and is therefore extremely well built, with several special cells to hold those super-criminals having Mystical or Mental Powers. These precautions have led to a high success rate in holding criminals, but has not given the prison a 100% effectiveness rate.

Elgin has few residential sections and many bars, which are frequented by the worst toughs and misfits of Star City.

21) Villa Park

Villa Park competes with City Core as the cultural center of the city. It boasts the famous Stream Museum of Natural History, the Museum of Technology and Industry, and the Eastern Institute, which holds the greatest collection of Near and Mid-Eastern treasures outside of Egypt. Villa Park also includes the Midler Planetarium and its powerful Electro-telescope.

22) Lakeview

Lakeview is THE place to live for the young and very successful, consisting mainly of modern high-rises. The rent here is expensive, especially near the lake. Foreign cars, designer dresses, and chic health clubs abound.

The people of Lakeview are generally well educated and ambitious. Lakeview also contains the central campus of Northeast University, an exclusive and highly respected university, especially in the fields of Business and Journalism.

23) Glaberton

Glaberton is an entertainment district. There is something for everyone here, from free form jazz at Ponty Hall, to the newest in rock at Boneshaker Sam's, to Mozart quartets at Corey's. The latest Hollywood and foreign films can be seen on Union Pacific Drive, and large and small playhouses abound on Ruth Avenue.

24) Saulk Village

Saulk Village was incorporated into Star City in the late 1950's. It was a trading post even before Colonel Star built Fort Plymouth. Originally a French settlement, Saulk Village was largely abandoned after the French-Indian wars.

The post was resettled by German settlers, who established dairy farms there. By the time of its incorporation, Saulk Village had become a dairy town, receiving milk and cheese from farms further north and processing them for distribution throughout Star City. Now, Saulk Village is a residential neighborhood with wooden farmhouses on large lots of land. The Saulk Village Museum has an extensive collection of colonial period dairy equipment.

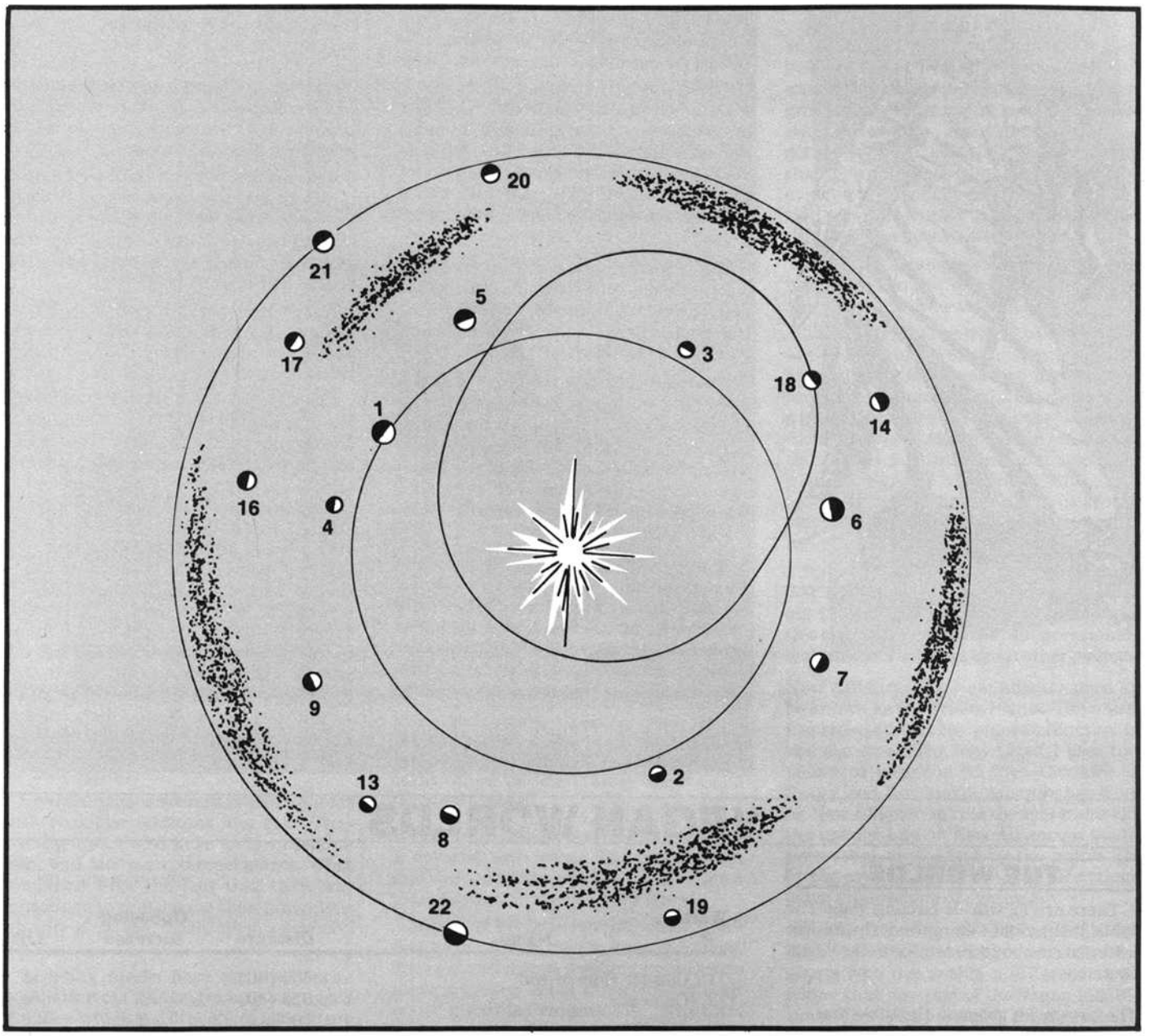
25) South Shore

South Shore is a neighborhood of brick three-story eight-flats. It is said that the best thing about South Shore is that it is upwind of Blumebury. South Shore is devoid of any points of interest and is known simply as a "a nice place to bring up the kids".

26) Near South

Near South is the home of the "old" rich of Star City. It is lined with large shade trees and wide, immaculate lawns. The families who live here have been in the upper crust of Star City society for generations. The estates of the families usually include a coach house for the servants.

THE VEGAN SYSTEM



The star called Vega is about three times the size of our sun, but much brighter and hotter.

The area called the ***Ring of Life*** or ***X'hal's Crown*** seems, from a distance, a murky, almost continuous ring of solid material — much like Saturn's rings, but on a larger scale. As one approaches, it resolves into separate planets, moons, asteroids, and nebulae of smaller particles and dust.

Each body has its own orbit, but generally the ring rotates around Vega as a unit — the relative positions of each planet changing only over a period of years with a few exceptions like the planet Rogue. The outer line represents bodies circulating Vega in about 85 Earth years—approximately 2,000 million miles from the star. the inner line represents bodies orbiting Vega in about 12 Earth years, some 600 million miles from the star.

The Vegan System is one of the busiest places in the DC Universe. It is Koriand'r's home system, as well as the home of several races, and the setting for world-spanning conflicts.

The Vegan System lies 26 light-years from Earth (58 APs of distance). Because the energy output of the star Vega is many times greater than our own Sun, any character who has a Power which is derived from solar energy, such as Solar Sustenance, will receive a bonus for that power: the APs of his Power will increase by 4 on worlds which are 40 APs of distance or less from Vega, and increase by 2 APs on those worlds 41 APs from Vega. There is no increase for those which are 42 APs or more away.

Designer's Note: *I would like to thank Todd Klein, author of the Omega Men, for his Omega Men Index which I plundered mercilessly for this section. Unfortunately, we did not have enough space to print all of Todd's material. If you want more information concerning the Vegan System, read the Omega Men — all this material, plus all sorts of new stuff will eventually appear in the Omega Men comic.*



A BRIEF HISTORY OF VEGA

A race called the Psions once had a homeworld outside of the Vegan System. The Psions' scientific curiosity is mixed with a cool sadism that their experiments succeed in masking . . . at least from themselves.

One such experiment involved the ruler of the peaceful world of Okaara, a female named X'hal. The Psions took X'hal to their laboratory world and mated her with an unbelievably brutal life form called a Branx warrior. The mating was unsuccessful.

The Psions discovered that a Branx warrior had a spiritual being, an angel of mercy, which is bound to the Branx warrior. On the Branx homeworld the Branx do nothing but fight and kill.

When a Branx dies, the angel of mercy allows it a few moments of respite before it is carried to the place of new birth, to be born to fight again. This angel of mercy was preventing the success of the Psion experiment. The Psions then separated the angel from the Branx warrior, resulting in a successful mating.

X'hal gave birth to twins, Auron and the First Citadelian. X'hal killed the Branx warrior when he was released to begin the experiment again, but X'hal's neck was broken in the process. The Psions, ever eager to continue their sadistic science, recreated X'hal's essence as pure energy.

That was probably the largest error made in the history of Psion experiments. X'hal had tremendous power in her new form; she obliterated the Psion lab world.

X'hal returned to Okaara to raise her children, but her mind was unbalanced by her experiences. She did not realize that the First Citadelian was corrupting the Okaarans. The First Citadelian taught the Okaarans how to make war, putting into actions all of the negative emotions that were once alien to Okaara.

Wars grew in breadth and ferocity, until the surface of the planet was destroyed. The wars ended when the First Citadelian was banished. X'hal flew into a rage that destroyed three planets, that reduced the Vegan System to its present size.

Auron and a contingent of warriors managed to subdue X'hal and place her in physical, mental, and mystical restraints. To this day, she is held in Vega.

Fleeing to the Citadel Homeworld, the First Citadelian pieced the broken moon together, forming a ringed fortress around the planet. Here he learned to clone himself. These imperfect copies became the Citadelians, and from this beginning he created the Citadel Empire, recruiting the savage races to support his cause. The Empire ruled all of the Vegan System for a time, but rebellion was started by Auron. A group of heroes known as the Omega Men, which included Auron, took the fight to the Citadel Homeworld. The First Citadelian was then destroyed. Now the Vegan System is a shifting whorl of alliances. A New Citadel has sprung up, but it has not had the success that its predecessor had.

VEGAN WORLDS

THE WORLDS

There are 22 worlds circling Vega. The table at the right summarizes the known information about the worlds in the Vegan System.

The categories given on the table are:

Name: The name of the world. The worlds are listed in order of distance from Vega, from the closest to the farthest.

Distance: The distance of the world from Vega in millions of miles (the APs of distance are in parentheses). Distances with question marks (?) have erratic orbits.

Opposing Increase: The Opposing Value increase to any physical actions due to any gravity differences from Earth's. After 3 days (17 APs Earth time), characters adjust to the gravitational differences. Natives of the planet suffer no effects.

Lift: Any increase or decrease in APs to the amount a character can lift, due to gravity. This also effects Jumping and other Automatic actions involving Strength. The modifier is in effect as long as the character is on the planet.

World #	Name	Distance	Opposing Increase	Lift
1	Citadel Homeworld	600 (40)	5	-1
2	Culacao	625 (40)	0	0
3	Karna	700 (40)	0	0
4	Hnyxx	730 (40)	2	1
5	New Alliance	800 (40)	2	0
6	Sindromeda	810 (40)	6	-1
7	Emana Branx	840 (40)	4	-1
8	Tamaran	855 (40)	1	0
9	Rashashoon	900 (40)	0	0
10	Unknown	?	?	?
11	Unknown	?	?	?
12	Unknown	?	?	?
13	Okaara	1100 (41)	0	0
14	Voorl	1200 (41)	0	0
15	Unknown	?	?	?
16	Euphorix	1400 (41)	0	0
17	Slagg	1550 (41)	0	0
18	Rogue	Variable	4	1
19	Dredfahl	1800 (41)	0	0
20	Aello	1950 (41)	1	0
21	Ogyptu	2000 (42)	2	1
22	Changralyn	2050 (42)	6	-1

The worlds are described below in alphabetical order. The number in parentheses is the world's order, going from closest to farthest from Vega.

Aello (20): Aello is an ice-covered world with very little atmosphere. Eons ago, Aello collided with a large asteroid which gouged deep rifts in the surface of this planet. There is now an atmosphere of methane at the top, and oxygen at the bottom of the rifts.

Within these rifts live the Aellans, whose skin colors range from white to yellow to olive to purple. Aellans have pointed ears, and they are insulated by a thick layer of fat beneath their skins.

Aellans can function normally in their thin atmosphere, but humans and any other oxygen-breathing beings will have their DEX, STR and BODY reduced by 2 APs each for as long as they breathe the thin Aellan air. Aellans are adept in the Scientist and Gadget Skills. Some Aellans have 25 APs or more in each of these Skills. The wonders they create have given the Aellans an enviable balance of trade.

Changralyn (22): Changralyn is similar to Jupiter in its immense size and intense gravity. The atmosphere here is poisonous to humans and other oxygen-breathing creatures.

Any humans or other oxygen-breathers who must breathe its atmosphere will be attacked by a poison with APs equal to the BODY APs of the Victim. The Opposing Value to the attack is 0, since no breathing creature can avoid breathing for long. The damage will continue until the breather either dies or is taken to a more hospitable atmosphere.

Changralynians are massive humanoids with rock-like skeletons and skin. They are egg-layers who have a slow metabolism and an even temperament. This, combined with the fact that they only reproduce to replace the Changralynians who die of old age, makes them a peaceful race.

Invading forces have put the entire population of Changralyn into a drugged slumber, which is still in effect. The future of the Changralynians is precarious.

Culacao (2): Culacao is largely unexplored. Poor in minerals (which explains its unexploited state), Culacao does have one item of note, at least to alien scientists: Culacao's vast grasslands are home to an unusual primitive species, whose males are humanoids and whose females resemble large snails.

Dredfahl (19): Dredfahl has a toxic atmosphere that is debilitating but nonfatal. The toxin has 15 APs of Effect Value. The Opposing Value for toxic "attacks" is 0 for all characters breathing the atmosphere. Characters will not die from this poison, but they will be reduced to the negative value of their BODY APs before they stop taking damage.

Dredfahl is a planet with a tremendous amount of volcanic activity. While this activity warms the air, it also renders it unbreathable. Dredfahl was also a dumping ground for toxic materials from virtually every planet in the system. Abortive colonization attempts have left behind a few plants and animals which have mutated and managed to survive and flourish amidst the waste.

Dredfahl has also been used as a prison planet — a place to throw away society's garbage along with toxic waste. An anarchistic and ruthless exile society managed to grow up under these harsh conditions. Those who do not rule here wish only for a way off of Dredfahl.

Emana Branx (7): Emana Branx is a harsh, brutal world, the appropriate home for the Branx warriors. The planet's surface is rent and torn by geologic activity.

The Branx are a race which war from birth until death. At death, their spiritual component (the "angel of mercy") gives them a few brief moments of peace before returning them to the mountain where they are reborn.

The Branx were successfully recruited by the Citadel, which managed to redirect their incredible aggression so that the Branx would kill other races instead of themselves.

Euphorix (16): Euphorix is a lush, tree covered world. The strength of the natural forests has prompted Euphorixians to learn the ways of magic and to work with the forces of nature.

Euphorixians have long sided with the cause of justice, and so have been a constant target for the Citadel Empire and the New Citadel.

Hnyxx (4): Over ninety percent of Hynxx is covered with water. The warm water and the cooler atmosphere often create a thick fog across much of this world.

Hynxx is home to several water dwelling races about which little is known. There is also a land-dwelling race, but no more is known about them than of their water breathing cousins. The Hynxx are allied with the New Citadel.

Karna (3): Karna is larger but less dense than Earth, resulting in a gravity which is a close approximation of that of Earth's. There is no change of seasons; Karna is a warm, humid planet, filled with swamps and jungles; these are filled with intensely competitive forms of plant and animal life, much of which are carnivorous.

The prevalence of carnivores is explained by the scarcity of certain complex proteins which are necessary for the survival of the life forms here. The simplest way to get this protein is to eat someone or something that contains them.

There are three races on Karna, but it is doubtful that any of them are native life forms. The SSilithiss, a sea-squid race, is in third place in the evolutionary race on Karna. They have not exploited their superior mental abilities, and still live at a level barely higher than the other predators in Karna's oceans.

The Gordanian reptiles have been more successful. Gordanians are coldblooded beings, vaguely humanoid in appearance and inhuman in temperament. They have green, scaly skin, squat ape-like heads, two clawed toes, and three clawed fingers. They have used their Influence and their powers of coercion to become a race of slavers, taking their despicable profession to other worlds as soon as they became a spacefaring race.

The Gordanians are a formidable military power in the Vegan System and are allied with the New Citadel.

Tied for first place with the Gordanians are the Karnan Felines. They resemble bipedal great cats, and are warlike and proud. Separated from the Gordanians by a large ocean filled with unbelievably hostile life forms, the Karnans warred among themselves for centuries until spacefaring races landed on Karnan territory a few years ago, giving the Karnans access to space travel and technologically advanced weapons.

Space travel allowed the Karnans to war upon the Gordanians while bypassing the oceans. The battle continues to this day, mostly on Karna, but occasionally skirmishes will flare up on other planets.

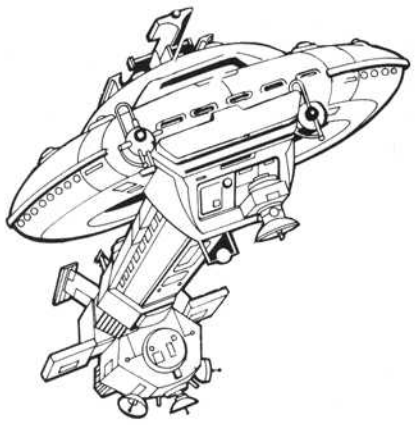
New Alliance (5): New Alliance used to be known as the Prison Planet. The name has changed, but the planet's function is still the same. The New Citadel uses the planet to imprison its foes. Colonies of Branx and Gordanian warriors are kept on New Alliance to rule the meek and kill the unruly. Life on New Alliance is made even more unpleasant by the native life forms, some of which are little more than living expressions of aggression.

Ogyptu (21): Ogyptu is a barren, rocky little world inhabited by a race of stone giants who live within a different timeframe than the rest of the Vegan inhabitants. This is because all of the giants have a form of the Suspension Power, rated at 32 APs, which is activated at all times.

To each other, they exist in the same time frame, in which their world rotates thousands of times per "second." To other races it appears as if the giants never move. So far, there has been no contact with these giants.

Okaara (13): Okaara, which was once an idyllic world, is now a scorched, rocky husk on its surface. Okaara is now riddled with tunnels and caverns where all of its inhabitants live. While X'hal is no longer confined on this world, her people still live in reverence/fear of her.

A blue-skinned race known as the Warlords kept control of the living goddess during her imprisonment on Okaara. The



Warlords live in their warrens, perfecting their Martial Artist, Military Scientist, and Weaponry Skills. They are also renowned Scholars and Artists. The Warlords sponsor a grand college that is the meeting place of Scholars who specialize in Vegan history. The college houses virtually all known written material and artifacts of the Vegan System's history.

The Warlords support this college by training the children of the rich and privileged from other Vegan worlds. These children are taught the humanities and fine arts, as well as the art of warfare.

One of the graduation exercises is a one-on-one combat. Koriand'r (Starfire) and her sister Komand'r fought in one such exercise. However, Komand'r was forced to resign in disgrace due to her use of unneccessary savagery in the exercise.

Rashashoon (9): The surface of Rashashoon has an atmosphere of methane and ammonia, the toxicity of which is extremely high and lethal. The Effect Value is 20 APs, and the Opposing Value to such Physical Attacks is 0 for anyone breathing the atmosphere.

The poisonous atmosphere keeps all of the inhabitants inside of the great domed city of Raggashoon. Many say that living in Raggashoon is simply a slower acting poison; the city makes its money by being a large-scale bordello, recreation center, and mental hospital.

As is the way with such enterprising locales, Raggashoon has been neutral in every war. Customers with money or influence are always welcome. Raggashoon can be very dangerous if you have neither; there are a number of patients who suffer from "economic instability" in Raggashoon's mental hospitals.

Rogue (18): This planet has an eccentric orbit, one which moves it dangerously close to Vega. It has a thin atmosphere consisting primarily of oxygen.

Rogue's rotational cycle and orbital cycle are 50 years long, meaning that the planet keeps the same side towards Vega. When close to Vega, the light side is hot, molten at times, and the world is convulsed with earthquakes. When Rogue is farthest from Vega it is a dark and cold, with its atmosphere frozen to its surface.

Life should not exist on Rogue, but life often refuses to conform to what is expected. There is life on the belt of perennial twilight which exists between the light and dark sides of Rogue.

The Roguians are extremely shy. They have evolved with a force shield that protects them from the ravages of Rogue, but it also hides Roguians from each other for the length of their lives. They have a way of projecting their force shields, making it an impressive weapon.

There is no information available about what Roguians look like, but the largest of them will fit inside a 3 foot diameter sphere of force. They have high-pitched voices, and can see and hear. Roguians subsist on a variety of proteins. Nothing more is known about Roguian society.

Sindromeda (6): Once a green, lush world, Sindromeda suffered through a horrible drought. Scientists tried to create rain, but instead, red crystalline spores from a portion of space called the Madgap Nebula fell to the surface of the planet.

The spores altered the chemical balance in the brains of every Sindromedan, releasing the latent psychic powers of the whole race. Unfortunately, these spores caused the negative qualities of the Sindromedans to develop at the expense of their positive characteristics. Soon, the evil effects of the spore swept over Sindromeda, reducing it to a wasteland more barren than any drought could have caused.

This effect is known as the Fluxseep. Because of this, if any character attempts a Mental Action (including the use of any Mental Power) while on Sindromeda, the following rule is in effect:

> If the GM rules that the attempted action is good (benevolent, aiding another in a nonviolent way), the Opposing and Resistance Values are increased by 1 Column. If the GM rules that the attempted action is evil (intending to harm another being), the Opposing and Resistance Values are decreased by 1 Column. Such is the influence of the Fluxseep, which still affects Sindromeda.

A race of floating, non-breathing creatures called Grafalloons were able to avoid the evil of the crystalline spores. They are the only Sindromedan creatures that are not evil. Grafalloons look like a cross between a hot air balloon and a portuguese-man-of-war with facial features. Under certain circumstances, they can join with other Grafalloons, resulting in a shape looking very much like a hot air balloon. Grafalloons were once symbiotic with the more humanoid Sindromedans, but when the humanoids were affected by the Fluxseep the link between the races was broken.

Slagg (17): The name is suggestive of the nature of the planet: Slagg is a cloud-covered rock heap of a world. The atmosphere contains a number of inert gases which have bright neon-like colors. This gives Slagg a very artificial appearance, as if the planet were made of plastic.

The native race on Slagg is known as the Spittroids, a yellow lizard-like race, with a single antenna and a tail. The Spittroids were allied with the Citadel Empire, but are not allied with the New Citadel.

There are other inhabitants on Slagg, people who were once slaves to the Citadel, but are now free. Gordanian Slavers still live (and occasionally gather slaves) on Slagg.

Tamaran (8): Tamaran is the homeworld of Starfire, who is known on Tamaran as Princess Koriand'r. Starfire is typical of the Tamarans; golden skin, and green eyes without irises. They eat, but each Tamaranian also has a Solar Sustenance of at least 3 APs. Tamaranians have the ability to convert solar energy into the ability to fly.

Tamaran is a peaceful world which worships X'hal. This worship of the living goddess fits in with the dual nature of the Tamaranians. While they are usually pacifistic, they are fanatical warriors once provoked into combat.

Their technology reflects their nature . . . Tamaranians use their science to produce new art forms, amusements, and weapons. There is no large industrial base on Tamaran.

Voorl (14): The Psions once did the universe a favor, if for their own reasons. The Psions encountered the Velorpians after the Velorpians had already stripped their world of all other life.

Velorpians have purple hair, orange eyes, white faces, black eyes, and humanoid forms. They once had a fantastic evolutionary advantage over other creatures on their world; when a Velorpian was killed, he multiplied to produce a hundred offspring.

Combined with a consuming greed, the Velorpians were a threat to all life on every world they came in contact with. Unfortunately for the starving Velorpians, they accepted an offer from the Psions to study them in exchange for food. Once the Psions discovered the nature of the Velorpians, the Psions infected them with a virus which made their offspring emerge stillborn.

At this time, there is only one Velorpian left capable of multiplication. In time that should prove to be enough.

Sample Characters From The Vegan Races

The characteristics given below are for members of a certain profession or Skill which typifies the race. Like humans with their powered human heroes, there is considerable variation within any single race. Many of these races have their own heroes who are far more impressive than the characters given below.

AELLAN SCIENTIST

DEX:	3	STR:	2	BODY:	5
INT:	15	WILL:	4	MIND:	3
INFL:	6	AURA:	3	SPIRIT:	4

INITIATIVE: 21 HERO POINTS: 5

POWERS: NONE

SKILLS:
Charisma: 6, Gadgetry: 20, Scholar: 20, Scientist: 15

BRANX WARRIOR

DEX:	4	STR:	9	BODY:	7
INT:	2	WILL:	7	MIND:	7
INFL:	2	AURA:	4	SPIRIT:	4

INITIATIVE: 8 HERO POINTS: 5

POWERS: NONE

SKILLS: Weaponry 6

CHANGRALYNIAN SLEEPER

DEX:	2	STR:	9	BODY:	12
INT:	2	WILL:	6	MIND:	5
INFL:	3	AURA:	6	SPIRIT:	6

INITIATIVE: 7 HERO POINTS: 0

POWERS: Skin Armor 3

SKILLS: Scholar 4
Suspension 20*

** Changralynians have been put to "sleep" by the Psions. Treat this as a drug which has induced a Suspension of 20 APs, with the condition for release being "nothing." Only an antidote of some kind can save the race, although it must be admitted that at the rate they are dying they may outlive many other races.*

CULACAO (Male)

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	3
INFL:	4	AURA:	3	SPIRIT:	5

INITIATIVE: 8 HERO POINTS: 0

POWERS: NONE

SKILLS: Charisma 5

CULACAO (Female)

DEX:	1	STR:	6	BODY:	7
INT:	4	WILL:	5	MIND:	10
INFL:	3	AURA:	3	SPIRIT:	3

INITIATIVE: 8 HERO POINTS: 12

POWERS: NONE

SKILLS: NONE

Culacao females have the form of giant snails, while the males are humanoid. This arrangement apparently works for them.

GRAFALLOON

DEX:	3	STR:	4	BODY:	4
INT:	5	WILL:	5	MIND:	13
INFL:	4	AURA:	4	SPIRIT:	5

INITIATIVE: 12 HERO POINTS: 0

POWERS: Flight 2, Gliding 5, Absorption Field 8

SKILLS: Scholar 4

The Grafalloons are the only creatures on Sindromeda who were not affected by the Fluxseep and the resulting madness. They are remarkably resistant to mental attacks.

GORDANIAN SLAVER

DEX:	5	STR:	4	BODY:	3
INT:	6	WILL:	2	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	5

INITIATIVE: 15 HERO POINTS: 5

POWERS: NONE

SKILLS: Charisma 5 (Intimidation/Interrogation), Military Science 6, Vehicles 7, Weaponry 6

KARNAN FELINE

DEX:	7	STR:	7	BODY:	6
INT:	4	WILL:	2	MIND:	9
INFL:	4	AURA:	5	SPIRIT:	5

INITIATIVE: 15 HERO POINTS: 5

POWERS: NONE

SKILLS: Acrobatics 7, Martial Artist 7, Military Science (Tracking) 5, Thief (Stealth) 7, Vehicles 9

OKAARAN WARLORD

DEX:	5	STR:	4	BODY:	6
INT:	8	WILL:	9	MIND:	6
INFL:	7	AURA:	7	SPIRIT:	7

INITIATIVE: 20 HERO POINTS: 25

POWERS: NONE

SKILLS: Acrobatics 7, Charisma 7, Martial Artist 15, Military Science 15, Scholar 12, Thief (Stealth) 10, Vehicles 10, Weaponry 15

ROGUIAN

DEX:	3	STR:	1	BODY:	2
INT:	3	WILL:	2	MIND:	3
INFL:	3	AURA:	5	SPIRIT:	3

INITIATIVE: 9 HERO POINTS: 0

POWERS: Flight 6, Force Field 9, Force Manipulation 9

SKILLS: NONE

TAMARANIAN SCHOLAR

DEX:	3	STR:	2	BODY:	4
INT:	7	WILL:	2	MIND:	2
INFL:	8	AURA:	6	SPIRIT:	6

INITIATIVE: 18 HERO POINTS: 5

POWERS: Solar Sustenance 5 (+4 APs on Tamaran), Flight 6

SKILLS: Artist 7, Gadgetry 5, Martial Artist 5, Military Science 5, Scholar 14, Scientist 10, Vehicles 5, Weaponry 5

VELORPIAN

DEX:	6	STR:	3	BODY:	3
INT:	4	WILL:	2	MIND:	7
INFL:	3	AURA:	5	SPIRIT:	4

INITIATIVE: 13 HERO POINTS: 0

POWERS: NONE

SKILLS: NONE

The Velorpian race has the unusual ability to produce 100 live copies of themselves upon death. These copies have all of the Attributes, Powers, and Skills of the original. At this time, there is only one Velorpian alive that is capable of producing living offspring.



CHARACTERS FROM THE DC UNIVERSE

This section has all the Attributes, Powers, and Skills for over 50 famous characters of DC Comics. Heroes, villains, and supporting characters are all included. Ordinary characters are also provided. You can use these characters immediately for play in the game.

Subplots are not included in the character descriptions. Subplots change every few months as the heroes focus on different facets of their lives. Any Subplots we give the characters would quickly become outdated. To find out what is happening in the lives of your characters, we suggest you read the heroes' latest adventures in DC Comics.

Villain Motivations

Villains have reasons for doing what they do, just as heroes have their own Motivations. The Motivations for villains are as follows:

Mercenary: Commits crimes for the money. The money may come from the crime itself, or the villain may be paid by an outside source to commit the crime. If the money is not right, a mercenary will not commit a crime; a mercenary has his own peculiar standards. Some will kill in order to commit their crime, but most mercenaries will not kill unless they are paid for the murder. Mercenaries can often be reasoned with, for crime is a business, not a religious calling.

Nihilist: A Nihilist wants complete destruction, usually on as wide a scale as possible. They are suicidal, thinking nothing of taking their own life as long as they can take the lives of thousands of others. A Nihilist will often enter Killing Combat. Nihilists are motivated by an unreasoning hatred, making the use of Persuasion on them just about impossible.

Power Lust: They want to rule the country, world, galaxy, or universe, depending on the extent of their ambitions and abilities. They are not unreasonable as long as they have everything their own way. This motivation includes the leaders of "noble causes" who havethis attitude: "My rule will benefit all of you, for only I can save/-help/lead you. If you oppose me, you will cause all of humanity to suffer!" A villain with a lust for power considers murder to be a tool at his disposal, and will use it "rationally" according to his own evil standards. He will not kill for killing's sake.

Psychopathic: Psychopaths are ruled by uncontrolled emotions (negative emotions such as hatred, jealousy, fear, and arrogance) which allow them to feel justified in committing evil. They may be completely insane or live by an evilly twisted morality. Killing certainly does not bother them. Their feelings and reasonings are often so warped as to be incomprehensible. Most villains who are described as "pure evil" would be classified as Psychopaths.

Thrill Seekers: These villains are in it for the kicks. Unlike their heroic counterparts, these Thrill Seekers have no stomach for a tough confrontation. If events turn against them, they turn into cowards. They will not attempt to kill heroes unless terribly desparate: heroes have been known to get upset by such attempts, and they may even *HURT* the villain. That certainly isn't any fun.

Hero Points and Villains

No, villains are not heroic, but they often have the same sort of luck and ability to get out of tight situations as heroes do. So villains have Hero Points. The Hero Points listed below are averages, the amount which the villain typically has for an adventure. The GM should remember that Hero Points may be used to balance an adventure. Increase or decrease a villain's total to suit the adventure.

N. A.

N. A. indicates that the information is either not available or not applicable.



Heroes

ATOM *alias Ray Palmer*

DEX:	6	STR:	6	BODY:	8
INT:	9	WILL:	8	MIND:	7
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	19 (25)			HERO POINTS:	75

POWERS:
Density Control: 4, Gliding: 8, Shrinking: 15, Teleportation: 7

SKILLS:
Acrobatics: 5, Detective: 12, Gadgetry: 12, Martial Artist: 6, Scientist: 12, Vehicles/Land: 3, Weaponry: 6

EQUIPMENT:
Sword [DEX: 0, STR: 8, BODY: 8]
Uses: 1, Duration: 24

LIMITATIONS:
Power Limitation: Can only teleport through phone lines.

CONNECTIONS:
United Nations (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Scientist

RACE: Human

Ray Palmer became the Atom as a result of Experiment #145, which was designed to shrink objects to a fraction of their normal size. Palmer discovered that while other objects would explode soon after being shrunk, some special makeup in his body gave him immunity from this disastrous result. Ray Palmer is currently in the city of Morlaidh in the Amazon Jungle, living with an alien culture.

AQUALAD *alias Garth*

DEX:	7	STR:	7	BODY:	9
INT:	10	WILL:	8	MIND:	11
INFL:	3	AURA:	4	SPIRIT:	3
INITIATIVE:	20			HERO POINTS:	40

POWERS:
Animal Control: 8, Speak With Animals: 8, Summon Animals: 8, Water Freedom: 7

SKILLS:
Vehicles: 5

LIMITATIONS:
Must immerse himself in water every hour or he begins to die as per the Fatal Vulnerablity rules.
Animal powers work only on marine life.

CONNECTIONS:
Atlantis (high-level)
Justice League of America (high-level)
Teen Titans (high-level)

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: N. A.

RACE: Humanoid

Garth is the son of Queen Berra of Atlantis who birthed him while exiled by the mad King Thar. He has purple eyes, which is considered a mutation by the Atlanteans who exiled him. He was found by Aquaman who befriended him. Aqualad was one of the founding members of the Teen Titans, but now lives in Atlantis with Tula and only occasionally helps the Teen Titans.

AQUAMAN *alias Arthur Curry*

DEX:	7	STR:	8	BODY:	11
INT:	13	WILL:	9	MIND:	12
INFL:	3	AURA:	5	SPIRIT:	3
INITIATIVE:	23 (30)			HERO POINTS:	70

POWERS:
Animal Control: 15, Control: 4, Speak with Animals: 8, Summon Animals: 12, Ultra Vision: 7, Water Freedom: 8

SKILLS:
Acrobatics/Diving: 6, Martial Artist: 7, Vehicles: 6, Weaponry: 2

EQUIPMENT:
Water Suit [DEX: 0, STR: 0, BODY: 11]
Uses: 5, Duration: 20

LIMITATIONS:
Without the suit, Aquaman must immerse himself in water every hour. With the suit, he must refresh the water once per day (15 APs). If he spends more than this time out of water, he begins to die as per the Fatal Vulnerablity rules.
Animal powers only work on marine life.

MOTIVATION: Upholds Good

WEALTH: Affluent

JOB: Adventurer

RACE: Humanoid

Aquaman was born of a lighthouse keeper (Tom Curry) and an Atlantean (Atlanna). He helped Atlantis to defeat alien invaders and was named the King of Atlantis on the death of King Juvor. Soon after his coronation, he met and married Mera, the exiled Queen of Atlantis. He was deposed by the Shark and, though he later defeated the Shark, abdicated to become a Super-Hero. He is currently the leader of the Justice League of America.

BATMAN *alias Bruce Wayne*

DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:	32 (42)			HERO POINTS:	150

SKILLS: *(* linked)*
Acrobatics*: 10, Charisma: 15, Detective*: 12, Gadgetry*: 12, Martial Artist*: 10, Military Science: 5, Scholar*: 12 (European, Asiatic, Middle Eastern language groups, Psychology Sociology, Archeology, History, Literature, Film, Criminology), Scientist*: 12, Spy*: 12, Thief*: 10, Vehicles*: 10



EQUIPMENT *(see Equipment)*
Batarang with rope, Infrared Flashlight, Laser torch, Micro-cassette recorder, 6 Plastic Explosives, Radio, Rebreathing apparatus, 6 Smoke capsules, 3 ACD Omni-Gadgets: 10 APs

LIMITATIONS:
Catastrophic Irrational Attraction: Seeks justice

CONNECTIONS:
Gotham Prison (high-level)
Gotham Police (high-level)
Gotham University (high-level)
Justice League of America (high-level)
Street (high-level)
United Nations (high-level)
Wayne Foundation (high-level)

MOTIVATION: Seeks Justice

WEALTH: Billionaire

JOB: Billionaire

RACE: Human

Batman dedicated his life to justice when his parents, Thomas and Martha Wayne, were murdered by a thug when he was still a child. He chose a bat as his disguise to strike terror in the hearts of villains. His constant vigilance for bringing criminals to justice borders on a maniacal quest, often stepping outside the law himself in order to stop others from breaking it.



BLACK CANARY *alias Dinah Laurel Lance*

DEX:	11	STR:	5	BODY:	5
INT:	6	WILL:	5	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	3
INITIATIVE:	20 (31)			HERO POINTS:	60

POWERS:
Sonic Beam: 8

SKILLS:
Acrobatics: 5, Martial Arts: 11

LIMITATIONS:
Power Limitation: Power has no effect against women.

CONNECTIONS:
United Nations (high-level)

MOTIVATION: Seeks Justice

WEALTH: Comfortable

JOB: Florist

RACE: Human

When Dinah was born, she was cursed by The Wizard. Her cries came out as a sonic beam capable of shattering objects. Her parents, Dinah Drake Lance (the original Black Canary) and Larry Lance, had the child placed in the thunderbolt dimension in suspended animation. For years the young Dinah lay in this state until her mother, while dying, had her memories placed in the sleeping young woman. Dinah Laurel Lance went on to continue as the Black Canary.

CHANGELING *alias Garfield Logan*

DEX:	6	STR:	2	BODY:	8
INT:	5	WILL:	6	MIND:	6
INFL:	7	AURA:	4	SPIRIT:	5
INITIATIVE:	18			HERO POINTS:	50

POWERS:
Shape Change: 8

SKILLS:
Charisma: 7, Vehicles: 2

LIMITATIONS:
Power Limitation: May only Shape Change into all-green animals.

CONNECTIONS:
Dayton Industries (high-level)

MOTIVATION: Thrill of Adventure

WEALTH: Billionaire

JOB: Billionaire

RACE: Human

Garfield Logan is the son of Marc Logan, a scientist. When still a child Gar caught a deadly disease while in Africa with his father. The disease could be survived only by animals and, as Gar was about to die, his father injected him with a serum containing the genetic code linking man and the lesser animals. Gar survived but was changed by the serum. He is now able to change his form to that of any animal. Gar also became permanently green.

Gar's parents died soon after, leaving him a rich orphan. He joined the Doom Patrol of which he and Robotman were the only survivors. Logan can be moved to great anger, but is at heart a brash teenager.

CYBORG *alias Victor Stone*

DEX:	6	STR:	7	BODY:	4
INT:	6	WILL:	5	MIND:	5
INFL:	8	AURA:	5	SPIRIT:	4
INITIATIVE:	20			HERO POINTS:	50

POWERS:
Extended Hearing: 6, Jumping: 7, Lightning: 7, Skin Armor: 11, Telescopic Vision: 5, Ultra Vision: 12

SKILLS:
Charisma/Intimidation: 8, Gadgetry 7, Scientist: 9, Vehicles: 7

EQUIPMENT:
Laser attachment [DEX: 0, STR: 0, BODY: 8]
Uses: 8, Duration: 8, Laser (Heat Vision): 7
Grappling Hook and Winch
[DEX: 0, STR: 9, BODY: 8]
Uses: 8, Duration: 10
White Sound Generator
[DEX: 0, STR: 0, BODY: 8]
Uses: 8, Duration: 8,
White Sound (Sonic Beam): 10
10 AP Repair Kit [DEX: 0, STR: 0, BODY: 4]
Uses: 1, Duration: 24

CONNECTIONS:
S.T.A.R. Labs (high-level)

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Adventurer

RACE: Artificial Life

Victor Stone became Cyborg when his father, a cybernetic engineer, replaced parts of his son's mangled body with parts he had developed for the defense department. Victor was initially incensed at what his father had done and to this day sees himself as a freak. Cybrog is currently a member of the Teen Titans.

ELONGATED MAN *alias Ralph Dibny*

DEX:	12	STR:	4	BODY:	8
INT:	5	WILL:	8	MIND:	8
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	20			HERO POINTS:	60

POWERS:
Danger Sense: 6 (nose twitches), Stretching: 13

SKILLS:
Artist/Actor: 3, Detective: 4, Gadgetry: 5, Vehicles: 6

LIMITATIONS:
Serious Fear: Believes that he is the weakest link in the J.L.A.

CONNECTIONS:
Stillwell Labs (low-level)

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Adventurer

RACE: Human

Ralph Dibny discovered the powers that turned him into the Elongated Man through his fascination of the rubber men in the circus. He noted that rubber men from several circus sideshows all had the same thing in common—all drank a soda named Gingold Juice. They claimed that they just liked the taste. He discovered that the juice gave him the Power of Elasticity and became a member of the J.L.A. His nose twitches whenever he "smells" a mystery.

FIRESTORM *alias Ronnie Raymond, Martin Stein*

DEX:	6	STR:	8	BODY:	12
INT:	8	WILL:	5	MIND:	4
INFL:	6	AURA:	4	SPIRIT:	6
INITIATIVE:	20			HERO POINTS:	85

POWERS:
Dispersion: 10, Energy Absorption: 6, Flight: 7, Matter Manipulation: 12, Radar Sense: 10, Regeneration: 5, Sealed Systems: 15

SKILLS:
Raymond: Acrobatics 2; Stein: Gadgetry 6, Scientist 6

LIMITATIONS:
Matter Manipulation does not work on organic materials. Matter Manipulation does not work while Firestorm is dispersed.

CONNECTIONS:
Scientific Community (Physics) - Stein (high-level)

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Scientist (Stein)/College Student (Raymond)

RACE: Human

Ronnie Raymond, high school jock, and Martin Stein, Nobel prize-winning physicist share the persona of Firestorm. The two were present at the Hudson Nuclear Plant, when as the result of sabotage, an explosion bombarded them with radiation. In the form of Firestorm, Ronnie controls the physical aspect, while Martin exists in the subconscious.

FLASH *alias Barry Allen*

DEX:	6	STR:	5	BODY:	6
INT:	5	WILL:	4	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	4
INITIATIVE:	17 [39]	HERO POINTS:	100		

POWERS:
Air Control: 10, Superspeed: 28

SKILLS:
Detective: 7, Gadgetry: 7, Scientist: 7, Vehicles: 7

EQUIPMENT:
Suit [DEX: 0, STR: 0, BODY: 9]
Uses: 10, Duration: 18

LIMITATIONS:
Miscellaneous Limitation: Air Control will only work when Superspeed is in effect.

CONNECTIONS:
Gorilla City (high-level)
Police Department (low-level)
United Nations (high-level)

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Police Scientist

RACE: Human

Barry Allen, a scientist at a police laboratory, was a reader of Flash Comics. While doing an experiment, Barry was struck by lightning and splattered by the chemicals which he was using in his experiment. He soon discovered that the accident had given him Superspeed. He decided at this point to devote his life to the protection of others, as idealized by the Flash in the comics. Barry Allen died as a result of the Crisis on Infinite Earths.

GREEN ARROW *alias Oliver Queen*

DEX:	9	STR:	4	BODY:	5
INT:	5	WILL:	8	MIND:	4
INFL:	10	AURA:	6	SPIRIT:	8
INITIATIVE:	24 (32)	HERO POINTS:	95		

SKILLS:
Acrobatics: 8, Charisma: 10, Detective: 4, Gadgetry: 8, Martial Arts: 8, Weaponry: 12

EQUIPMENT:
Bow [DEX: 0, STR: 8, BODY: 5]
Uses: 12, Duration: 18
ARROWS:
2 Bola, 5 Drill, 2 Explosive, 2 Extinguisher, 2 Flash, 2 Glue, 2 Grappling Hook, 2 Handcuff, 1 Jet, 1 Magnetized, 2 Net, 2 Oil Slick, 10 Ordinary arrows, 1 Parachute, 2 Smoke, 8 Stun, 2 Tear Gas, 5 AC Omni-Gadget Arrows: 6 APs

CONNECTIONS:
United Nations (high-level)

MOTIVATION: Thrill of Adventure

WEALTH: Multimillionaire

JOB: Reporter

RACE: Human

Oliver Queen became the Green Arrow when he was lost overboard and swam to Starfish Island. There he learned the use of bow and arrow as a means of survival. He eventually escaped from the island when a ship was moored off the island by mutineers. Oliver Queen quelled the mutiny by the use of some trick arrows he had fashioned and sailed back to safety. His financial empire ruined, Queen had to make a living as a reporter, while at night he became the Emerald Archer. Queen recently inherited a fortune that re-established him as a multimillioniare.

GREEN LANTERN *alias Hal Jordan*

DEX:	10	STR:	3	BODY:	12
INT:	8	WILL:	25	MIND:	18
INFL:	6	AURA:	7	SPIRIT:	4
INITIATIVE:	24	HERO POINTS:	170		

SKILLS:
Charisma: 6, Vehicles: 10

EQUIPMENT:
Power Ring [DEX: 0, STR: 0, BODY: 4]
While worn, Ring has BODY equal to user's WILL; BODY (of user): 12, Flight: 40, Force Manipulation: 25, Invulnerability: 15, Recall: 8, Regeneration: 10, Skin Armor: 10
Lantern [DEX: 0, STR: 0, BODY: 10]

LIMITATIONS:
Ring must be recharged in lantern every 24 hours.
Ring's Force Manipulation is ineffective against anything yellow.

CONNECTIONS:
Ferris Labs (high-level)
Green Lantern Corps (high-level)
Guardians (high-level)
United Nations (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Test Pilot

RACE: Human

Hal Jordan was a test pilot when he was carried by a strange green light to the side of Abin Sur, a dying member of the Green Lantern Corps, who had sent for a person worthy of carrying on the ideals of the Green Lantern Corps. Abin Sur gave the power ring and the green lantern to Hal, who accepted the responsibility that the ring carried with it. He thus became the Green Lantern. He has since retired from the Green Lantern Corps and given up his ring.

GREEN LANTERN *alias John Stewart*

DEX:	10	STR:	3	BODY:	12
INT:	9	WILL:	20	MIND:	20
INFL:	8	AURA:	6	SPIRIT:	5
INITIATIVE:	27	HERO POINTS:	120		

SKILLS:
Charisma: 6, Vehicles/Land: 5

EQUIPMENT:
Power Ring [DEX: 0, STR: 0, BODY: 4]
While worn, Ring has BODY equal to user's WILL; BODY (of user): 12, Flight: 40, Force Manipulation: 20, Invulnerability: 15, Recall: 8, Regeneration: 10, Skin Armor: 10
Lantern [DEX: 0, STR: 0, BODY: 10]

LIMITATIONS:
Ring must be recharged in lantern every 24 hours.
Ring's Force Manipulation is ineffective against anything yellow.

CONNECTIONS:
Green Lantern Corps (high-level)
Guardians (high-level)
Press (low-level)
United Nations (high-level)

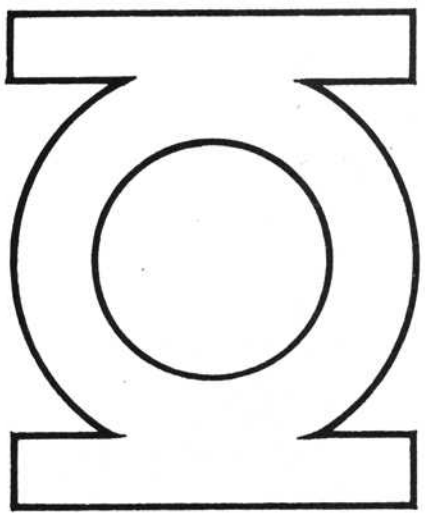
MOTIVATION: Responsibility of Power

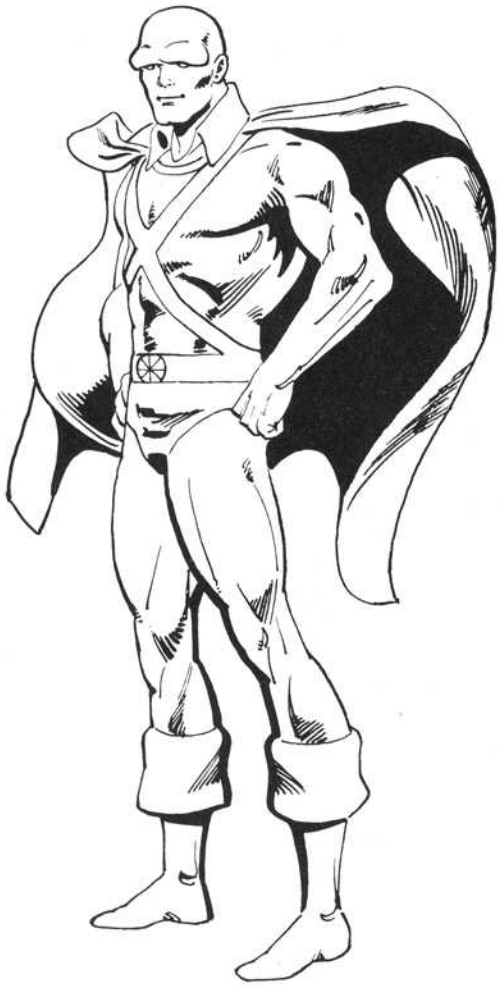
WEALTH: Comfortable

JOB: Architect

RACE: Human

When Hal Jordan was chosen to be the Green Lantern for sector 2814, the Guardians also chose an alternate named Guy Gardner, a teacher from the East Coast. When Gardner was injured in a bus accident, John Stewart was chosen to become the new Green Lantern alternate. After Hal Jordon's resignation from the Green Latern Corps, John Stewart became Sector 2814's new Green Latern.





HAWKMAN *alias Carter Hall*

DEX:	9	STR:	6	BODY:	8
INT:	9	WILL:	8	MIND:	8
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE: 22 (25)		HERO POINTS:		105	

POWERS:
Air Control: 5, Skin Armor: 5, Speak with Animals: 5, Telescopic Vision: 4

SKILLS:
Acrobatics/Dodging: 4, Charisma/Persuasion: 5, Detective: 4, Gadgetry: 10, Martial Artist/Attack Advantage: 3, Medicine: 10, Scholar: 7 (Archeology, History), Scientist: 6

EQUIPMENT:
Mystic Object: Mace
[DEX: 0, STR: 10, BODY: 9]
Uses: 1, Duration: 24
Wings [DEX: 0, STR: 5, BODY: 10]
Uses: 15, Duration: 20, Flight: 8, Sealed Systems: 11, BODY acts as armor against rear attacks.

LIMITATIONS:
Power Limitation: Speak With Animals Power will only work on birds.

CONNECTIONS:
United Nations (high-level)

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Archeologist

RACE: Humanoid

Kantar Hol is a policeman from his homeworld of Thangar. He and Shayera, his wife, came to Earth in pursuit of Byth, a criminal with the ability to Shape Change. While bringing Byth to justice, they assumed the identities of Hawkman and Hawkgirl. When they finally brought Byth to justice, they received permission to stay on Earth indefinitely to study police procedures on this planet. Hawkman assumes the secret identity of Carter Hall and works as a museum director at the Midway City Museum.

JERICHO *alias Joseph Wilson*

DEX:	6	STR:	3	BODY:	5
INT:	5	WILL:	6	MIND:	5
INFL:	7	AURA:	4	SPIRIT:	5
INITIATIVE: 18 (24)		HERO POINTS:		50	

POWERS:
Personality Transfer: 12

SKILLS:
Artist: 5, Charisma: 5, Martial Artist: 6

LIMITATIONS:
Miscellaneous: Mute
Power Limitation: Must make eye contact to use power. If opponent knows of Jericho's Limitation, use Jericho's DEX as the Acting Value rather than his Power.
Catastrophic Irrational Attraction: Art

CONNECTIONS:
Mercenaries (high-level)

MOTIVATION: Seeks Justice

WEALTH: Comfortable

JOB: Artist

RACE: Human

Joseph Wilson was born with the ability to take control of the bodies of others. His father Slade Wilson (the Terminator) was physically altered by experiments while in the army. Joseph was affected by the same drug when he was born. Out of his own sense of right, Jericho joined the Teen Titans to aid them in bringing the Terminator to justice. Jericho is a compassionate man who will not kill, no matter how desperate the situation is.

KID FLASH *alias Wally West*

DEX:	6	STR:	4	BODY:	4
INT:	4	WILL:	4	MIND:	6
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE: 13 [35]		HERO POINTS:		30	

POWERS:
Superspeed: 28

SKILLS:
Scientist: 2, Vehicles: 10

LIMITATIONS:
Miscellaneous Limitation: Use of the Power is treated as Pushed Automatic Action. Power failure causes a Physical Attack with an Acting Value of 28 and an Effect Value of 4.

CONNECTIONS:
Teen Titans (high-level)

MOTIVATION: Unwanted Power

WEALTH: Comfortable

JOB: Student

RACE: Human

As a youth, Wally West was the president of his hometown Flash Fan Club. Barry Allen arranged for a meeting for Wally with the Flash. A bolt of lightning crashed through the window in Barry Allen's laboratory spilling chemicals over Wally, making him the fastest boy alive. While fighting the Brotherhood of Evil, Raven was tricked into attacking Kid Flash. The result of that attack affected his Superspeed. Now every time he uses the Power, a tremendous stress is put on his body, his heart in particular. Wally West is currently not active with the Teen Titans.

MARTIAN MANHUNTER

DEX:	7	STR:	30	BODY:	20
INT:	9	WILL:	15	MIND:	8
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE: 21		HERO POINTS:		145	

ALIAS: J'onn J'onzz, John Jones

POWERS:
Dispersal: 10, Flight: 15, Illusion: 10, Invisibility: 10, Sealed Systems: 15, Shape Change: 10, Skin Armor: 10, Stretching: 6, Telescopic Vision: 8, X-Ray Vision: 8

SKILLS:
Scientist: 6, Vehicles: 8, Weaponry: 5

LIMITATIONS:
Catastrophic Fear of fire
Power Limitation: Illusion can only be used on himself.

VULNERABILITIES:
Attack Vulnerability: Fire. -4 Column Shift.

CONNECTIONS:
MARS (high-level)
United Nations (high-Level)

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: N. A.

RACE: Humanoid

On Mars, J'onn J'onzz was the military leader for the desert dwelling Martians in the civil war against General Blanx's pole dwellers. General Blanx had defeated him underhandedly in personal combat and banished him from Mars for thirteen years. J'onn J'onzz spent his time on Earth where he used his talents to help fight crime. In his absence, General Blanx destroyed the surface of Mars and decimated the remaining population forcing J'onn to adopt Earth as his new home.

NIGHTWING *alias Dick Grayson*

DEX:	7	STR:	4	BODY:	6
INT:	7	WILL:	6	MIND:	7
INFL:	8	AURA:	6	SPIRIT:	5
INITIATIVE:	22 (29)			HERO POINTS:	93

SKILLS: *(* linked)*
Acrobatics: 10, Charisma: 9, Detective*: 7, Gadgetry: 8, Martial Artist*: 7, Military Science*: 7, Scholar*: 7 (History, Literature), Scientist*: 7, Thief*: 7, Vehicles: 10

EQUIPMENT: *(see Equipment)*:
Combat Disk, Gas Mask, 5 Stun Bombs, Wrist Rocket, 2 ACD Omni-Gadgets: 5 APs

CONNECTIONS:
New York Police (high-level)
Wayne Foundation (high-level)

MOTIVATION: Seeks Justice

WEALTH: Multimillionaire

JOB: Multimillionaire

RACE: Human

Nightwing is the leader of the Teen Titans. He has finally become his own man after living in the shadow of Batman, as Robin. His sense of justice has been bred into him by Batman, but he seldom reaches the same irrational intensity that Batman is constantly in. He is in love with Starfire.

RAVEN

DEX:	4	STR:	2	BODY:	6
INT:	9	WILL:	18	MIND:	20
INFL:	8	AURA:	13	SPIRIT:	8
INITIATIVE:	21			HERO POINTS:	60

POWERS: *(* linked)*
Damage Transference: 20, Empathy: 7, Force Field (soul self): 15, Illusion: 12, Mental Blast*: 18, Regeneration: 8, Spirit Travel (soul self): 6, Teleport: 20

LIMITATIONS:
Major Fear Limitation: Fear of her dark side.

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Student

RACE: Humanoid

Raven is the offspring of a mortal (Arella) and a demon (Trigon). She grew up in Azarath, a world dedicated to pacifism, and was taught by Azar, the spiritual leader of Azarath, to suppress her emotions. She left Azarath when she was eighteen to help found the Teen Titans.

Raven desperately wants to control her emotions lest her evil side should gain control and turn her into a demon herself. In the battle against Trigon (*Teen Titans* #4), Raven's spirit destroyed Trigon, then disappeared. Her current whereabouts is unknown.

ROBIN *alias Jason Todd*

DEX:	6	STR:	2	BODY:	4
INT:	6	WILL:	5	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	18 (24)			HERO POINTS:	35

SKILLS: *(* linked)*
Acrobatics*: 6, Charisma: 5, Detective: 4, Martial Artist*: 6, Scholar: 2, Thief*: 6

EQUIPMENT: *(see Equipment)*
Batarang with rope, Radio

CONNECTIONS:
Circus (low-level)

MOTIVATION: Seeks Justice

WEALTH: Affluent

JOB: Student

RACE: Human

Jason Todd became Bruce Wayne's ward when his parents, Joeseph and Trina—"the Flying Todds," were murdered when they agreed to testify against an extortion ring led by Killer Croc. His training as an Aerialist helps him fill the role of Robin, now that Dick Grayson has become Nightwing, a member of the Teen Titans.

STARFIRE *alias Koriand'r*

DEX:	7	STR:	6	BODY:	7
INT:	5	WILL:	6	MIND:	9
INFL:	8	AURA:	5	SPIRIT:	6
INITIATIVE:	20 (30)			HERO POINTS:	55

POWERS:
Flight: 12, Solar Sustenance: 15, Starbolt: 9

SKILLS:
Charisma: 10, Martial Artist: 10

LIMITATIONS:
Minor Miscellaneous Limitation: Controlled by her emotions—has been known to enter Killing Combat.

CONNECTIONS:
Tamaran (high-level)

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Model

RACE: Exotic Humanoid

Starfire was born on Tamaran, a world where emotions lead the actions of the inhabitants. She is the second child of the King of Tamaran and was named as next in line to the throne. Tamaran was at war with the Citadel, and Komand'r, Kory's evil older sister, helped the Citadel to gain the upper hand. Kory was given to the Citadel as a hostage and was told that her planet would be destroyed if she ever returned there.

The Psions, who wished to find the secret of the Tamaranians' ability to fly, captured Kory when they attacked the Citadel and subjected her to a series of experiments. Kory gained the power of Starbolts through these experiments and used this ability to escape. Kory is currently a part of the Teen Titans. She is in love with Nightwing. Kory relies on her emotions to guide her and is generally a loving person.

SUPERMAN *alias Clark Kent*

DEX:	26	STR:	50	BODY:	40
INT:	13	WILL:	22	MIND:	15
INFL:	10	AURA:	10	SPIRIT:	4
INITIATIVE:	49			HERO POINTS:	210

POWERS:
Directional Hearing: 10, Extended Hearing: 10, Flight: 45, Heat Vision: 30, Invulnerability: 50, Microscopic Vision: 15, Recall: 30, Sealed Systems: 20, Solar Sustenance: 50, Super Breath: 20, Super Hearing: 10, Superspeed: 25, Super Ventriloquism: 15, Systemic Antidote: 20, Telescopic Vision: 15, Thermal Vision: 15, X-Ray Vision: 20

SKILLS:
Charisma/Persuasion: 20, Detective: 5, Gadgetry: 8, Scholar: 10 (All human languages, Literature Psychology, History, Sociology), Science: 15

EQUIPMENT:
Super Uniform
[DEX: 0, STR: 0, BODY: 25]
Uses: 4, Duration: 26, Skin Armor: 10

LIMITATIONS:
Power Limitation: Loses all Powers under red sun radiation.

VULNERABILITIES: *All of Superman's Loss Vulnerabilities affect his Attributes, Powers, and Skills (his* abilities*).*
Green Kryptonite: Rare Fatal; Range 3
Green Kryptonite: Rare Loss; Range 3
Red Kryptonite: Rare Miscellaneous: Bizarre changes; Range 3
Gold Kryptonite: Rare Loss—permanent; Range 3
Magic: Miscellaneous—all Abilities against magic (Mystical Powers or Objects) are at 4.
Miscellaneous Loss—Gravity attacks subtract their RAPs from all of Superman's Skills, Powers, and Attributes. No Skill, Power, or Attribute may be dropped below zero.

CONNECTIONS:
Metropolis (high-level)
Metropolis Prison (high-level)
Pentagon (high-level)
Press (high-level)
United Nations (high-level)
White House (high-level)

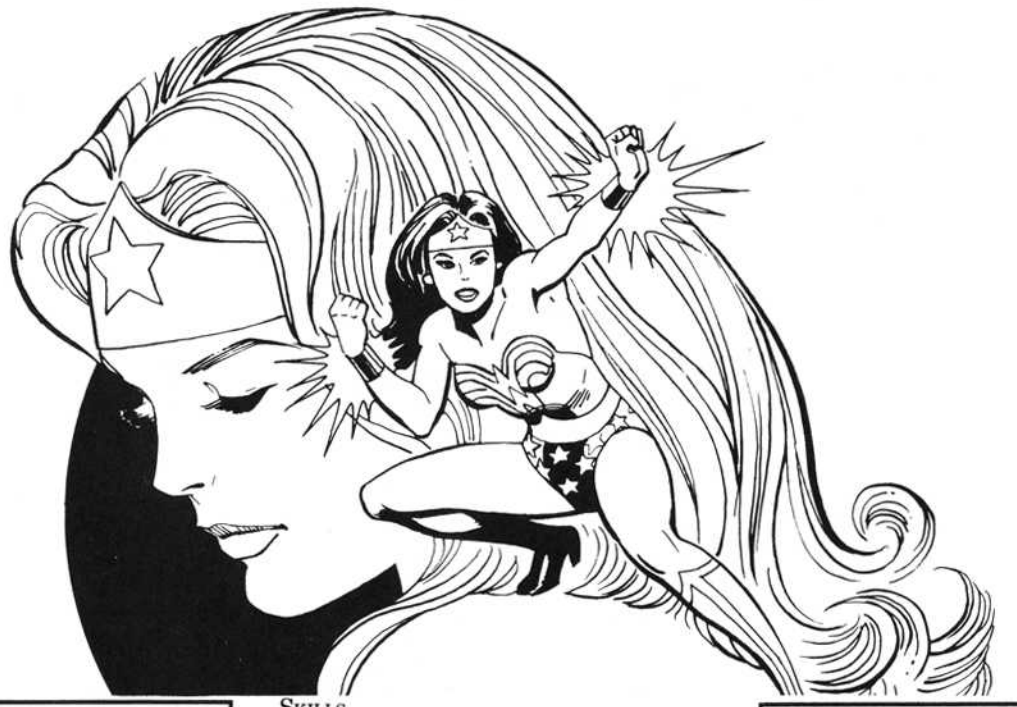
MOTIVATION: Upholds Good

WEALTH: Affluent

JOB: News Anchorman

RACE: Humanoid

Superman was born on Krypton and sent to Earth by his father Jor-El when Krypton was destroyed in a natural disaster. He was raised by Jonathan and Martha Kent who instilled in him his values of Truth, Justice and the American Way.



WONDER GIRL *alias Donna Troy*

DEX:	8	STR:	11	BODY:	7
INT:	6	WILL:	4	MIND:	5
INFL:	5	AURA:	3	SPIRIT:	3
INITIATIVE:	19 (27)			HERO POINTS:	55

POWERS:
Gliding: 9, Jumping: 6

SKILLS:
Artist/Photographer: 3, Charisma: 5, Martial Artist: 8, Scholar: 8 (Literature *(Mythology)*, Psychology, History), Vehicles: 6, Weaponry: 8

EQUIPMENT:
Bracers [DEX: 0, STR: 0, BODY: 6]
Uses: 10, Duration: 15, Force Shield: 6
Lasso [DEX: 0, STR: 11, BODY: 10]
Uses: 1, Duration: 30

CONNECTIONS:
Paradise Island (high-level)

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Photographer

RACE: Human

Donna Troy was born a normal human but was adopted by Diana Prince (Wonder Woman) who arranged to have her raised on Paradise Island by Queen Hippolyta herself. Wonder Girl was brought up to Amazonian ideals of peace and justice. She is a member of the Teen Titans and is married to Terrance Long.

WONDER WOMAN *alias Diana Prince*

DEX:	10	STR:	45	BODY:	16
INT:	10	WILL:	8	MIND:	6
INFL:	12	AURA:	5	SPIRIT:	5
INITIATIVE:	32 (42)			HERO POINTS:	180

POWERS:
Gliding: 12, Jumping: 10, Running: 22, Telekinesis: 7 (only with Lasso), Telepathy: 12 (to Robot Plane)

SKILLS:
Charisma: 10, Gadgetry: 5, Martial Artist: 10, Military Science: 5, Vehicles: 8, Weaponry: 7

EQUIPMENT:
Robot Plane [DEX: 7, STR: 9, BODY: 7]
Uses: 5, Duration: 11, Invisibility: 10, Flight: 11
On-Board Computer [INT: 7, WILL: 1, MIND: 1]
Uses: 4, Duration: 20, Vehicles/Air*:7
* linked to DEX of plane
Bracers - Force Shield: 6
Uses: 10, Duration: 15
Lasso [DEX: 0, STR: 20, BODY: 35]
Uses: 5, Duration: 24, Control: 10

LIMITATIONS:
Miscellaneous: Acts as a Castastrophic Attribute limitation on her running power. Failure means she cannot use the power.
Miscellaneous Limitation: If her wrists are bound by a man she is powerless to free herself.

CONNECTIONS:
Paradise Island (high-level)
Pentagon (high-level)

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Air Force Officer

RACE: Human

Wonder Woman is the daughter of Queen Hippolyta. She entered and won a competition on Paradise Island against the wishes of her mother. As the winner, her task was to take a downed pilot (Steve Trevor) back to the mortal world. This meant the loss of her birthright. Wonder Woman has been raised to the Amazonian ideals of peace and justice.

ZATANNA

DEX:	6	STR:	2	BODY:	5
INT:	5	WILL:	4	MIND:	5
INFL:	8	AURA:	14	SPIRIT:	10
INITIATIVE:	19			HERO POINTS:	80

POWERS:
Mystic Link:
Air Control: 12, Earth Control: 12, Flame Control: 12, Flame Projection: 6, Fog: 12, Ice Control: 12, Lightning: 12, Plant Control: 12, Water Control: 12, Weather Control: 12

LIMITATIONS:
Power Limitation: All spells must be spoken backwards.

CONNECTIONS:
United Nations (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Adventuress

RACE: Human

The daughter of the magician Zatara, she had spent much of her life attempting to relocate her missing father. Her quest eventually led her to find him in the magical land of "Karma." Zatanna works her magic powers by speaking her spells backwards.



Villains

BLACK BISON *alias John Ravenhair*

DEX:	4	STR:	3	BODY:	6
INT:	3	WILL:	3	MIND:	4
INFL:	10	AURA:	13	SPIRIT:	9
INITIATIVE:	17			HERO POINTS:	70

EQUIPMENT:
Bison Cult Talisman
[DEX: 0, STR: 0, BODY: 0]
Uses: 10, Duration: 24
Animal Control: 10, Animate Objects: 13, Summon Animal: 7

LIMITATIONS:
Wearing the talisman gives Ravenhair a Miscellaneous Attraction towards reclaiming his peoples heritage. He is powerless and sane without it.

MOTIVATION: Psychopathic

WEALTH: Comfortable

JOB: Teacher

RACE: Human

The power to animate and control living and non-living things came to John Ravenhair when the spirit of his Great-Grandfather possessed him through a mystic talisman. As the Black Bison, John Ravenhair has no control over his actions. His motivation as Black Bison is a desire to avenge the wrongs done to the land by the "white man."

BLACK MANTA

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	4	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	15			HERO POINTS:	40

EQUIPMENT:
Suit [DEX: 0, STR: 0, BODY: 5]
Uses: 4, Duration: 15, Sealed Systems: 15, Laser (Heat Vision): 8

MOTIVATION: Power Lust

WEALTH: Multimillionaire

JOB: N. A.

RACE: Human

The Black Manta is a self-made would-be underwater conqueror. In his specially designed suit he can remain submerged indefinitely and has equipped his helmet with a high-power laser. It is the Black Manta who is responsible for the death of Arthur Curry, Jr.

BRANIAC

DEX:	8	STR:	15	BODY:	40
INT:	26	WILL:	20	MIND:	30
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	37 (53)			HERO POINTS:	195

SKILLS:
Gadgetry: 20, Martial Artist: 16, Scientist: 35, Vehicles/Space: 45

EQUIPMENT:
Spaceship
[DEX: 0, STR: 25, BODY: 50, SPEED: 45]
Uses: 10, Duration: 24

MOTIVATION: Lust for Power

WEALTH: N. A.

JOB: N. A.

RACE: Artificial Life

Braniac was created by the computers of Colu that were revolting against their creators. He was sent on a mission to miniaturize cities so they could be tested for conquest (Superman's miniature city of Kandor was one of the cities shrunk). His first encounter with Superman came when he attempted to shrink Metropolis and was defeated. Since then, he has met and been defeated by Superman many times.

BROTHER BLOOD

DEX:	8	STR:	6	BODY:	10
INT:	10	WILL:	16	MIND:	20
INFL:	10	AURA:	13	SPIRIT:	15
INITIATIVE:	28			HERO POINTS:	120

SKILLS:
Charisma: 20

EQUIPMENT:
Suit [DEX: 0, STR: 0, BODY: 5]
Uses: 10, Duration: 15, Bio-Energy Blast: 11

CONNECTIONS:
Religious and political figures throughout the world (high-level)

MOTIVATION: Power Lust

WEALTH: Multimillionaire

JOB: Religious and political leader

RACE: Human

Brother Blood is the High Priest of Zandia. His cult has spread throughout the world. Government officials of most of the world's countries are members of the Church of Brother Blood. All members of Brother Blood's cult are affected by his enormous Charisma and follow him unquestioningly.

CATWOMAN *alias Selina Kyle*

DEX:	10	STR:	3	BODY:	5
INT:	8	WILL:	8	MIND:	8
INFL:	10	AURA:	7	SPIRIT:	10
INITIATIVE:	28 (38)			HERO POINTS:	100

SKILLS: *(* linked)*
Acrobatics*: 10, Animal Handling*: 10, Charisma*: 10, Gadgetry*: 8, Martial Artist*: 10, Scholar: 8 (cat lore), Spy*: 8, Thief*: 10, Vehicles*: 10, Weaponry*: 10

EQUIPMENT:
Cat-o-nine Tails (whip)
[DEX: 0, STR: 11, BODY: 4]
Uses: 6, Duration: 18

LIMITATIONS:
Catastrophic Irrational Attraction to Cats
Minor Irrational Attraction to Batman

CONNECTIONS:
Street (high-Level)
Underworld (high-Level)

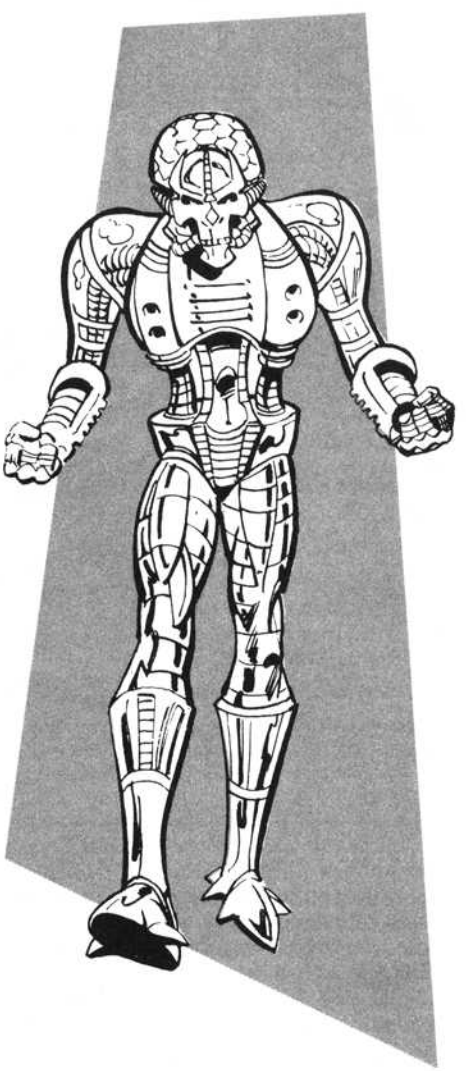
MOTIVATION: Thrill Seeker

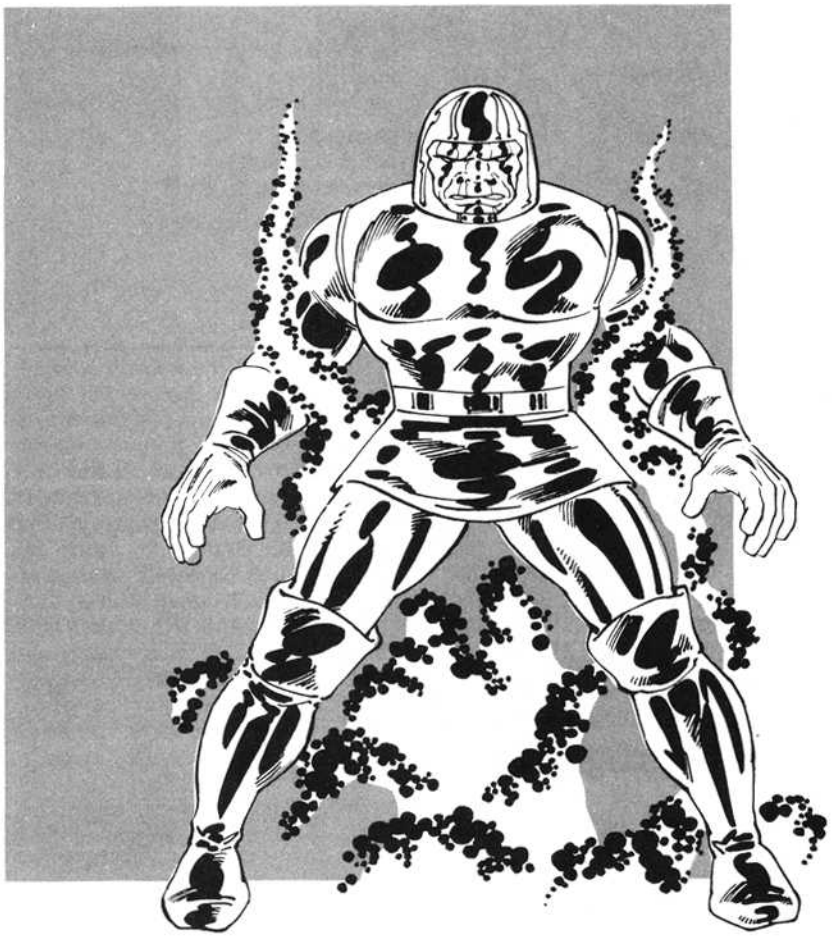
WEALTH: Affluent

JOB: Adventuress

RACE: Human

Selina Kyle became the notorious criminal Catwoman, when she became bored with the mundane life she led. Catwoman became one of Batman's greatest foes, but harbored an affection towards him. She eventually turned from a life of crime to become a professional adventurer. She teamed up with Batman to battle the notorious terrorist Darkwolf. In the battle, she was sucked from an aircraft. Batman threw a parachute to her, then later looked for her body. He found the opened parachute in a clump of woods. Catwoman's location is currently unknown.





DARKSEID

DEX:	7	STR:	18	BODY:	27
INT:	17	WILL:	15	MIND:	13
INFL:	12	AURA:	20	SPIRIT:	18
INITIATIVE:	36	HERO POINTS:	180		

POWERS:
Bio-Energy Blast: 20

SKILLS:
Charisma: 15

MOTIVATION: Lust for Power

WEALTH: Billionaire

JOB: Ruler of Apokolips

RACE: Humanoid

When the world of the Old Gods was destroyed in the holocaust ages ago, two new worlds were formed from the ashes. The darker of the two is Apokolips, where Darkseid reigns supreme. At his bidding are the machines, creatures and beings of his world. His creed is one of destruction and total dominance. To help him towards this end, he is in search of the mysterious anti-life equation, which has in the past taken him to Earth.

GORILLA GRODD

DEX:	7	STR:	38	BODY:	20
INT:	10	WILL:	8	MIND:	8
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:	95		

POWERS:
Control: 12, Hypnotism: 8, Mental Blast: 7, Mind Probe: 11

SKILLS:
Gadgetry: 12, Scientist: 12

CONNECTIONS:
Gorilla City (low-level)

MOTIVATION: Power Lust

WEALTH: Affluent

JOB: N. A.

RACE: Humanoid

Using a full 100% of his brain's capabilities instead of man's much smaller percentage of use, Gorilla Grodd has proved to be a treacherous foe of the Flash. In the past, Grodd has found opportunities to threaten his own kind in Gorilla City and in Flash's hometown of Central City.

CHEETAH II *alias Deborah Domaine*

DEX:	15	STR:	9	BODY:	10
INT:	5	WILL:	6	MIND:	5
INFL:	6	AURA:	3	SPIRIT:	3
INITIATIVE:	26 (36)	HERO POINTS:	80		

SKILLS:
Acrobatics: 12, Martial Artist: 10

EQUIPMENT:
Promethian Claws
[DEX: 0, STR: 14, BODY: 4]
Uses: 1, Duration: 25

MOTIVATION: Psychopathic

WEALTH: Affluent

JOB: N. A.

RACE: Human

Debbie is the niece of the original Cheetah, but she did not know of this before Kobra forced her to insanity in creating the new Cheetah. Even before Kobra subjected her to brainwashing, Debbie was an ecological extremist. This only caused her to succumb more easily to the idea of becoming a protector of all animals. A truly insane person, she uses razor-sharp fingernails as a weapon.

CHESHIRE

DEX:	10	STR:	6	BODY:	6
INT:	6	WILL:	5	MIND:	3
INFL:	5	AURA:	4	SPIRIT:	3
INITIATIVE:	21 (32)	HERO POINTS:	90		

SKILLS:
Acrobatics: 11, Martial Artist: 11

EQUIPMENT:
Claws [DEX: 0, STR: 0, BODY: 4]
Uses: 4, Duration: 8, Poison Touch: 10

CONNECTIONS:
Southeast Asia and Middle East terrorists (high-level)

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: Assassin

RACE: Human

Cheshire's expertise and skill as fighter and undercover agent were fostered at a very young age in southern Asia. Her mentor was a World War II Chinese guerilla freedom-fighter named Wen Chang, who worked on developing her combat skills. One of her favorite attacks is scratching with her poisonous fingernails.



JOKER

DEX:	8	STR:	6	BODY:	2
INT:	9	WILL:	12	MIND:	5
INFL:	6	AURA:	3	SPIRIT:	3
INITIATIVE:	23			HERO POINTS:	120

SKILLS:
Artist/Actor: 5, Charisma: 10, Gadgetry: 11, Scientist: 11, Vehicles: 5

LIMITATIONS:
Catastrophic Irrational attraction to practical jokes.

CONNECTIONS:
Arkham Asylum (low-level)
Underworld (high-level)

MOTIVATION: Psychopathic

WEALTH: Varies

JOB: N. A.

RACE: Human

The Joker has long been an adversary of Gotham's own Batman, using his unique pattern of leaving clues in jokes and puzzles before committing a crime. In the past, the Joker was not above using violence to achieve his goals, but over the years, he has refined his method of operations. Whenever possible, he keeps a small group of thugs to do his work, preferring to beat a hasty escape when the tide turns against him. Joker blames Batman for the disfigurement of his face, which occurred when he jumped into a vat of chemicals to escape Batman early in his criminal career.

KILLER FROST *alias Louis Lincoln*

DEX:	6	STR:	4	BODY:	8
INT:	4	WILL:	3	MIND:	3
INFL:	10	AURA:	13	SPIRIT:	10
INITIATIVE:	20			HERO POINTS:	95

POWERS:
Ice Control: 18, Ice Production: 16, Vampire: 10

LIMITATIONS:
Miscellaneous: Must absorb body heat every 15 APs or dies (see Fatal Vulnerabilities).
Catastrophic Irrational Attraction: Killing men

MOTIVATION: Psychopathic

WEALTH: N. A.

JOB: N. A.

RACE: Humanoid

When the original Killer Frost, Dr. Crystal Frost, died from the side effects of her experiment with ultra-low temperatures, her close friend from high school, Dr. Louise Lincoln, sought vengance on Firestorm. This irrational hatred led her to recreate the earlier experiment and become the new Killer Frost.

LEX LUTHOR

DEX:	4	STR:	3	BODY:	4
INT:	14	WILL:	5	MIND:	12
INFL:	8	AURA:	5	SPIRIT:	5
INITIATIVE:	26			HERO POINTS:	160

SKILLS:
Gadgetry: 20, Scholar: 10, Scientist: 25

EQUIPMENT: *(see Equipment)*
Battle Suit
[DEX: 20, STR: 49, BODY: 37]
[INT: 3, WILL: 2, MIND: 2]
Uses: 20, Duration: 37, Bio-Blast: 35, Flight: 20. Hypnotism: 12, Illusion: 6, Sealed Systems: 20, Telekinesis: 10
2 C Omni-Gadgets

LIMITATIONS:
Catastrophic Irrational Attraction for revenge against Superman.

MOTIVATION: Power Lust

WEALTH: Billionaire

JOB: N. A.

RACE: Human

Lex Luthor has blamed Superman for his baldness, which was the result of an accident in his school years. Superman had intended to help and had most likely saved Lex Luthor's life by his intervention. Luthor has since built a career as the world's greatest criminal mind in his attempt to rid the world of Superman.

Lex Luthor obtained his Warsuit on the planet Lexor. Lexor was destroyed in a battle between Luthor and Superman, killing Lex's wife and child. He returned to Earth with a renewed hatred for Superman.

MANTIS

DEX:	11	STR:	7/16	BODY:	6
INT:	12	WILL:	7	MIND:	9
INFL:	5	AURA:	12	SPIRIT:	8
INITIATIVE:	28			HERO POINTS:	100

EQUIPMENT:
Power Pod [DEX: 0, STR: 0, BODY: 7]
Uses: 4, Duration: 15, Bio-Energy Blast: 16, User's STR increased to 16

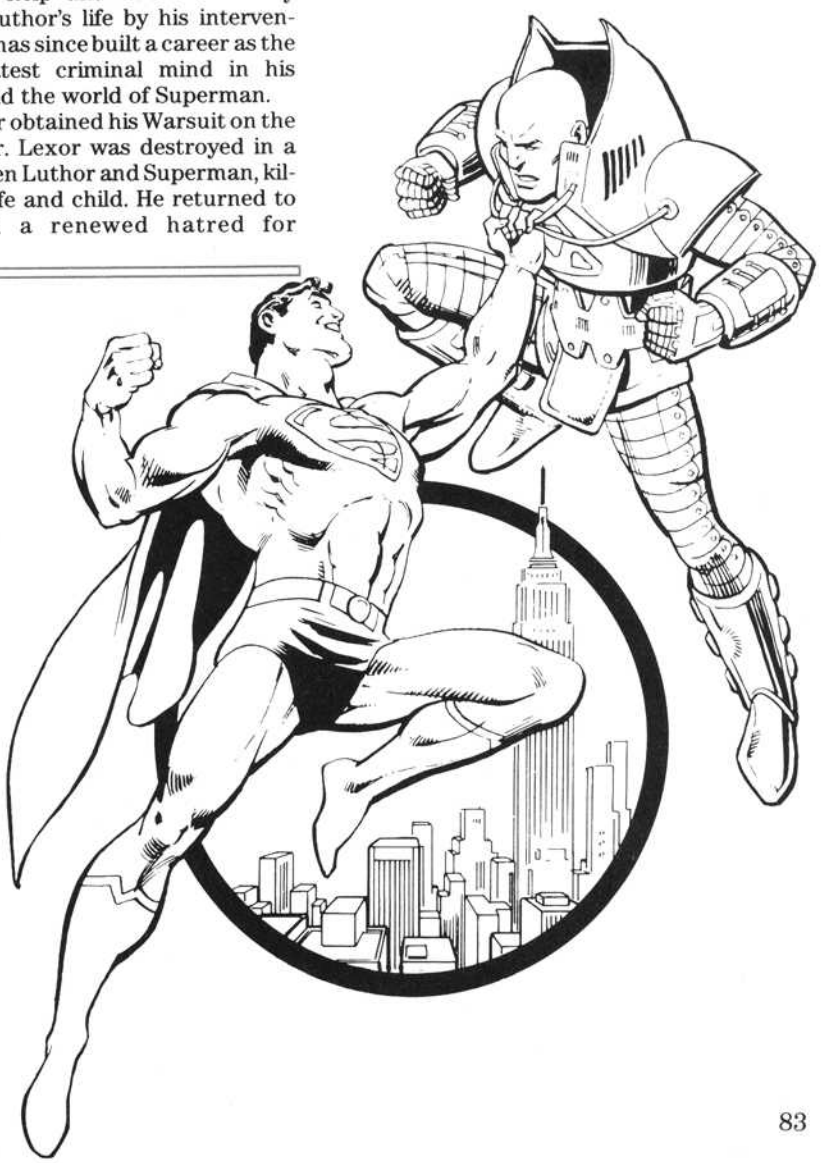
MOTIVATION: Lust for Power

WEALTH: N. A.

JOB: N. A.

RACE: Humanoid

Mantis sought to lead the "colony" in the fight against New Genesis, alongside the forces of Darkseid of Apokolips. The residents of the colony, also known as "Bugs" are an evolved form of life that started in a bacteriological war between the New Gods. Mantis uses a power-pod to vastly increase his strength and power to match those of the New Gods themselves.





MR. MXYZPTLK

DEX:	10	STR:	2	BODY:	3
INT:	2	WILL:	5	MIND:	5
INFL:	18	AURA:	23	SPIRIT:	15
INITIATIVE:	30	HERO POINTS:	120		

POWERS:
Animate Image: 20, Flight: 10, Matter Manipulation: 25, Super Ventriliquism: 10

LIMITATIONS:
Catastrophic Irrational Attraction to practical jokes.

VULNERABILITIES:
Will be transported to 5th dimension if he says his name backwards.

MOTIVATION: Thrill of Adventure

WEALTH: Struggling

JOB: N. A.

RACE: Humanoid

A being from the fifth dimension, Mr. Mxyzptlk is particularly keen on the idea of making the Man of Steel look like a caped clown. In his own dimension, practical jokes are commonplace, but Mr. Mxyzptlk tends to take them too far. To send him back to his own dimension,he must be tricked into pronouncing his name backwards.

PENGUIN

DEX:	2	STR:	2	BODY:	4
INT:	8	WILL:	6	MIND:	6
INFL:	6	AURA:	3	SPIRIT:	6
INITIATIVE:	16 (24)	HERO POINTS:	110		

SKILLS:
Gadgetry: 10, Martial Artist: 8, Scholar: 8 (Birds), Vehicles: 10, Weaponry: 10

LIMITATIONS:
Miscellaneous Irrational Attraction: Birds

CONNECTIONS:
Arkham Asylum (low-level)
Gotham City Underworld (high-level)

MOTIVATION: Thrillseeker

WEALTH: Varies

JOB: N. A.

RACE: Human

The Penguin is a criminal genius who has perhaps become Batman's major nemesis. He makes gadget umbrellas to aid him in his crimes, which usually involve stealing bird-related treasures. His weaknesses are his excessive vanity and his constant underrating of Batman.

DR. PSYCHO

DEX:	2	STR:	2	BODY:	3
INT:	5	WILL:	2	MIND:	4
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:	40		

SKILLS:
Gadgetry: 15, Scientist: 15

EQUIPMENT:
Ectoplasmic Extractor
[DEX: 0, STR: 0, BODY: 6]
Uses: 10, Duration: 20, Mimic: 45
When a victim is plugged into this device, Dr. Psycho can acquire the form, Powers, Skills, and memories of that victim.

LIMITATIONS:
Catastrophic Irrational Attraction: Revenge on women.
Mimic power works only while the machine is on.

MOTIVATION: Psychopathic

WEALTH: Multimillionaire

JOB: N. A.

RACE: Human

Since childhood, Dr. Psycho has hated women because of the torment and mockery they have directed toward him. The only woman he ever cared for was his wife, Marva. Through her, he learned to control his Power to manipulate his physical form. His hatred is particularly focused on Wonder Woman as a figurehead of all women.

RIDDLER *alias Edward Nigma*

DEX:	4	STR:	3	BODY:	4
INT:	8	WILL:	6	MIND:	6
INFL:	9	AURA:	6	SPIRIT:	3
INITIATIVE:	21 (29)	HERO POINTS:	100		

SKILLS: *(* linked)*
Artist/Actor: 8, Charisma*: 9, Gadgetry: 8, Martial Artist: 10, Scholar: 8 (Riddles and puzzles), Spy*: 8, Thief: 10, Vehicles: 6, Weaponry*: 4

LIMITATIONS:
Catastrophic Irrational Attraction to riddles.

CONNECTIONS:
Underworld (high-level)

MOTIVATION: Psychopathic

WEALTH: Varies

JOB: N. A.

RACE: Human

E. Nigma commenced his life of crime when he became bored with his life as a puzzle poser with the circus. He always follows the pattern of sending cryptic riddles to Batman, telling where his next crime will be comitted. Riddler wears a green costume with purple question marks.

THE SHARK

DEX:	9	STR:	10	BODY:	8
INT:	5	WILL:	4	MIND:	6
INFL:	3	AURA:	4	SPIRIT:	2
INITIATIVE:	17	HERO POINTS:	50		

POWERS:
Telekinesis: 9, Telepathy: 7, Underwater Freedom: 6

MOTIVATION: Power Lust

WEALTH: N. A.

JOB: N. A.

RACE: Humanoid

The product of a nuclear explosion, the Shark evolved from an ordinary shark into a humanoid creature. The mutation also gave him telepathic and telekinetic abilities. The Shark ventures on land to terrorize and hunt human prey. Another side-effect of the nuclear explosion is a yellow "aura" that prevents his foe, the Green Lantern, from attacking him directly.

SINESTRO

DEX:	7	STR:	2	BODY:	4
INT:	10	WILL:	19	MIND:	20
INFL:	7	AURA:	10	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:	130		

EQUIPMENT:
Ring [DEX: 0, STR: 0, BODY: 4]
Ring has BODY of user's WILL.
BODY (of user): 7, Energy Absoption: 19, Flight: 40, Force Manipulation: 19, Invulnerability: 15, Regeneration: 10, Sealed Systems: 25

MOTIVATION: Power Lust

WEALTH: N. A.

JOB: N. A.

RACE: Humanoid

Wielding the power of a Green Lantern's ring quickly corrupted Sinestro. Using the Power Ring, Sinestro quickly gained control of his home world of Korugar in sector 1417. The Guardians realized their mistake and banished him to the Anti-Matter Universe of Quard. Sinestro's ring can utilize the energy of a Green Lantern's ring or anything created by one.

TERMINATOR *alias Slade Wilson*

DEX:	10	STR:	9	BODY:	8
INT:	8	WILL:	5	MIND:	10
INFL:	5	AURA:	3	SPIRIT:	4
INITIATIVE:	23 (33)	HERO POINTS:	100		

SKILLS:
Acrobatics: 12, Charisma: 8, Martial Artist: 10, Military Science: 12, Spy: 8, Thief: 10, Vehicles: 10, Weaponry: 12

EQUIPMENT:
Armor [DEX: 0, STR: 0, BODY: 10]
Uses: 5, Duration: 20
Sword [DEX: 0, STR: 11, BODY: 7]
Uses: 1, Duration: 24
Power Staff [DEX: 0, STR: 0, BODY: 6]
Uses: 4, Duration: 23, Bio-Energy Blast: 12

CONNECTIONS:
All Third World Countries (high-level)
Mercenary Organizations (high-level)

MOTIVATION: Mercenary

WEALTH: Multimillionaire

JOB: Mercenary

RACE: Human

Slade Wilson began his life as a mercenary after a long and successful military career. He lied about his age, joined the army and saw action in Korea by the time he was sixteen. He went on to reach the rank of Lieutenant Colonel and, soon after marrying Adeline Kane, was assigned to Vietnam. Upon returning, he volunteered for a medical experiment to test resistance to truth serums. As a result of the experiment, he acquired super-strength and agility, but the army still gave him a medical discharge.

Slade went on to become a very successful mercenary, without his wife's knowledge, using African safaris as a cover. After successfully defending himself in a U.S. court against charges of kidnapping, Slade is contemplating returning to Africa to retire.

TERRA *alias Tara Markov*

DEX:	5	STR:	2	BODY:	4
INT:	4	WILL:	8	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	75		

POWERS:
Earth Control 15

CONNECTIONS:
Outsiders (high-level)

MOTIVATION: Psychopathic

WEALTH: N. A.

JOB: N. A.

RACE: Human

Tara Markov has abilities similar to her half-brother Brian Markov's abilities. Brian is also known as Geo-Force of the Outsiders.

Insanity eventually caused her to take her own life when, in a fit of rage directed at the Teen Titans, her powers ran out of control. For a brief time, Terra joined ranks with the Titans, but was in fact working with the Terminator as a spy. The Titans remained hushed about this to others, and at the age of sixteen, Terra was given a Titan's funeral.

TRIGON

DEX:	9	STR:	38	BODY:	40
INT:	11	WILL:	25	MIND:	20
INFL:	16	AURA:	25	SPIRIT:	20
INITIATIVE:	36	HERO POINTS:	200		

POWERS: *(* linked through Mystic Link to AURA)*
Control: 80, Teleport 60
Mystic Link:
Illusion*: 25, Matter Manipulation*: 25, Mental Blast*: 25 (eyes), Mind Blast*: 25

MOTIVATION: Power Lust

WEALTH: N. A.

JOB: N. A.

RACE: Humanoid

Considering himself as a god, Trigon's goal is complete subservience of all living things. He is a being of total evil who would destroy whole worlds to punish a few. It was Trigon who fathered Raven and planned to see her rule the universe beside him after destroying the Earth. She eventually became the tool of his demise.



NON-PLAYER CHARACTERS

ALFRED

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	10		

SKILLS:
Artist/Actor: 2, Medicine: 2, Spy/Connoisseur: 4

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Bulter

RACE: Human

Alfred is the faithful butler of Bruce Wayne. He is aware of Wayne's identity as Batman and has posed as Batman to aide Bruce in some of his adventures. He will never reveal Batman's identity. He is a friend in one of Batman's Subplots. Alfred is the father of Julia Remarque by Mademoiselle Marie.

ASTRONAUT

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7				

SKILLS:
Vehicles/Air, Space: 3, Vehicles/Land: 2

ATHLETE

DEX:	4	STR:	4	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8				

SKILLS:
Vehicles/Land: 2

BEAT COP/SECURITY GUARD

DEX:	2	STR:	2	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6				

SKILLS:
Detective/Police Procedure: 2, Medicine/First Aid: 2, Vehicles/Land: 3, Weaponry/Firearms: 3



HARVEY BULLOCK

DEX:	2	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6 (9)			HERO POINTS:	5

SKILLS:
Charisma/Intimidation: 4, Detective: 3, Martial Artist: 3, Scholar: 3 (Old films), Weaponry/Firearms: 3

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Detective

RACE: Human

Harvey Bullock is a detective on the Gotham City Police Department. He assumes a gruff, clumsy attitude when at work but at home shows his true nature as a quiet movie buff. Harvey Bullock is a friend in one of Batman's Subplots.

COMMISSIONER JIM GORDON

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6			HERO POINTS:	0

SKILLS:
Detective: 4, Weaponry/Firearms: 3

MOTIVATION: Seeks Justice

WEALTH: Affluent

JOB: Police Commissioner

RACE: Human

Jim Gordon is the Police Commisioner of Gotham City. He is a friend of both Batman and Bruce Wayne.

DETECTIVE

DEX:	2	STR:	2	BODY:	3
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7				

SKILLS:
Charisma/Interrogation: 2, Detective: 3, Medicine/First Aid: 2, Vehicles/-Land: 3, Weaponry/Firearms: 3

DOCTOR

DEX:	3	STR:	3	BODY:	3
INT:	3	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8				

SKILLS:
Medicine: 4, Vehicles/Land: 2

ENGINEER

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9				

SKILLS:
Gadgetry: 5, Vehicles/Land: 2

GYMNAST

DEX:	4	STR:	3	BODY:	3
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8				

SKILLS:
Acrobatics/Gymnastics: 5, Vehicles/-Land: 2

LOIS LANE

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6			HERO POINTS:	5

SKILLS:
Detective: 2

WEALTH: Comfortable

JOB: Newspaper Reporter

RACE: Human

Lois Lane, a resourceful reporter for the Daily Planet, had a crush on Superman. Lois and TV anchorwoman Lana Lang do not have a great love for each other. Lois Lane is a lead character in Superman's Romantic Subplot.

LANA LANG

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6			HERO POINTS:	5

SKILLS:
Artist/Acting: 2

WEALTH: Affluent

JOB: T.V. Anchorwoman

RACE: Human

Lana Lang, a childhood friend of Clark Kent, is an announcer for WGBS with Clark Kent. Lana is currently in love with Clark.

TERRY LONG

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6			HERO POINTS:	5

SKILLS:
Scholar/Academic Study: 5 (History)

WEALTH: Comfortable

JOB: History Professor

RACE: Human

Terry Long, a Professor of History, is the husband of Wonder Girl. He is a Professor of History. Terry was previously divorced and has a small child from that marriage. Terry is in Wonder Girl's Romantic Subplot.

JIMMY OLSEN

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6			HERO POINTS:	0

SKILLS:
Detective: 1

WEALTH: Comfortable

JOB: Newspaper Reporter

RACE: Human

Jimmy Olsen is a reporter for The Daily Planet and a friend of Superman. He wears a watch that can send an S.O.S. message to Superman.

PILOT

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7				

SKILLS:
Vehicles/Air: 3, Vehicles/Land: 2

JULIA REMARQUE

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6			HERO POINTS:	5

SKILLS:
Artist/Photography: 3, Weaponry/Firearms: 2

WEALTH: Comfortable

JOB: Photographer

RACE: Human

Julia is Alfred's daughter and is Vicki Vail's assistant for Picture News. Julia is part of Bruce Wayne's romantic Subplot.

SOLDIER

DEX:	2	STR:	3	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6				

SKILLS:
Medicine/First Aid: 2, Vehicles/Land: 2, Weaponry/Firearms, Heavy Weapons: 2

SPY

DEX:	3	STR:	3	BODY:	3
INT:	3	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8 (11)				

SKILLS:
Charisma: 3, Martial Artist: 3, Military Science: 3, Spy: 3, Thief: 3, Vehicles: 3, Weaponry: 3

THIEF

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6				

SKILLS:
Thief: 2, Vehicles/Land: 2, Weaponry/-Firearms: 2

UNIVERSITY PROFESSOR (Liberal Arts)

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9				

SKILLS:
Scholar: 5 (area of specialty), Vehicles/Land: 3

UNIVERSITY PROFESSOR (Scientist)

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9				

SKILLS:
Gadgetry: 3, Scientist: 5, Vehicles/Land: 2

U.S. ARMY RANGER

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7 (10)				

SKILLS:
Martial Artist: 3, Medicine/First Aid: 2, Military Science: 2, Vehicles/Land: 2, Weaponry/Firearms, Heavy Weapons: 3, Weaponry/Melee Weapons: 2

VICKI VAIL

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6			HERO POINTS:	5

SKILLS:
Artist/Photography: 3, Weaponry/Firearms: 3

WEALTH: Affluent

JOB: Photographer/editor

RACE: Human

Vicki Vail is a photographer for Picture News. She is a Chief character in Bruce (Batman) Wayne's romantic subplots.

PERRY WHITE

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6			HERO POINTS:	5

SKILLS:
Artist/Writer: 2

WEALTH: Affluent

JOB: Chief Editor for The Daily Planet

RACE: Human

Perry White works for Morgan Edge as the hard-nosed, cigar-smoking Editor-in-Chief of The Daily Planet.



ANIMALS



Here is a list of animals that you can use in your adventures.

This list is by no means all-inclusive. The GM can use this list to work out the approximate Attributes of similar animals.

The Powers and Skills listed for the animals are ***not*** Super-Powers, but the natural abilities and skills that the animal has which mimic that power.

ALLIGATOR

DEX:	2	STR:	3	BODY:	3
INT:	0	WILL:	1	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2

Attack Advantage: 2 (Water)

POWERS: Swimming: 2

Alligators live in fresh water, especially swamps. They are able to stay submerged for several hours. Alligators may reach a size of 10 feet (0 APs) and a weight of 5 to 6 APs. They are now found only in Louisiana, Florida, and in southern China.

BAT

DEX:	3	STR:	0	BODY:	0
INT:	0	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1

Powers: Flight: 3
Radar Sense: 3

BEAR

DEX:	3	STR:	5	BODY:	5
INT:	1	WILL:	3	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2

Bears can be found almost worldwide. They are omnivores whose weight ranges from 2 to 5 APs: their Strength changes correspondingly.

BOA CONSTRICTOR

DEX:	1	STR:	3	BODY:	3
INT:	0	WILL:	1	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2

Attack Advantage: 3 (first round)

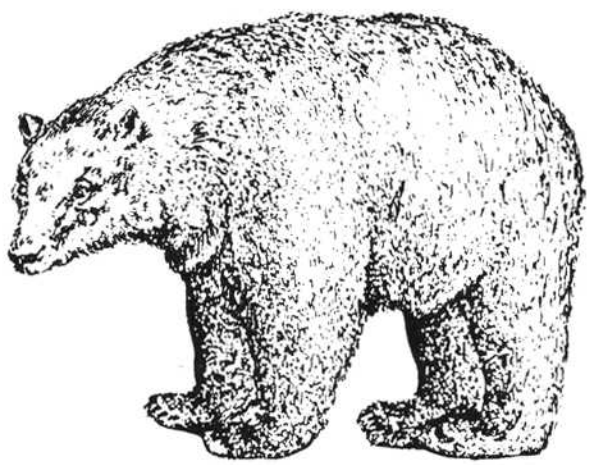
Boa Constrictors will attempt Grappling attacks; squeezing causes BODY damage. They inhabit the forest and jungles of Central and South America. They can reach a size of up to 15 feet (1 AP).

BUFFALO (BISON)

DEX:	2	STR:	6	BODY:	5
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	2

POWERS: Running: 4

Buffalo are herd animals. They are now found only in wildlife preserves in the southwestern United States. Buffalo can reach a weight of 5 to 6 APs.



CHEETAH

DEX:	4	STR:	4	BODY:	3
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2

Attack Adventage: 3

POWERS: Running: 6 (limitation of 2 phases)
Tracking: 2
Stealth: 3 (Habitat only)

Cheetahs inhabit Africa and Southern Asia. They are generally solitary animals. They can be trained to hunt.

CHIMPANZEE

DEX:	3	STR:	3	BODY:	2
INT:	1	WILL:	2	MIND:	2
INFL:	1	AURA:	0	SPIRIT:	1

SKILLS: Acrobatics: 6

Chimpanzees are native to the jungles of Africa. They are surprisingly strong for their size; a 90 lb. chimpanzee is much stronger than a normal man. Chimps are social creatures.

COBRA

DEX:	2	STR:	0	BODY:	2
INT:	0	WILL:	0	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2

POWERS: Poison Touch: 3
Ultra Vision: 4
Analytical Smell/Tracking Scent: 7

Cobras can be found throughout south Asia. Being cold-blooded, they are sluggish in extreme temperatures. These snakes are not generally aggressive.

COCKROACH

DEX:	4	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	0
INFL:	0	AURA:	0	SPIRIT:	0

POWERS: Invulnerability (poisons and radiation): 2
Full Vision: 3

Cockroaches can be found in any inhabitable corner of the Earth. Prolific and hardy, these creatures have a high resistance to radiation and, it is believed, will live for millenia after man has become extinct.

DOG

DEX:	3	STR:	1	BODY:	2
INT:	1	WILL:	1	MIND:	2
INFL:	0	AURA:	0	SPIRIT:	1

POWERS: Analytical Smell/Tracking Scent: 7
Extended Hearing: 3

Dogs, both domestic and wild, can be found throughout the world. They are social animals that are gentle when domesticated, and they congregate in fearsome packs in the wild. The wild dog packs of Africa are feared by even the mighty lion.

DOLPHIN

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2

POWERS: Active Sonar: 7
Swimming: 5

Dolphins inhabit most areas of the sea, though they can sometimes be found in major rivers hundreds of miles upstream. They are usually found in packs. Dolphins are very intelligent and are friendly towards man.

EAGLE

DEX:	5	STR:	2	BODY:	2
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	2	SPIRIT:	2

Attack Advantage: 2
POWERS: Flight: 5
Telescopic Vision: 9

Eagles can be found throughout most of America, Africa, and Eurasia. They are usually found in mated pairs. They stake out a territory that can extend to a hundred square miles. They will fiercely defend their territory from other large birds of prey.

ELECTRIC EEL

DEX:	1	STR:	1	BODY:	1
INT:	0	WILL:	0	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1

Attack Adventage: 3
POWERS: Swimming: 2
Lightning: 4 (Bashing Combat)

The electric eel inhabits the rivers of South America. Its electric discharge is powerful enough to paralyze an animal as large as a horse.

ELEPHANT

DEX:	3	STR:	10	BODY:	8
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1

The Asian elephant may be found in the forests of Ceylon, India, Burma, Southeast Asia and Malaysia. It can reach a height of 9 feet, and weigh as much as 5 tons. The African elephant can reach a height of 13 feet and weigh upwards of 6 tons. An elephant requires one half ton of food a day.

GNAT

DEX:	7	STR:	0	BODY:	0
INT:	0	WILL:	0	MIND:	0
INFL:	0	AURA:	0	SPIRIT:	0

POWERS: Invisibility: 2

Gnats are found in most parts of the world. Some species are parasitic.

GORILLA

DEX:	2	STR:	5	BODY:	5
INT:	1	WILL:	2	MIND:	2
INFL:	1	AURA:	0	SPIRIT:	1

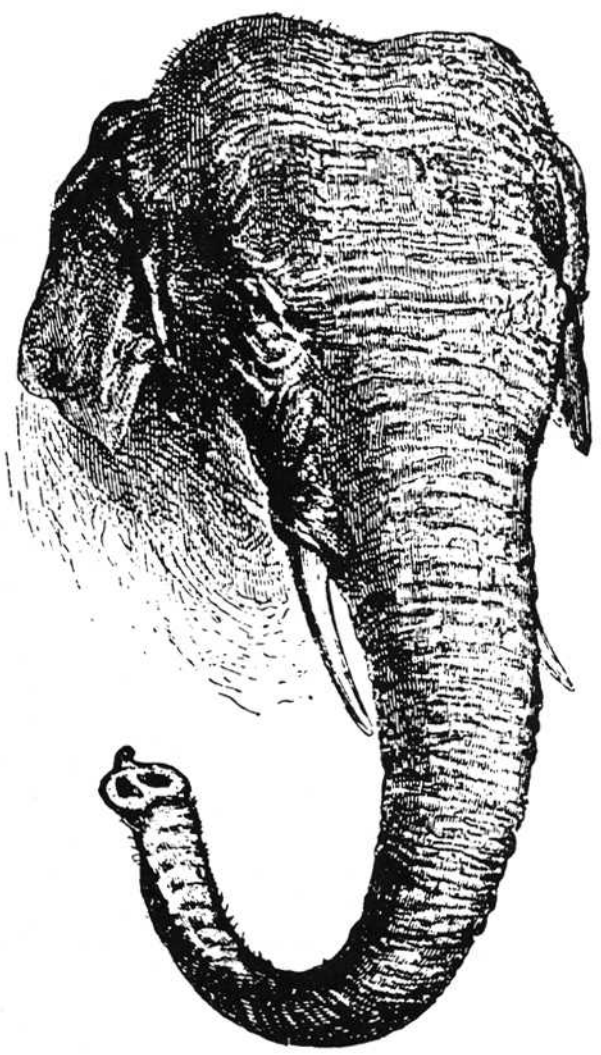
Gorillas live in Africa in groups of 10 to 20. They reach a height of 6 feet, and a weight of over 600 lbs.

HAWK

DEX:	5	STR:	1	BODY:	1
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1

Attack Advantage: 2
POWERS: Flight: 6
Telescopic Vision: 7

Hawks can be found throughout the world. They nest in pairs and feed on snakes and small rodents.



HORSE

DEX:	2	STR:	4	BODY:	5
INT:	1	WILL:	1	MIND:	2
INFL:	0	AURA:	0	SPIRIT:	1

POWERS: Running: 5

Horses are found throughout the world, living in herds in the wild.

LION

DEX:	3	STR:	4	BODY:	4
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2

Attack Advantage: 3
POWERS: Tracking: 2
SKILLS: Camouflage Self (Habitat): 3

Lions roam the plains of Africa and western India. They travel in prides of one male and 3 to 6 females with several cubs. They can be trained.

OCTOPUS

DEX:	2	STR:	2	BODY:	1
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1

Will attempt to Grapple.
POWERS: Water Freedom: 3
Stretching: 2
SKILLS: Camouflage Self: 3

The octopus inhabits temperate oceans of the world. A shy creature, it seldom bites even when handled. They move either by wriggling their eight tentacles or by propelling themselves backward using a jet stream of water.

OWL

DEX:	2	STR:	1	BODY:	1
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1

Attack Advantage: 2
POWERS: Flight: 4
Stealth (Flight only): 3
Ultravision: 6 (visible spectrum only, in very low light, but not in total darkness).

Owls can be found throughout most of the world. They are nocturnal. They are aided in their search for prey by their silent flight and keen night vision. They are fierce fighters, and are able to kill animals as large as small dogs.

PORTUGESE MAN-OF-WAR

DEX:	0	STR:	0	BODY:	2
INT:	0	WILL:	0	MIND:	0
INFL:	0	AURA:	0	SPIRIT:	0

Attack Advantage: 2
POWERS: Poison Touch: 3
Water Freedom: 1

Found in the warm water regions of the major oceans, these animals are colonies rather than single entities. They have tentacles of up to 60 feet in length which give a paralyzing sting.

PTEROSAUR

DEX:	5	STR:	2	BODY:	3
INT:	1	WILL:	1	MIND:	2
INFL:	0	AURA:	0	SPIRIT:	0

POWERS: Gliding: 5

These are extinct flying reptiles (Pterodactyls are in this family). The Pterosaur lived near lakes and rivers. Their major food source is fish.

RABBIT

DEX:	2	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	1
INFL:	0	AURA:	0	SPIRIT:	0

POWERS: Digging: 2
Running: 5

Found in most parts of the world, rabbits are prolific breeders. Rabbits are herbivores.

RHINOCEROUS

DEX:	3	STR:	6	BODY:	9
INT:	1	WILL:	1	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2

Maximum range for sight and hearing: 3 APs.

Rhinoceroses live in India, Africa and Malaysia. They are extremely bad tempered. The rhinoceros is almost blind and has little sense of smell.

SCORPION

DEX:	1	STR:	0	BODY:	0
INT:	0	WILL:	0	MIND:	0
INFL:	1	AURA:	0	SPIRIT:	1

POWERS: Poison Touch: 2

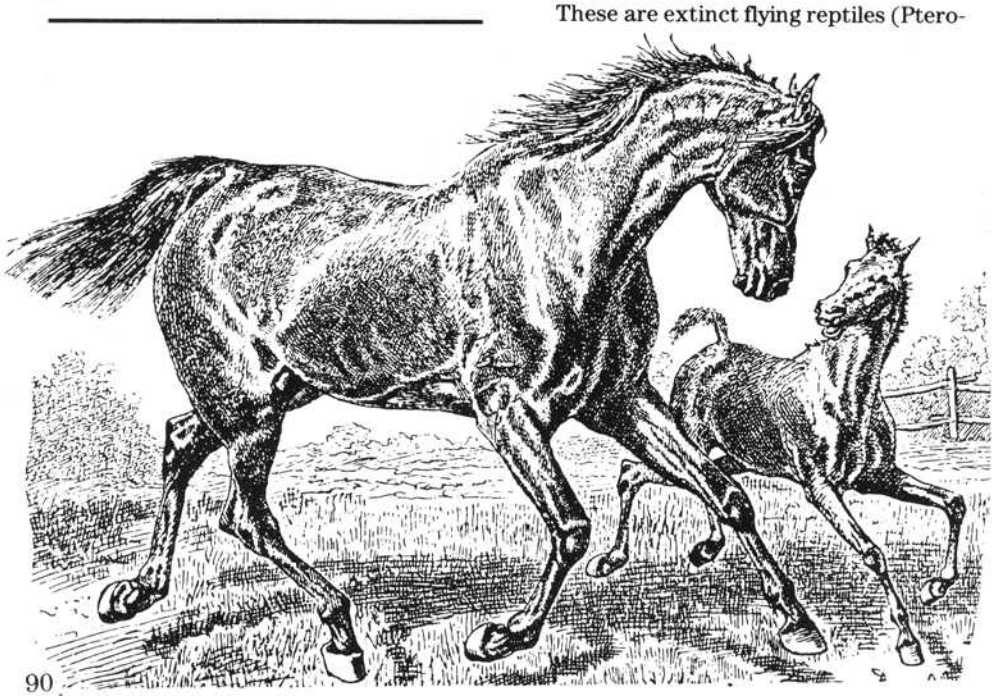
Scorpions, who live in temperate, subtropical, and tropical regions, are more of a pest than a danger, but can have a fatal sting.

SHARK

DEX:	6	STR:	7	BODY:	6
INT:	0	WILL:	0	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2

Attack Advantage: 2
POWERS: Water Freedom: 6

Sharks can be found in all of the major oceans of the world. There are thousands of species of sharks, only a few of which are dangerous. The maneaters include the Great White Pointer, the Tiger shark, and the Mako shark (which has been known to leap aboard boats). Sharks are usually solitary creatures, though some species, like the dangerous Hammerhead, travel in packs.



SPIDER

DEX:	4	STR:	0	BODY:	0
INT:	0	WILL:	0	MIND:	0
INFL:	0	AURA:	0	SPIRIT:	0

POWERS: Poison Touch: 3
Full Vision: 2

Of the thousands of varieties of spiders known to man, only a few are dangerous. These include the Black Widow and the Australian Red Back Spider.

SPIDER MONKEY

DEX:	3	STR:	1	BODY:	1
INT:	1	WILL:	2	MIND:	2
INFL:	1	AURA:	0	SPIRIT:	1

SKILLS: Acrobatics: 4

Spider monkeys are long-limbed inhabitants of the South American tropics. Curiousity is a strong trait in them.

TIGER

DEX:	3	STR:	4	BODY:	4
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2

Attack Advantage: 4
POWERS: Analytical Smell/Tracking
Scent: 3
Running: 4
SKILLS: Stealth: 4
Camouflage Self: 2 (habitat only)

Native to southeast Asia and Africa, tigers are aggressive creatures that generally live alone.

TRICERATOPS

DEX:	4	STR:	6	BODY:	11
INT:	1	WILL:	1	MIND:	2
INFL:	0	AURA:	1	SPIRIT:	0

Triceratops are the prehistoric predecessors of the modern rhinocerous. Triceratops are so named because of the three horns that protrude from their heads. Like all dinosaurs, Triceratops are exceptionally stupid.

TYRANOSAURUS REX

DEX:	6	STR:	8	BODY:	10
INT:	1	WILL:	1	MIND:	2
INFL:	1	AURA:	0	SPIRIT:	0

Attack Advantage: 4

The Tyranosaurus Rex was a huge, voracious creature that ruled the prehistoric world. It would eat anything that its tiny mind could recognize as food.



VULTURE

DEX:	4	STR:	1	BODY:	2
INT:	0	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1

POWERS: Flight: 5
Telescopic Vision: 8

Vultures inhabit temperate and tropical regions of the world. They feed on carrion, which has earned them the loathing of the human race.

WHALE

DEX:	3	STR:	12	BODY:	12
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2

POWERS: Swimming: 4
Active Sonar: 7

Whales inhabit all oceans and most seas of the world. They are the largest mammals on Earth.

WOLF

DEX:	2	STR:	1	BODY:	2
INT:	1	WILL:	1	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2

Attack Advantage: 3
POWERS: Tracking Smell: 7
Extended Hearing: 3

Contrary to popular belief, wolves are not dangerous to man. Wolves' primary prey are field mice. They now inhabit the northern regions of the Earth's major continents.

DESIGNER NOTES

This section is not part of the rules. These notes explain some of the design concepts which went into the game: why I chose them, and their strengths and weaknesses. If you are wondering why certain parts of the game have been designed as they were, you may find the answers in this section. If you have wondered what it is like to design a game, some indication is given below.

Attribute Points

The characters in DC Comics span a tremendous range of abilities. At one end of the scale slouches Jimmy Olsen, while the upper range is held up by Superman. Superman is easily hundreds of millions of millions times stronger than is Mr. Olsen. If the attribute scale I chose were linear (that is if a character with a Strength of 200 were twice as strong as a character with a Strength of 100), then Superman would have a 15 digit Strength: 745,590,000,000,000 or so. Character sheets would be messy, and thinking about what sort of Action Table the game would have given me nightmares ("Okay, just compare Wonder Woman's Strength of 32,880,565,400,000 with the Martian Manhunter's Body of 1,977,437,012... that's in the 8th book of tables...").

If I were to choose an attribute scale that grows too fast, then the heroes closer to the human end would all look the same. I didn't think anyone would believe that Jimmy Olsen, Batman and Cyborg all had the same Dexterity, Strength, and Intelligence. Finally, I chose this rule: A 10 AP difference measures a real world multiple of 1000, i.e. 23 APs is 1000 times as large as 13 APs.

The scale I chose is logarithmic, based on decimal exponents of 1000 (1000 raised to the .1, .2, . . . 1.0 power). The actual AP values, to two decimal places are:

AP Value	Actual	AP Value	Actual
1	1.99	6	63.10
2	3.98	7	125.89
3	7.94	8	251.18
4	15.84	9	501.19
5	31.62	10	1000.00

I rounded off the numbers, choosing simplicity over accuracy to make the game easier.

Now I can assign Attributes to Jimmy Olsen and Superman and hope to have them fit on the same table, and I can come up with Attributes for Batman which made him vastly superior to a human thug while not making him exactly the same as Cyborg or Terminator.

A Problem with APs: Does the Batman really have a Strength of 5? If a character has a Strength of 5 he can lift from 751 to 1,500 pounds of weight, no sweat. Is Batman really this strong? Well no... yes... maybe. Olympic weightlifters can lift over 450 pounds, which puts them at the lower end of the 4 AP range. Now Batman is said to be stronger than any Olympic athlete. Maybe he is just at the top of the 4 AP range, but that doesn't sound too heroic, so I gave him 5 APs to make him clearly stronger than an Olympic athlete. The AP scale was too coarse-grained to give Batman a smaller advantage, and I didn't want triple-digit attributes for Superman. I apologize for that sort of inaccuracy, but differentiating heroes from normal characters and from each other requires some compromise. Oh well, I couldn't have everything.

The Dice and Doubling

DC comic heroes can perform actions which are extreme, even for heroes of their ability. Conversely, there have been incidents where outgunned villains got a lucky break or a "a blow of maniacal intensity" to floor the hero at the appropriate moment. Doubles go a long way toward explaining this — No, Superman cannot normally lift the Earth (anymore, that is), but if he rolls well, he can do it. If he rolls really, really well, he can lift the Sun. Now it becomes possible to follow through a comic story going this a normal action for Wonder Woman' and "she must have rolled a 32 on that one." The game mechanics, in rudimentary form at least, can describe the action in a DC Comic.

The Action Table and the Result Table

The Action and Result Tables have been built to reflect a fact I discovered while reading DC comics: an AP advantage means more at the lower end of the scale than it does at the top end. Batman has 8 more APs of Dexterity and 3 more APs of Strength than the average thug. The thug is generally out of luck. Yet the same advantage means less at Superman's end of the scale; apparently the greater the abilities of characters, the less that a few APs of difference means. The AP groupings of each column of the Action and Result Table grow as they get closer to Superman's end.

The Column Shift Threshold was not originally part of the game and the game seemed quirky, for a good reason: without the threshold the Acting Attributes doubled as Effect Attributes. DEX, INT, and INFL became too important. But I wanted a one-roll system (in which an action can be resolved with one roll of the dice), and very high rolls had to give the action a greater effect. The Column Shift Threshold kept the benefit of high rolls, while getting rid of the excessive benefit of high Acting Values.

The Result Table has been built to model conflict situations such as Combat, bashing down walls, convincing an ugly crowd to simmer down, that sort of thing. It has been pressed into service for a number of non-conflict settings: information gathering, the performing arts, and building gadgets.

The Result Table does all of the duties it is asked to do, but it does not do all of them expertly. Results, and a hierarchy of results which make sense in combat, do not always make sense in other settings. I decided on the tradeoff between simulation and simplicity in this way: If the activity was important in the DC Comics, I would fit the system to the activity. If it happened in the real world but was of little consequence in comics, I would shoehorn it into the system and live with it. Thus, building an exotic piece of equipment works pretty well, but it takes a lot of S.T.A.R. Lab ingenuity to build a set of cutlery with a lifetime guarantee.

If the situation you are trying to model is routine and ordinary in the real world, the Action and Result Table, along with the rules, will probably skew the results. The Tables are meant to simulate the fantastic, not the mundane. If a result seems particularly weird, this could be the problem. Use common sense rather than leaning on the rules; send characters to a store in Gotham to buy silverware rather than have S.T.A.R. Labs build them a set.

Hero Points

Hero Points perform many functions in the game. In role-playing games it is common to give out 'experience points' which give your characters better abilities. As I read through hundreds of DC Comics, I was struck that while the Attributes, Powers and Skills of the Heroes certainly vary with time, many heroes seemed to have the same level of abilities for dozens of adventures. The cost of gaining abilities must be prohibitive... or the heroes must be able to use their 'experience points' in ways other than permanently increasing their abilities. So Hero Points have become 'experience points'.

The main function of Hero Points, modifying the tables, is also an outgrowth of the comics. While rolling doubles can explain almost any action in DC Comics, it is hard to believe that the heroes always roll doubles when they most desperately need it. The game needs to simulate this 'luck in the nick of time' element. Hero Points greatly increase a character's abilities in crucial situations.

Subplots

I was pleased with the way the game was going, until *Teen Titans #50* (the Wedding of Donna Troy) came out. My two thoughts were "This is a great story!" and "A GM would have no idea how to run this in the game." Super-Hero games seem

to be long on Combat rules and short on some of the other things which make comics interesting. In hindsight, Subplots are a rather obvious idea for a game with DC's type of characters. I was just a bit slow.

The purpose of Subplots is to allow the Players to guide their characters through the sort of subplots in DC Comics, ***if they want to do it***. If Players just want to bash villains, fine; forget Subplots. But the Subplot mechanics justify spending game time on the side stories which keep DC comics interesting. Subplots rely on give and take among the Players and the GM.

Powers

Actually, this section should be written by Brian Reid, who did the development work on the Powers. Unfortunately, at the time I am writing this, Brian had to do some real work on the game, so I'll handle this one too.

The original number of Powers in the game came to about 225. As the game system was simplified, many of the Powers looked exactly the same. So Brian removed some, healed those wounded by vicious playtesters, and basically got them into shape. Then Sam Lewis and I had to edit the suckers in one marathon session lasting about 20 hours. So if you find any mistakes, blame me.

Why do some Powers require you to have RAPs which exceed the Resistance Value of the defender? Those Powers have one thing in common: the effects of the Power would render a character useless in combat. Knocking a character unconscious in one punch does the same thing, so they should be of comparable difficulty.

Why does Mystic Link exist?

If you have read Bob Greenberger's Introduction to the DC Universe, you will have noticed how much space is devoted to magic and characters who use magic. Magic is making a comeback in the DC Universe, and will apparently flourish at the end of *Crisis On Infinite Earths*.

Brian Reid and I were arguing over the exact nature and strength of magic in the DC Universe. Mr. Greenberger had been hinting that magic was to be more plentiful once Earth was reassembled in *Crisis*, but 'more plentiful' is a difficult phrase to quantify. I came up with a test case: Terra and Zatanna had, in that version of the game, the same APs of Earth Control, only Zatanna's Power was a magical version of Earth Control. I asked Bob Greenberger, "Assuming Terra and Zatanna had the same degree of power, but Zatanna's is magical and Terra's is not, would either character have the advantage?" Yes, Bob said, Zatanna would have the edge. A large advantage, I asked? Zatanna could consistently beat Terra, Bob said. Uh-How consistently? Pretty much all the time, for Zatanna's Power has the extra force of magic.

If *Teen Titans #50* had me concerned, this had me panicked. The game did not work that way. If magic Powers are superior to others, why would any Player in his right mind choose another sort of Power?

Brian and I reworked the system, trying to balance a situation which was supposed to be unbalanced. Just when we were deciding to become monks dedicating our lives to rewriting DC Heroes, Jerry Epperson sent in a letter complaining that Mystical Powers seemed to be duplicates of Mental and Physical Powers. Why not give magicians a Power which would let them duplicate Mental or Physical Powers and be done with it? By modifying Jerry's suggestion I came up with Mystic Link.

Mystic Link is the best solution I could come up with; with it a magician with a reserve of Hero Points will probably kick the tar out of a character with the same APs of Mental or Physical Powers. But the magician must outspend the other character to obtain a significant edge. Eventually those Hero Points will run out, maybe not this battle, maybe not in the next, but some time. . .

Skills

Is it true you cannot build a fork with Gadgetry? Of course you can build a fork. But it only works for one meal. I have confessed elsewhere that Gadgetry does not work well for mundane items, and herein is the reason. If Gadgets with long durations were easy and cheap to build, they could be very inexpensive replacements for permanent Powers.

Rather than complicate the rules further, I have decided to live with the fact that, using Gadgetry, a S.T.A.R. Labs Gadgeteer with 5 APs who spends 2 Hero Points and one month on the attempt will end up with a fork that lasts for one dinner before it needs to be "recharged." But hey, it could have more APs of BODY than its creator.

This is obviously silly and should not be taken as the Way Things Are Meant To Be. Mundane items can either be purchased, or the GM could be a nice guy and give forks their proper duration. Besides, there is so much neat stuff you can build with Gadgetry.

Combat

How can guns do Bashing Damage?

Not very realistic. But if firearms and other weapons always do Killing Damage, then the character death rate exceeds the death rate of heroes in DC Comics.

Having done quite a bit of research on firearms for another game, I was reluctant to treat weapons in this way. Then I took the Batman character into a warehouse where a dozen hoods used Team Attacks and luck to reduce the Darknight detective to the Batstain in only three phases of Combat. I was convinced.

How can weapons have their own Acting Values?

Some weapons are more accurate than others, or they kick out such a volume of fire that they have a better chance of hitting their target than other weapons have. Originally I designed the weapons to have AP bonuses to the Acting Value of the user: a .38 Revolver would be a 0 and a .50 Caliber machinegun would be a +7, that sort of thing. I was happy with it. But Sam Lewis seemed to have some silly objections.

Sam thought weapon bonuses were ugly, ugly terrible beasts. "Don't the GM and Players have enough to worry about without weapons modifiers?" he asked. I said "That's the way weapons work in the system. Once you got used to it wasn't too bad, so stop being silly."

Sam struck back with "But how can you build a weapon with an AP bonus under the Gadgetry rules?"?

I weakened, allowing that maybe I could rewrite the Gadgetry rules again, then rallied by noting that all gadgeteers would be much too busy building forks to bother with weapons.

Sam then asked, "If weapons give AP bonuses, why doesn't Nightwing walk around with a .50 Caliber, just in case?"

So weapons now have Acting Values, large enough so they benefit the average Joe, but not so large as to tempt the average hero.

Wonder Girl with a Thompson submachine gun ran against the grain.

Sam's third point was applicable to armor as well as weapons. So normal Armor has its own BODY which substitutes for the BODY of the user, rather than as an AP bonus to the BODY of the user. Superman in a bullet proof vest does not sound right.

What About *Crisis On Infinite Earths*?

DC did a prodigious job of answering my blizzard of questions concerning Crisis and its effect on the DC Universe. The game is being released in the first half of the maxi-series, causing two problems:

1. DC has not decided on all of the details yet (just what is the name of the Bad Guy, anyway?). Rather than contradict something DC would decide in the future, I just left certain areas blank.
2. Some of the details can not be revealed without spoiling the upcoming issues in the series. I understand that this is Not A Good Thing To Do. The characters and backgrounds of Harbinger, Monitor, and Pariah will have to wait.

So what is in the game? The information in the game, concerning characters and places and events, are compatible with my latest information as to how things will be when Crisis is over, with the exception of Red Tornado (who appears in an upcoming module in his old form). Maybe we can do a Crisis sourcebook when it's all over.

So how come I haven't answered your question about the design of the game? Because of limited space. Because I have not heard it yet. If you have a question concerning the design of the game, write to:

Greg Gorden
Mayfair Games
P.O. Box 5987
Chicago, IL 60680

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BENCHMARK APs

APs	TIME	DISTANCE	WEIGHT	VOLUME	INFORMATION	APs
0	4 seconds	10 feet	Sack of grain (50 lbs.)	1 cubic ft.	Paragraph	0
1	8 seconds	20 feet	Human Child (100 lbs.)	2 cubic ft.	Doublespace Typed Page	1
2	16 seconds	40 feet	Human Adult (180 lbs.)	4 cubic ft.	2 Typed Pages	2
3	32 seconds	80 feet	Lion (400 lbs.)	35 gal. Fishtank	1,000 words	3
4	1 minute	150 feet	10' high tree (700 lbs.)	Doghouse	Chapter from a Book	4
5	2 minutes	100 yards	Grizzly Bear (½ ton)	Closet	Term Paper	5
6	4 minutes	200 yards	Car (1.5 tons)	Pantry	Short Story	6
7	8 minutes	⅛ mile	Elephant (3 tons)	5-Man Tent	64K Computer Memory	7
8	16 minutes	¼ mile	"Semi-" Truck (6¼ tons)	Bathroom	Novella	8
9	32 minutes	½ mile	Light Tank (12.5 tons)	Bedroom	Paperback Novel	9
10	1 hour	1 mile	DC-9 Airplane (25 tons)	Living Room	Elementary Textbook	10
11	2 hours	2 mile	Battle Tank (30 tons)	Store Front	1 Megabyte of Memory	11
12	4 hours	4 miles	Blue Whale (60 tons)	Studio Apt.	Tolstoy's "War and Peace"	12
13	8 hours	8 miles	Boeing 747 (110 tons)	1 Bedroom Apt.		13
14	16 hours	16 miles	C-5A Galaxy (240 tons)	Cottage		14
15	1 day	30 miles	Freighter (450 tons)	3 Bedroom House	A Year of DC Comics	15
16	2 days	60 miles	Destroyer (900 tons)	2 Flat Apt. Building	Oxford English Dictionary	16
17	4 days	125 miles	Small Building (1800 tons)	4 Flat Apt. Building	Set of Encyclopaedias	17
18	1 week	250 miles	Loaded Train (3800 tons)	Small Warehouse		18
19	2 weeks	500 miles		Large Warehouse		19
20	1 month	1000 miles		8 Story Building		20

Benchmark APs are easier to play. If necessary, use the Upper Bounds given below.

AP EQUATIONS

Time = Distance - Speed
Distance = Speed + Time
Effect Value - Weight = Distance
Speed = Distance - Time

COMBAT MODIFIERS

TYPE OF ATTACK	Opposing Value Column Modifier	Resistance Value Column Modifier
Critical Blow	+2	-3
Devastating Attack	+4	-6
Multi-Attack ..... on 2	+1	+1
on 3-4	+2	+2
on 5-8	+3	+3
on 9-15	+4	+4
on 16-30	+5	+5
on 21-60	+6	+6
Pull Your Punch	-	+1
Sweep Attack..... Area	-1	-1
Linear Area	-1	-
Team Attack..... by 2	-1	-
by 3-4	-2	-
by 5-8	-3	-
Trick Shot (minimum)	+2	-
Situation Modifiers.....		
Blindside	-1	-
Darkness	+2	-
Surprise	-2	-
Underwater	-	+1

AP RANGE UPPER LIMITS

APs	TIME	DISTANCE	WEIGHT
0	4 seconds	10 feet	50 lbs.
1	8 seconds	20 feet	100 lbs.
2	16 seconds	40 feet	200 lbs.
3	32 seconds	80 feet	400 lbs.
4	1 minute	150 feet	750 lbs.
5	2 minutes	100 yards	1500 lbs.
6	4 minutes	200 yards	1.5 tons
7	8 minutes 20 s.	416 yds. 2 ft.	3.25 tons
8	16 minutes 40 s.	833 yds. 1 ft.	6.50 tons
9	33 minutes 20 s.	1666 yds. 2 ft.	13 tons
10	1 hour 6⅔ m.	1 mile, 4720 ft.	26 tons
11	2 hours 13⅓ m.	3 miles, 4160 ft.	52 tons
12	4 hours 26⅔ m.	7 miles, 3040 ft.	104 tons
13	8 hours 53⅓ m.	15 miles, 800 ft.	208 tons
14	16 hours 40 m.	28 m. 2160 ft.	375 tons
15	1 day 9 h. 20 m.	56 m. 4320 ft.	750 tons
16	2 days 18 h. 40 m.	113 m. 3360 ft.	1500 tons
17	5 days 18 h. 53⅓ m.	236 m. 3920 ft.	3125 tons
18	11 d. 13 h. 46⅔ m.	473 m. 2560 ft.	6250 tons
19	23 d. 3 h. 33⅓ m.	946 m. 5120 ft.	12500 tons
20	46 d. 7 h. 6⅔ m.	1893 m. 4960 ft.	25000 tons

PERSUASION

NPC State Before Persuasion	Opposing V. Column Modifier
Awestruck/Enamored	-2
Friendly	-1
Neutral	0
Suspicious	+1
Hostile	+3
Opposed to Character	+4
Personal Vendetta	+7

UNIVERSAL MODIFIERS

DESCRIPTION	Standard Action Modifier	Automatic Action OV & RV
Easy	-1	n.a.
Average	0	n.a.
Challenging	+1	2
Difficult	+2	4
Strenuous	+3	6
Extreme	+4	8
Pushing the Limit	+5	10
Herculean	+6	12
Beyond the Limit	+7	15

OV & RV: Opposing Value and Resistance Value
n.a.: Not Applicable

INTERROGATION

Knowledge Points	Information Revealed
1-2	A minor clue or riddle
3-4	Name or place of a character connected with the central theme
5	Vague details about the villain's scheme
6	All that the interrogated character knows.

GOING FOR BROKE

Opposing Value Columns Declared	Resistance Value Bonus Column Modifiers
+2	-3
+4	-6
+6	-9
+8	-12

OPTIONAL POWER RANGE EFFECTS

Range	AP Modification to Determine Range	Opposing Value Column Modifier
Short	Range APs minus 3 APs	0
Medium	Range APs	+1
Long	Range APs plus 1 AP	+2

BODY AND WEIGHT OF COMMON ITEMS

TYPE	Body	Weight
Buildings		
House	13	10
Single Office Building	15	12
Brownstone Six Flat	17	14
Warehouse	17	14
Mansion	18	15
Small Office Building	18	15
Abandoned Factory	20	20
High Rise Office Building	22	16
Apartment, High Rise	25	17
Office Skyscraper	29	23
Walls		
Wood	6	5
Brick	8	7
Concrete	10	8
Reinforced Concrete	12	10
Steel	17	13
Promethium	25	12

TYPE	Body	Weight
Openings and Entrances		
Small Window	1	0
Medium Window	2	1
Interior Door	3	1
Large Window	3	3
Outside Door	4	1
Large Double Door	5	2
Bullet-Proof Glass	7	+1*
Steel Reinforced Door	7	3
Bank Vault Door	16	12
Landscape		
Bush	2	0
Sapling	2	2
Small Tree	4	4
Medium Tree	7	6
Large Tree	10	9
Larger Tree	13	12
Huge Tree	16	15

TYPE	Body	Weight
Furnishings and Appliances		
Dining Room Chair	1	0
Small Desk	1	0
Dresser	2	1
Large Dining Table	2	2
Large Desk	3	1
Piano (Baby Grand)	3	3
Washing Machine	3	3
Kitchen Sink	4	1
King Size Bed	4	2
Couch	4	3
Refrigerator	4	3
Bathtub	5	3

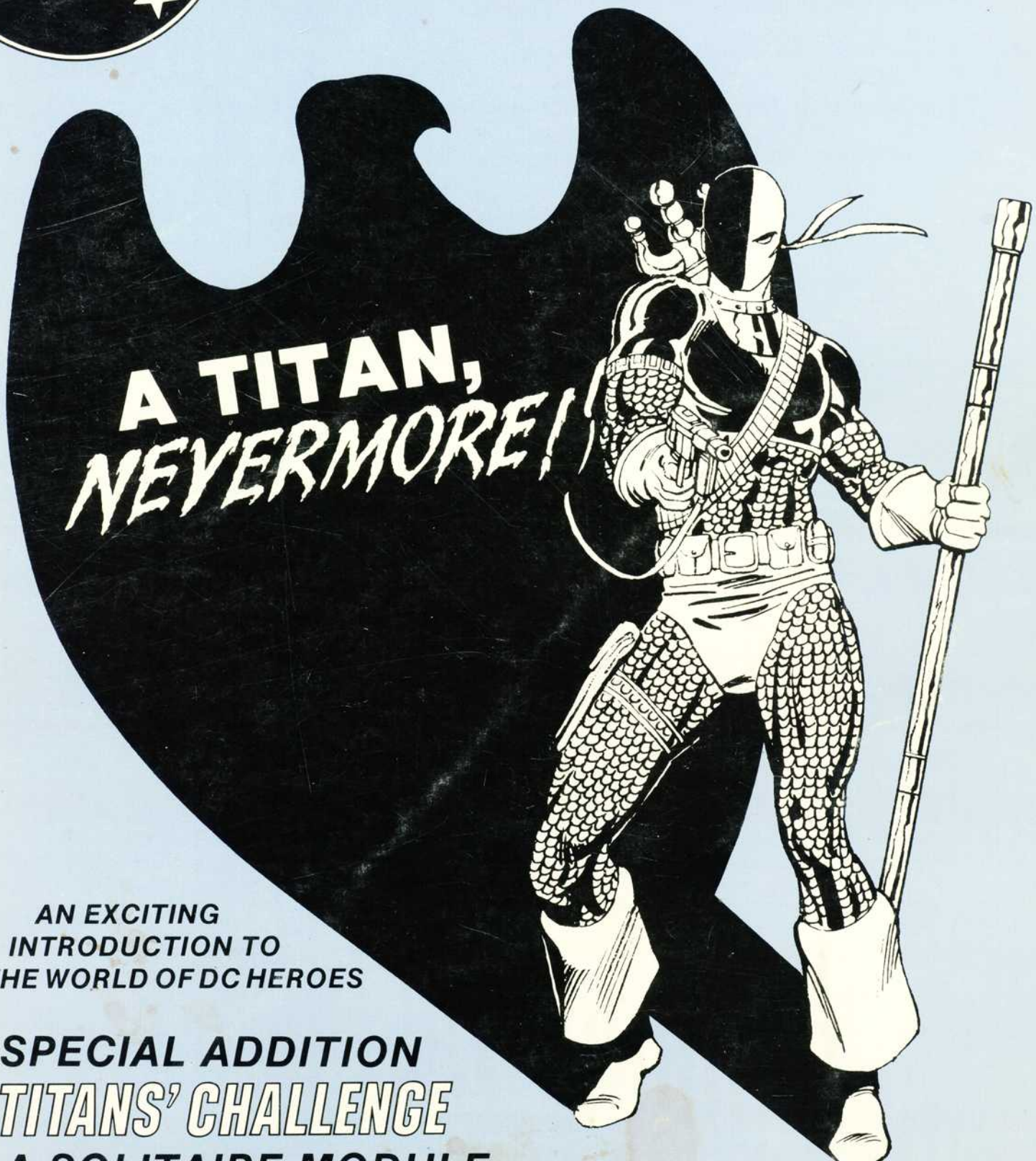
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DC HEROES ROLE PLAYING GAME

TM



A TITAN, NEVERMORE!

AN EXCITING INTRODUCTION TO THE WORLD OF DC HEROES

SPECIAL ADDITION

TITANS' CHALLENGE

A SOLITAIRE MODULE

A TITAN NEVERMORE

CREDITS

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TM

Changeling, Cyborg, Jericho, Nightwing, Starfire, Wonder Girl, Raven, Wonder Woman, Aquaman, Aqualad, Superman, Batman, Robin, Green Lantern, Atom, Elongated Man, Black Canary, Green Arrow, Flash, Kid Flash, Zatanna, Firestorm, Hawkman, Martian Manhunter, Mr. Mxyzptlk, Terminator, Gorilla Grodd, Cheetah II, Trigon, Joker, Lex Luthor, Killer Frost, Black Bison, Bug, Byte, Chesire, Penguin, Sinestro, Brother Blood, Brainiac, Black Manta, The Shark, Dr. Psycho, Terra, Darkseid, Mantis, Para-Demons, The New Teen Titans, Garfield Logan, Marc Logan, Doom Patrol, Robotman, Victor Stone, Joseph Wilson, Slade Wilson, Dick Grayson, Koriand'r, Tamaran, the Citadel, Psion, Starbolt, Donna Troy, Terrance Long, Arella, Azarath, Azur, Dianna Prince, Queen Hippolyte, Steve Trevor, Arthur Curry, Tom Curry, Atlanna, Atlantis, King Juvor, Mera, Garth, Queen Berra, King Thar, Tula, Clark Kent, Krypton, Jonathan & Martha Kent, "Truth, Justice and the American Way," Kryptonite, Bruce Wayne, Thomas & Martha Wayne, Jason Todd, Joseph & Tina Todd (The Flying Todds), Killer Croc, John Stewart, Hal Jordan, Guy Gardner, Abin Sur, Ray Palmer, Ralph Dibny, Sue Dibny, Gingold Juice, Dinah Laurel Lance, Dinah Drake Lance, Larry Lance, Oliver Queen, Starfish Island, Barry Allen, Flash Comics, Iris, the Turtle, Wally West, Flash Fan Club, Zatara, Karna, Ronnie Raymond, Martin Stein, Carter Hall, Kator Hol, Shyera Hol, Shiera Hall, Thanagar, Byth, Hawkgirl, John Jones, J'onn J'onzz, General Branx, the Man of Steel, Adeline Kane, Central City, Deborah Domaine, Kobra, Gotham City, Dr. Crystal Frost, Dr. Louise Lincoln, John Ravenhair, Barney Bonner, Blythe Bonner, Wen Chang, Korugar, Quard, Zandia, Church of Brother Blood, Colu, Kandor, Metropolis, Arthur Curry Jr., Marva, Tara Markov, Brion Markov, Geo-Force, the Outsiders, World of the Old Gods, Apokolips, New Genesis, "Bugs," New Gods, power-pod, Alfred, Julia Remarque, Mademoiselle Marie, Vicki Vail, Picture News, Commissioner Jim Gordon, Lois Lane, Daily Planet, Lana Lang, WGBS, Jimmy Olsen, Perry White, Morgan Edge, S.T.A.R. Labs, Nocturna, H.I.V.E., Justice League of America, the Clown Prince of Crime, Justice League Satellite, Transporter Tube, Ocean Master, Scavenger, Weather Wizard, Green Lantern Corps, The Guardians of the Universe, Power Ring, Planet Oa, Thanagar, Red Tornado, John Smith, The Man of Tomorrow, the Man of Steel, The Phantom Zone Villains, General Zod, Ursa, Non, Fortress of Solitude, The Amazing Amazon, General Darnell, Cheeta, Golden Lasso, Magic Bracelets, Paradise Island Robot Plane, Harvey Bullock, Catwoman, Darknight Detective, Caped Crusader, Dynamic Duo, Batgirl, Barbara Gordon, space sector 2814, Gotham Goliaths, Francis Kane, Speedy, Titan's Tower, T-Jet, Skycycle, T-Helicopter, T-Submarine, Batmobile, Batcopter, Batarang, Batplane, Batcave, Utility Belt, Batcomputer, Wayne Manor, Wayne Foundation Building, Ambush Bug, Okaara, X'hal, "Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings at a single bound...Look! Up in the sky! It's a bird! It's a plane! It's Superman!," "This looks like a job for Superman!," "Up, up and away!," "He fights a never-ending battle for Truth, Justice, and the American Way.," Kal-El, The Atom, The Metal Men, Metamorpho, Fastest Man Alive, Rex Mason, Rain Egypt, Element Man, Komand'r, Matter Eater Lad, Cosmic Boy, Rann, Adam Strange, Zeta Beam, Omega Men, Tigorr, Broot, Earth-2, Earth-S, Earth-X, Madame Xanadu, Felix Faust, Spectre, Dr. Fate, Mordru, Abnegazar, Rath, Ghast, Nebiros, Dan Cassidy, Blue Devil, Sargon, Jim Corrigan, Arion Lord High Mage, Gemworld, Amy Winston, Lady Amethyst, Lord of Order, Kent Nelson, Dr. Destiny, Phantom Stranger, Tala, Church of the Blood Red Moon, Andrew Bennett, Vigilante, Black Lightning, Liberty Belle, Tarantula, The Huntress, Mirror Master, Weather Wizard, Trickster, Captain Cold, Parasite, Masters of Disaster, Demolition Team, Black Hand, Bronze Tiger, Injustice Gang, Secret Society of Super-Villains, Force of July, Vega, Ring of Life, Citadel Homeworld, Culacao, Hynxx, New Alliance, Sindromeda, Emena Branx, Rashashoon, Voorl, Euphorix, Slagg, Rogue, Dreadfahl, Aello, Ogyptu, Changrahn, Blue Nebula, Madgap Nebula, Gordanian Asteroid Mine, Tallgrass, Transit, Cestos, Hamasi Robotics Station, Spider Control Nests, Uxor, Wombworld, Auron, SSilithiss, Warlords, Fluxseep, Grafalloons, Spittroids, Velorpians,

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TITANS' CHALLENGE
A SOLO MODULE

Titans' Roll Call: Nightwing, Starfire, and Wonder Girl.

HOW TO PLAY A SOLO MODULE.

Titans' Challenge is a Solo Module. That means one person can play it and still enjoy all the action and excitement of a regular module.

In this Solo Module, you play the Super-Hero characters **and** act as your own Gamemaster.

This module works like a normal DC Heroes game module, with the same dice rolls and the same type of scenario as in a regular module. However, in this Solo Module, the mechanics of the game have been explained each step of the way to help you learn the system more easily.

This module is broken up into three encounters:

1. Wonder Girl battles a Humanoid Robot. This encounter covers the use of the Action and Result Tables.

2. Starfire races against time and a flying missile. This encounter covers Automatic Actions and the use of Attributes.

3. Nightwing faces a do or die battle with Cheshire. This encounter covers the use of Hero Points to alter the chances of success in a situation where things are going badly for your character.

All of these encounters occur simultaneously at S.T.A.R. Labs.

Before you begin playing, you will need the following:

Dice (included in the game)
Character Cards for Wonder Girl, Starfire, and Nightwing
Action Table
Result Table

To play this adventure, all you have to do is read the beginning of each encounter and follow the instructions.

If there are any dice rolls or decisions to be made, you make them and follow the instructions for going on to the next section. The sections are labelled **1a, 1b,** etc.

Go to the next section, read it, make the dice rolls or decisions, and keep going until you reach the section that ends with **End of Encounter**.

The Success Numbers needed for all dice rolls are already worked out for this module. However, it may be helpful to your understanding of the system to refer to the Character Cards and the Action and Result Tables every time you make a dice roll.

There is a chance that the heroes may not win. It all depends on you: on the decisions you make, on the skills you have, and how you use them.

One last note before you begin: This Solo Module is designed to help you learn the DC Heroes System. So play it more than once, each time making different decisions, or seeing what it's like if your roll is higher or lower. Notice how the right decisions will allow you to make easier rolls for the same results of a particular action. Making the right decisions will allow you to rely less on sheer luck and more on your skill as a role playing Super-Hero character.

The adventure begins now, read on!

The B.B.C. is Stolen

Wonder Girl, Starfire, and Nightwing are visiting S.T.A.R. Labs at the invitation of computer scientist Dr. Darwin Lewis, a tall, hefty man with thick glasses and a fastidiously waxed moustache.

"I'm glad you were able to come," he says. "I have something rather special I'd like to show you. It's a new component that I'd like you to test."

"The hyper-time bubble you have installed on your S.T.A.R. Kilotrax computer in the Titans' Tower will be able to test run this component in less than a day. On a normal computer it would take a week or more."

He leads you through a series of security screens and airlocks until you reach the Clean Room, a dust-free, environmentally-controlled chamber. It is a large room with tiled floors and steel counters.

"This is our top-security Clean Room," says Dr. Lewis. "We are taking no chances here, as what we have just developed will change the entire world of computers."

Dr. Lewis steps to the counter and picks up a plastic case. "You are about to see a Billion-Byte Chip. It has the largest memory capacity of any single computer component on earth."

He opens the case, and screams, "It's gone!"

Dr. Lewis bolts to the red security phone. "Lock all the exits. No one leaves the premises. The B.B.C. has been stolen."

He turns to you and says, "It was here just a moment ago. Whoever has it must still be in the building."

The intercom beeps and a smooth, female voice purrs, "Your security devices are good, but not good enough. If you want the Chip, come and find me. If you don't want it, I appreciate you making it for me."

"Titans, split up," says Nightwing. "Find the thief and bring back that Chip! I'll head out to check the warehouse. The theif might be hiding there."

"Okay, Nightwing. Wonder Girl and I will stake out this area and check out the corridor," Starfire says, as she and Wonder Girl begin to move east down the hall. Wonder Girl stops in front of the next door on the left.

"I've got a funny feeling about this room." she says. "I'll be right out if I don't find anything."

Wonder Girl's Encounter



WONDER GIRL™ *alias Donna Troy™*

DEX:	8	STR:	11	BODY:	7
INT:	8	WILL:	4	MIND:	5
INFL:	5	AURA:	3	SPIRIT:	3
INITIATIVE:	21 (29)				

Starfire's Encounter



STARFIRE™ *alias Koriand'r™*

DEX:	7	STR:	6	BODY:	7
INT:	5	WILL:	6	MIND:	9
INFL:	8	AURA:	5	SPIRIT:	6
INITIATIVE:	20 (30)				

Nightwing's Encounter



NIGHTWING™ *alias Dick Grayson™*

DEX:	7	STR:	3	BODY:	6
INT:	7	WILL:	6	MIND:	7
INFL:	8	AURA:	6	SPIRIT:	5
INITIATIVE:	22 (29)				



This encounter demonstrates the use of the Action and Result Tables.

Wonder Girl enters a large, steel-lined room. The intercom beeps and the same feminine voice she heard before purrs, "I'm not in here, but I left something that will keep you busy."

A steel panel slides silently open, revealing a large silver humanoid robot that steps out and approaches Wonder Girl. Go to **1a.**

NOTE: The purpose of this encounter is to teach you to use the Action and Result Tables. Therefore, if no significant damage is done to either character after each has made three attacks, go on to the next encounter.

ROBOT

DEX:	6	STR:	10	BODY:	9
INT:	1	WILL:	1	MIND:	1
INFL:	N.A.	AURA:	N.A.	SPIRIT:	N.A.
INITIATIVE:		7	HERO POINTS:		0

1a Wonder Girl and the Robot are about to enter Combat. Combat has a specific sequence of play, which is covered in the Player's Manual. For now, concentrate on using the Action and Result Tables.

In Combat, who goes first is important. Determining who goes first is called an Initative Roll. In this battle, the Robot will always move slower than Wonder Girl. Therefore Wonder Girl always acts first. For information on how to determine Initiative, see Initiative in the Player's Manual.

To see if an attack is successful, the attacker's Acting Value and the defender's Opposing Value are compared on the Action Table. Wonder Girl will attack the robot with a Physical Attack, trying to smash it to pieces.

Wonder Girl's Physical Acting Value is her Dexterity. Her Dexterity is 8, so her Acting Value is 8. The Robot's Opposing Value against the Physical Attack is its Dexterity. It has 6 APs of Dexterity.

To compare Wonder Girl's Acting Value of 8 to the Robot's Opposing

This encounter is designed to teach you about Automatic Actions. It also features the use of Attributes: Powers and Skills vs. Basic Attributes.

BUZZ BOMB

DEX:	12	STR:	7	BODY:	4
INT:	N.A.	WILL:	N.A.	MIND:	N.A.
INFL:	N.A.	AURA:	N.A.	SPIRIT:	N.A.
INITIATIVE:		12	HERO POINTS:		0

As Starfire turns to open the door to her right, she hears a sound like a large metal door opening, then a sound like a rocket taking off.

The intercom beeps and a filtered voice purrs through it, "Titans, the sound you just heard was a Buzz Bomb taking off. I thought you'd be interested."

The intercom clicks off.

The intercom beeps on again. "Oh, by the way, it's headed for Downtown Manhattan and will explode in about 20 seconds. Like I said, I thought you would like to know."

Starfire is the only Titan who can reach the bomb before it explodes.

The bomb will explode at the beginning of the sixth phase, 3 APs of time, or 32 seconds from now.

Keep track of Time. It is important for you to keep track of the number of phases that have passed on the time chart below. Mark off one box every phase.

Time Chart

PHASE ONE (Mark off the first box)

Starfire has no choice, she must catch the Bomb. Using her incredible Power of Flight, she has a good chance of catching the Buzz Bomb. Starfire streaks out of the building before the missile silo closes.

Starfire's Flight is an Automatic Action. With it, she can fly up to 12 APs of distance per phase. This means she can fly about 4 miles in 0 APs of time.

This encounter demonstrates the substitution of Skill for Strength and DEX, and the use of Hero Points.

CHESHIRE

DEX:	10	STR:	6	BODY:	6
INT:	6	WILL:	5	MIND:	3
INFL:	5	AURA:	4	SPIRIT:	3
INITIATIVE:		21	HERO POINTS:		0

Cheshire has used all her Hero Points. She cannot bid against Nightwing.

Nightwing opens the door to the warehouse. It's dark inside. He can barely make out the outlines of the heavy wooden crates inside.

It's deadly silent. He steps in.

Suddenly, something heavy lands on his back, throwing him to the floor. Before he is able to do anything, something tears into the flesh of his shoulder. Nightwing can feel poison running through his veins. Before he even sees her, he realizes who it is by her style of attack: Cheshire the professional assassin. He realises that he has less than five seconds before he blacks out.

Nightwing also knows that S.T.A.R. Lab Security will arrive in ten seconds, and they can get him medical help, but that extra five seconds will be enough time for Cheshire to make her escape with the Billion-Byte Chip. He must act now and make the right decisions!

This will be a difficult battle for Nightwing, unless he makes the right decisions. Go to **3a.**



Value of 6, go to the Action Table. Go down the Acting Value column on the left-hand side until you get to the 7-8 Row. Now go across the Opposing Values until you find the 5 to 6 Column. Where the Row intersects the Column is the Success Number Wonder Girl needs to hit the Robot.

The Success Number is 9. If you came up with another number, it is incorrect

Go to **1b.**

1b Since the Success Number is 9, you must roll a 9 or better on two ten-sided dice in order to hit the Robot.

NOTE: You add the numbers on the two dice together to determine your roll. For instance if you roll a 3 and a 4, your have rolled a 7. If you roll doubles you can roll again! If you roll a 2 (double 1's), however, you automatically fail the action your character is attempting.

Now roll:

If you roll a 9, or 10, you have hit the robot: Go to **1e.**

If you roll an 11 or better you will get a bonus called a Column Shift. Go to **1i** for an explanation.

If you roll a 8 or less, Wonder Girl has missed the Robot and it is the Robot's turn to attack. Go to **1c.**

1c There is an opening in Wonder Girl's defenses. She knows it, and the Robot sees it. Is he able to take advantage of it? Can he hit Wonder Girl?

Find the Robot's Success Number. The Robot will attack Physically, using it's Physical Acting Value. It's Acting Value for Physcial Attacks is its Dexterity of 6 APs. Wonder Girl uses her Opposing Value for Physical Attacks, her Dexterity of 8 APs, to defend. Find where the two values meet on the Action Table. We can see that you must roll 13 or higher for the Robot to hit Wonder Girl.

Roll the dice to see if the Robot is able to hit Wonder Girl.

If you roll a 13 or 14 the Robot hits Wonder Girl. Go to **1f.**

Here is a list of APs and their relative distances. Note that APs measure a range of distance. Any distance within this range is considered part of the same AP Value. For instance, 3 APs of distance is the range of 41 -80 feet. Any distance within this range is called 3 APs.

APs	Distance
0	0 -10 feet
1	11 -20 feet
2	21 -40 feet
3	41 -80 feet
4	81 -150 feet
5	151 -300 feet
6	301 -600 feet
7	601 -1250 feet
8	1251 -2500 feet (¼ mile -½ mile)
9	2501 -5000 feet (½ mile -almost 1 mile)
10	5,001 -10,000 feet (1 mile -almost 2 miles)
11	approx. 2 miles -4 miles
12	approx. 4 miles -8 miles

The Buzz Bomb is travelling at 11 APs per phase. How much faster is Starfire than the Buzz Bomb?

She is travelling twice as fast. If you have another answer, look at the above chart again. Go to **2i.**

3a Cheshire is a master of Martial Arts. It is likely that she will be using her Martial Arts Skill which substitutes for her Dexterity and Strength. Nightwing also has Martial Artist Skill of 7 APs. Let's suppose that Nightwing rolls well on Initiative and beats Chesire's Attack. He has a chance, just one, to beat her.

When you substitute a Skill or Power for an Attribute, the Attribute is put aside, and only the APs of the Power or Skill are counted as the Acting and/or Effect Value.

Therefore Nightwing's Acting and Effect Values will both be 7, his APs of Martial Artist.

Go to **3b.**

3b You get to move first.Cheshire is fast, making her a difficult target to hit. Nightwing has only one chance to save the chip. He must knock out Cheshire with one blow. Do you want to burn some Hero Points to increase Nightwing's chance to hit?

Spending Hero Points allows a char-





If you roll a 15 or higher, the Robot will receive the Column Shift bonus for damage. Go to **1i** for an explanation.

If you roll a 12 or less, the Robot has missed Wonder Girl. Go to **1d.**

1d You enter the next phase. All combat is conducted in phases which are 0 APs of time, or about 4 seconds long. A phase is the time it takes for all the characters to do one attack, one movement, and one simple action which is neither an attack nor a movement.

Examples of simple actions" are: picking up an object, turning on a machine, opening a door, grabbing a Non-Player Character, etc. In DC Heroes a lot can happen in four seconds!

Since it is a new Combat phase, Wonder Girl and the Robot continue the battle. Go to **1b.**

1e Wonder Girl has hit the Robot! Now you must go to the Result Table to find out how much damage she has done.

The Result Table works a lot like the Action Table. The major difference is the numbers that you compare. On the Result Table you compare the Effect Value of the attacker to the Resistance Value of the Defender.

These values usually come from the Attributes of a character or object, but sometimes Powers and Skills can be used instead.

Wonder Girl's Effect Value for Physical Attacks is her Strength of 11 APs. The Robot's Resistance Value for Physical Attacks is its BODY of 9 APs. To find the damage, locate the Effect Value column on the left-hand side of the Table. Go down to the 11-12 row. Now find the Resistance row on the top of the Result Table. Go across to the 9 to 10 Column. Find where the Column and the Row meet. The number is 4.

This is the Result APs of Wonder Girl's attack. They are subtracted from the Robot's current APs of BODY.

Did Wonder Girl do enough dam-

2a Starfire Missed! The bomb's internal sensors reacted to her presence and dodged her attack. Time is running out!

Starfire enters the next phase. Mark the next box on the Time Chart. Is this the sixth phase? If yes, Go to **2b**. If no, Go to **2c**.

2b There is no more time! The bomb explodes, levelling the buildings around Starfire. She is thrown clear of the blast, and luckily she is only knocked unconscious. She has failed her mission this time. Go to the next encounter.

End of Encounter

2c You have to decide how Star fire will attack the bomb. Her Starbolt is much more powerful than her punch, but will the Starbolt cause the bomb to explode, or will there be enough energy to vaporize it? If she tries to punch it, will she do enough damage to destroy it in time, or will the impact of her punch set the bomb off ?

What attack will she use? Punch? Go to **2d.** Starbolt? Go to **2g.**

2d You decide that Starfire will try to punch the bomb. The bomb twists and turns in midair, ducking and dodging her attack. It's hard to get a clear shot at it.

To hit the bomb, you must compare Starfire's Acting Value against the Bomb's Opposing Value. Since this is a

acter to temporarily increase his Acting or Effect Value.

Nightwing has 10 Hero Points he can spend. Does he want to spend them now, or wait until later.
Spend Hero Points? Go to **3g.**
Do not spend Hero Points? Go to **3c.**

3c Comparing Nightwing's Acting Value for Physical Attacks of 7 (Martial Artist Skill) and Cheshire'sOpposing Values for Physical Attacks of 11 (Martial Artist Skill) you find you need to roll a 15 or better for Nightwing to hit Chesire. Nightwing would need an 18 or better for a Column Shift.
Roll the dice:
Did Nightwing hit her? Yes, Go to **3d.**
No, Go to **3e.**

3d Go to the Result Table and compare Nightwing's Effect Value to Cheshire'sResistance Value. Remember if Nightwing elected to spend Hero Points, add them to Nightwing's Effect Value. If you did not decide to spend Hero Points before YOU CANNOT SPEND THEM NOW. Normally, Nightwing's Effect Value of 7 will reduce Chesire's Body by 3 APs, not enough to knock her out unless a Column Shift was added.

Nightwing didn't know that Chesire had already taken some damage from breaking into S.T.A.R. Labs and her current Body was only 2 (although she still defended with a Resistance Value of 6

The 3 Aps of damage by





age to the Robot to stop it? The Robot can take one more point of damage than its BODY, or 10 points. Each time you score points on the Result Table, subtract those points from the Robot's total points left.

Remember: Even though the Robot's current BODY is being reduced, it still defends at its original Resistance Value of 9.

NOTE: If you received a Column Shift (rolled an 11 or better) Go to **1j** for an explanation.

Did Wonder Girl reduce the Robot's BODY APs below 0? Go to **1h.**

Does the Robot still have BODY APs of 0 or greater? The Robot now makes an Attack. Go to **1c.**

1f Go to the Result Table. Compare the Effect Value of the Attacker (the Robot) with the Resistance Value of the defender (Wonder Girl). The Robot is using a Physical Attack so it uses its Physical Effect Value, its Strength of 10 APs. Wonder Girl is resisting the Physical Attack with her Physical Resistance Value: her BODY of 7 APs.

On the Result Table, find where the Effect Value Row 9-10 meets the Resistance Value Column 7 to 8. The column and row intersect at the number 3. These are the Result APs. Wonder Girl has taken 3 APs of damage, which are subtracted from her BODY total.

Remember: even though Wonder Girl's BODY is being reduced, she still defends at her original Resistance Value of 7.

NOTE: If the Robot received any Column Shifts (rolled a 13 or better), go to **1i** for an explanation.

Did the Robot reduce Wonder Girl's BODY APs below 0? Go to **1g.**

Does Wonder Girl still have BODY APs of 0 or better? Start a new phase. Go to **1d.**

Physical Attack, compare Starfire's Dexterity of 7 APs to the Bomb's Dexterity of 12 APs. The Success Number is 15. You need to roll a 15 or better for Starfire to hit the bomb.
Roll the Dice:
If you roll a 15 or better, remember to check Column Shifts then Go to **2e.**

If you roll a 14 or less, Go to **2a.**

If the Bomb's BODY is still 0 or better, Go to **2k.**

2e Did Starfire do enough damage to destroy or knock it down? Go to the Result Table. Her Strength Attribute of 6 is the Effect Value and the Bomb's BODY of 4 is the Resistance Value. Comparing the values, 4 is the Result APs. At this point apply any Column Shifts.

The accumulated APs of damage must be 5 or greater to knock it out of the air, and 9 or greater to destroy it. If the Bomb's Body is reduced below 0, Go to **2f.**

If the Bomb's BODY is still 0 or better, Go to **2k.**

2f The force of Starfire's punches causes the bomb to go into a spin. It spirals down and splashes in the East River, where it explodes safely. She has saved hundreds of lives. Go on to the next encounter.

End of Encounter

2g The bomb twists and turns in midair, ducking and dodging Starfire's attack. It's hard to get a clear shot at it.

Roll to see if Starfire is able to hit the bomb. Her Starbolt's APs are the Acting Value of the Attack. Since it is a Physical Attack, the Bomb uses its DEX as its Opposing Value. Its Dexterity is 12. Comparing the two Values on the Action Table, the Success Number is an 11. You must roll an 11 or better for Starfire to hit the bomb.

Roll two ten-sided dice:
If you roll an 11 or better, Go to **2h.**

If you roll a 10 or less, Go to **2a.**

2h She hits it! The Starbolt slams into the bomb. The Effect Value Nightwing was enough to knock her out. Nightwing has saved the Billion-Byte Chip.

End of Encounter

3e She laughs at Nightwing, "You never suspected that I prerecorded those messages to play on the intercom. It was a pretty good diversion. Now I have the chip!"

The poison courses through Nightwing's veins. The blood rushes in his ears and the world goes hazy and then black. He collapses. He has failed his mission and Cheshire escapes.

End of Encounter

3f Nightwing swings wildly. If he hits her, he knows there will be enough power to knock her out.

First, see if Nightwing has successfully hit, by comparing his Acting Value with Chesire's Acting Value. The Success Number is 15 or better. If he hits go on:
If he misses, Go to **3e.**

Nightwing was lucky to hit. Now he needs to knock her out. By spending 7 Hero Points on his Effect Value you have increased it to 14. On the Result Table compare his new Effect Value of 14 APs to Chesire's Resistance Value of 6. He has caused 9 APs of Damage, which reduces her BODY by that amount. Nightwing has knocked Chesire out!

End of Encounter

3g How do you wish to use Nightwing's Hero Points? 7 to Acting Value, Go to **3h.** 7 to Effect, Go to **3f.** 7 to Acting, 3 to Effect, Go to **3i.**
NOTE: Usually the player would be able to place the Hero Points in any manner he chooses, but for the purposes of this learning module, the choice is presented in this manner. Furthermore, Nightwing can only increase his Acting Value as many APs as his Martial Artist.

3h Nightwing swings, putting all his energy into making sure this blow hits, but only luck will tell if he can hit her. Since you added 7 Hero Points to his Acting Value, it in-



1g The Robot knocks Wonder Girl out. She has lost this battle. Go to the next encounter, a race between Starfire and the Buzz Bomb.

End of Encounter.

1h Gears grind and power is cut to the gyroscopes. The Robot screeches and sparks, staggers and sways, then drops to its knees. It makes a valiant effort to stay up, but can't. It pitches forward onto the floor. Wonder Girl has destroyed the Robot! Go on to the next encounter.

End of Encounter.

1i **Column Shifts**

A Column Shift occurs when a character makes a high roll. He gets a bonus for doing so. But, before the Column Shift is earned, two conditions must be met.

The Column Shifts are used on the Result Table to increase the Result APs of any action.

A) You must roll a number higher than your Success Number.

B) The total dice roll must lie beyond the Column Shift Threshold.

Column Shift Threshold

The Action Table is set up so that a roll of 11 or greater might earn the player a Column Shift. Notice that the red 11's split the Action Table in two. This is the Column Shift Threshold.

Determine the number of Column Shifts.

Place your finger on the Action Table where the 5 to 6 Opposing Value Column intersects the 7-8 Acting Row. This number, 9 ,is the Success Number that Wonder Girl needs to hit the Robot. But, if Wonder Girl rolled an 11, she would have hit the Robot so well she would receive a bonus.

Move your finger across the 7-8 row to the next number. If it is smaller than the die roll, count that as one Column Shift, and move one more column to the right. If that number is smaller than the dice roll, count that as another Column Shift. You may continue this procedure until you reach a number larger than the dice roll.

is the APs of the Starbolt. The Resistance Value is the APs of the Buzz Bomb's Body. Comparing the two numbers on the Result Table, the Result APs are at least 9. Now apply any Column Shifts you might have received by rolling higher than 11. Go to **2j.**

2i Since each AP is worth twice as much as the AP before it, Starfire's 12 APs of Flight make her twice as fast as the Buzz Bomb's 11 APs of Flight. She will catch it in 0 APs (1 phase or 4 seconds). She will still be able to strike at the Buzz Bomb this round, so go into combat. Go to **2c.**

2j The Bomb is vaporised by the Starbolt.

End of Encounter

2k Starfire has punched the bomb, but she didn't hit it with enough force to destroy it. Time is running out!

Starfire enters the next phase. Mark the next box on the Time Chart. Is this the sixth phase? if yes, Go to **2b.** If no, Go to **2c.**

creases from 7 (his original Martial Artist APs) to 14. Note that only the Acting Value went up, not the Martial Artist Skill. Comparing his new Acting Value of 14 to Cheshire's Opposing Value of 11, you find that now you only need a 9 for Nightwing to hit Cheshire. Roll the dice:

If you roll 9 or greater, Go to **3d.**

If not, Go to **3e.**.

Remember to count Column Shifts.

3i You decide to increase both Nightwing's Acting and Effect Values. Since you added 7 Hero Points to his Acting Value, you increase it from 7 (his original Martial Artist) to 14. Note that only the Acting Value went up, not the Martial Artist Skill. Comparing Nightwing's new Acting Value of 14 to Cheshire's Opposing Value of 11, you find that now you only need a 9 for Nightwing to hit Cheshire.

Roll the dice:

If you roll 9 or greater, Go to **3d.**

If not, go to **3e.**

Remember to count Column Shifts.

What was your dice roll? Follow the procedure outlined above to determine the number of Column Shifts. Remember this number for the Result Table.

Wonder Girl: Go to **1e.** Remember her Column Shifts.

Robot: Go to **1f.** Remember its Column Shifts.

1j **Column Shifts on the Result Table**

Once you have the Result APs on the Result Table, you can apply Column shifts. For instance, you rolled a 15 for Wonder Girl on the Action Table. That would result in 3 Column Shifts. On the Result Table. Find the number of Result APs and count to the left (decreasing the Robot's Resistance Value) three columns. Wonder Girl's new Result APs number is 9. She gave the Robot 9 APs of damage.

The Robot also can benefit from Column Shifts.

Remember: the Result Table is never used when the character fails to roll his Success Number on the Action Table.

Wonder Girl: Go to **1e.**

Robot: Go to **1f.**

Acting Value Rows	Opposing Value Columns						
	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12
1-2	6	11	13	15	18	21	24
3-4	5	9	11	13	15	18	21
5-6	4	7	9	11	13	15	18
7-8	4	5	7	9	11	13	15

EXAMPLE OF PLAY

Role playing is a special type of game. The example below is not designed to teach you the rules of play, but how the game flows from encounter to encounter.

The example is divided into three parts and two Columns. The first part is a panel from a Batman story. The second part, the left-hand column, is a written story explaining the panels. The third part, the right-hand column, is a dialogue between a Gamemaster (named Greg) and a Player (named Brian) who is playing Batman. In this way you can see how the rules of the game are used to simulate the adventures in the DC comic books.

The dialogue is filled with specific terms used in the game, so if you haven't read the rules, you might not understand everything the Gamemaster and Player are saying. Don't worry. Just read this example to get the feel of role playing and running an adventure. If you need to review the game terms, re-read the *Introduction* and *Players' Manual.*

Night in Gotham City. A pall of smoke hangs over the waterfront from the smoldering remains of a burning building. The Batman, acting on an anonymous tip, swings onto the roof of the South Water Warehouse.

He waits.

Nothing.

Could it be a trap, a diversion?

Wait, a flashlight!

Batman's pulse quickens as the adrenaline surges through his system. No matter how many times he has done this, he still feels the electricity.

Silently, Batman swings to the window and opens it. "When will these men realize they can't win?" he thinks, as a hard smile plays across his face.

There by the safe two men huddle around the small pool of light thrown by flashlight.

Batman softly climbs atop a pile of boxes, staying out of the glare of a streetlamp. It is a perfect chance to use a little intimidation on these thugs.

When he is ready, the hero simply rises, letting the streetlamp throw his famous shadow over the backs of the trespassers.



DIALOGUE

Note that everything in parenthesis are numbers and information that the character doesn't receive and actions that the player and Gamemaster perform.

GAMEMASTER GREG: "Okay, you receive an anonymous tip that the safe at the South Water Warehouse will be hit tonight at about 3 a.m."

BRIAN: Hmm, can I use my Skill as an Actor to analyze the voice on the phone and tell if this is a sincere tip, or just a set up?

GREG: Um . . . Okay, I can't tell you the Opposing Value (Riddler's Intelligence of 8), so I'll have to roll this for you. (Batman's Acting Skill is an 8, so the Success Number is 11; the roll is an 8; the roll fails).

GREG: You can't tell whether is it sincere or not, but you think it is.

BRIAN: I think it is huh?

GREG: Yep.

BRIAN: I'll go to the South Water Warehouse.

GREG: When you get there you see nothing unusual. The warehouse is a big red—brick building by the docks.

BRIAN: Any lights?

GREG: Nope.

BRIAN: All right. Do I know which floor the safe is located?

GREG: Yeah, even though you didn't say anything . . .

BRIAN: Thanks.

GREG: I'll assume you checked that out before you left. It is on the second floor.

BRIAN: Using my Climbing Skill I go up to the roof. What's it Opposing Value?

GREG: A typical brick wall? Only a 6. You could climb it in your sleep, but make the Action Check anyway. You never know when a double 1's might crop up. (*Brian rolls the dice.*) By the way, are you using your batarang first?

BRIAN: Oh yeah. Let me roll to see if I make that.

GREG: Uh, now wait a minute . . . I told you to use it.

BRIAN: Oh come on! Would Batman forget to use the batarang?

GREG: Perhaps . . . .but I'll let you have it. Roll first to see if the batarang is seated, then roll again to make your Climbing Check. Opposing Value for batarang is 2.

For a moment he almost feels pity for the poor thieves. The fear in their faces is plain. He springs, smashing into one thug as he lands. The other man tries to speak, can't, then turns to run. He barely takes one step before Batman brings him down with one deft blow. Not a single word had been spoken.

"Two more guests for Gotham City Jail." Batman says into his radio link to the local police station. Then he binds up the thieves, and performs a routine search of their pockets for evidence.

"Eh, what's this?" Batman says to himself as he pulls a thin card from the breastpocket of one thief. On one side is the address of South Water Warehouse, but on the other side the card reads:



The river's kin and friend am I.
My lovely hair raise on high.
My trade is to make black of white.
That one is hard to solve alright.

"Interesting," the caped crusader thinks. "The riddle is translated from the Spanish, 13th or 14th century. Probably from some popular medieval romance like Apollonius of Tyre? hmm. The answer's simple: papyrus.

"Now if I can just piece it together."

Batman questions the thugs, but they know nothing. Just that they were hired to steal what was in the safe and return it to an abandoned warehouse on the west side. Batman knows better. There won't be anyone at that warehouse. They were set up, but why?

His gut instincts tell him that this stinks of the Riddler's work. Is that insane mind loose again?

Batman's mind ticks away, turning the facts over again and again in his mind. Slowly, the pieces fall into place. Tomorrow, the rare Cairo papyrus scroll is going on display at the Gotham Museum of Natural History! The ancient Egyptian scroll contains mysterious hieroglyphic passages thought to be some of the first written riddles! It must be that!

(*Brian rolls the dice.*) Great, you made it. That makes your Climbing Check 1 Column Shift to the left easier. (*Brian rolls the second time.*) Good again. You are on the roof, what do you do?

BRIAN: Wait for something to happen.

GREG: 10 minutes later you see a brief light flicker out of a second floor window.

BRIAN: Using my Climbing Skill, I climb down to the second floor window where I saw the light. I peek in, what do I see?

GREG: Roll the dice to see if you make your Climbing Check. (*Brian rolls the dice.*) Okay you made it, you see two men huddled around a safe door. They have their flashlight trained on the door.

BRIAN: Good. Does this mean I get to surprise them?

GREG: Probably.

BRIAN: Excellent! These jokers will never know what hit them. Give me the dice, please. I want to use my Lock Pick Skill to open the window. It is an ordinary window I assume?

GREG: Of course. (*Brian rolls the dice.*) Okay, you made it.

BRIAN: I use my Stealth Skill to silently open the window, then climb above them so I can cast my famous shadow over them.

GREG: Okay, you make it.

BRIAN: Now I'll use my Charisma Skill and scare the beejeezis out of the scum.

GREG: With ***your*** Charisma? No problem. Both of them are scared out of their wits. One guy just stares, and you can hear the other guy swear under his breath.

BRIAN: Good. Time for a little exercise. I'll use a Multiple Attack and get them both this phase.

GREG: Roll. (*Brian rolls doubles and rolls again*) All right. Oh, you rolled really well. You'll get a massive Column Shift on the first guy.

BRIAN: Wait, I want to pull my punch.

GREG: Too late, you must declare before you attack. Both guys are sent flying away.

BRIAN: Are they okay?

GREG: Okay, they're both out cold. That was quick.

BRIAN: Well, they were just thugs. I tie them up, alert the police over my radio, and search their clothes.

GREG: You find a card. On one side is the address to this warehouse. On the other is a poem.

BRIAN: A poem?

GREG: Yep. Let me read it to you. (*Greg reads the riddle to Brian.*)

BRIAN: A riddle huh. Can Batman's Super-Hero Intelligence figure it out?

GREG: Let me make the roll. Easy as pie. You know this riddle is from an medieval romance, and that the answer is papyrus.

BRIAN: Papyrus, like paper?

GREG: Right.

BRIAN: Hmm . . . What does my Skill as a Scholar tell me about this?

GREG: Well, you know that tomorrow, at the Gotham

Gotham Center Plaza. 7:30 am. The sun slices through the dark clouds to reveal the marble steps of the Museum, the Curator of Egyptian Antiquities, and the Batman.

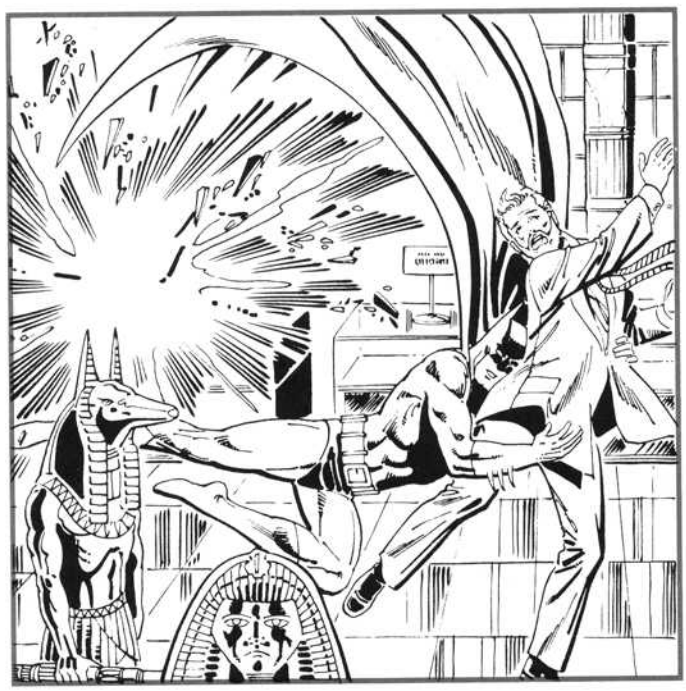
"I-I really don't understand all this rush!" stammers the Curator. "Don't you think all this . . . police business could have waited till the Museum opened?"

"This matter concerns more than the police," says Batman. "I have reason to believe that there might be attempt to steal the rare papyrus scrolls."

Batman and the curator enter the Egyptian Room. It is quiet. Around them are some of the greatest treasures of the ancient world. The curator walks over to the case displaying the Cairo Papyrus scroll.

"There, you see" the curator says a little smugly, giving a protective pat to the glass case. "Safe as houses!"

But the Batman's eyes narrow. There is a wire trailing from the case. Something's terribly, terribly wrong. With a panther-like grace he leaps at the curator, knocking him away just as an explosion shatters the case with a ear-deafening roar.



"What, what is happening?" whimpers the Curator as smoke fills the room.

"Silence!" barks Batman. Somewhere in the smoke a tape recorder has begun to blare out a tiny voice dripping with sarcasm:

"Riddle me. Riddle me. Riddle me ree!

Listen closely Caped Klutz and you might learn where secrets be!

We are little Brethren twain.

Arbiters of Loss and Gain,

Many to our counters run,

Some are made, and some undone.

But, Men find it to their Cost,

Few are made, but Numbers lost

Tho' we play them Tricks for ever,

Museum of Natural History, a rare Egyptian papyrus scroll is going on display.

BRIAN: Anything else?

GREG: Not really.

BRIAN: Strange, very strange. Okay, I go to the museum.

GREG: It's closed.

BRIAN: Oh yeah, it's 3 a.m. Hmm . . . I have a connection with the city Government of Gotham, right? Okay, tomorrow morning, before the museum opens, I'll use my high level connections to get someone to let me in.

GREG: Okay, the Curator for Egyptian Antiquities insists on coming with you. He is a neutral NPC, but he isn't going to give you any trouble. He says: (Greg goes into a snooty and superior tone of voice) "I-I really don't understand all this rush! Don't you think all this...police business could have waited 'til the Museum opened?"

BRIAN: The little twerp.

GREG: Is that what Batman says?

BRIAN: Of course not: Let's see: (*Brian begins in a deep somber tone:*) "This matter concerns more than the police. I have reason to believe that there might be an attempt to steal the rare papyrus scrolls." How's that for Batman?

GREG: Much better!

BRIAN: Now let's go see the rare scroll.

GREG: It's there in the case. But roll on your Military Science Skill. The Opposing Value is 4.

BRIAN: Oooh, Batman's eyes narrow in surprise. Why my Military Science Skill?

GREG: Just roll it, do you want to burn any Hero Points?

BRIAN: Hero Points? What evil machinations is the Caped Crusader up against? I've got to think. With an Opposing value of 4, I need a 9 or better to be successful. And if I am, I'll get 2 RAPS automatically. I'll burn 4 Hero Points to raise the Acting Value to 9. That way I'll only need a 5 or better. (*Brian rolls the dice.*) GREAT! I got a 12. I get one Column Shift. What happens?

GREG: You detect that there is a bomb underneath the case and it is about to go off. We are now in a combat phase. Roll your Initiative against the bomb's Initiative.

BRIAN: No sweat, the bomb can't be faster than Batman.

GREG: You're right. You win, even if the bomb rolled a 10 and you rolled a one. The curator is unaware of the bomb, so he declares his actions first which are to continue blathering away about the safety of his collection. The bomb declares it will explode, what do you declare?

BRIAN: Shoot, I forgot about the curator. Okay, I jump over and knock him out of the way, preferably behind something protective, like a heavy case.

GREG: You grapple the curator. His Opposing Value is 2, so it should be a piece of cake for you to grapple him, but since you also want to push him behind something heavy, I'm going to give you a 2 Column Shift modifier. You need a 7 or better to do this. Use any Hero Points?

BRIAN: Nah, I'll chance it. Dynamite! A 12. No problem.

GREG: Keep this up and you'll be eligible for a "protecting the innocent" Standard Award!

BRIAN: Yeah, if no one else gets killed during the adventure.

Yet they always hope, our Favour.

The tape player clicks off, but Batman already knows the answer to the riddle: a pair of dice. Jonathan Swift wrote that engima over 200 hundred years ago. Batman also knows his hunch was right. The voice on the tape had only one owner: the Riddler.

But where to go next? A pair of dice is not much of a clue. Batman thinks hard, but nothing. Where would the Riddler be? After driving home, he punches all the evidence into the Batcomputer. Nothing obvious. Batman ponders the clues, all the time thinking that the Riddler is out there somewhere. But where? For a time Batman is baffled, then the lightning strikes.

The Paradise Game company had been on the skids for three years when the new owners took over, fired all the old staffers, and started producing a series of award winning puzzle books for adults. Each book supposedly had a clue to a fabulous treasure in diamonds, yet no one had found the secret hiding place.

Now it was Batman's turn to find the secret hiding place to a fabulous treasure—he just hoped to God it was the right treasure.

The warehouse windows of the game company open easily. No sign of an alarm. The warehouse is dark and quiet. Boxes of game pieces are piled in neat rows. Batman crosses the room, moving towards the doors into the offices when he hears a noise. Not much, just a slight sigh. Someone is hiding to his right. Tensing, and rolling on the balls of his feet, Batman swings around only to realize he is wrong. It isn't one person behind him, there are three. Each with a short, thick club.

"You gentleman want me?"

One of the three guards, a patch over one eye, gives an evil grin.

"We don't wanchu, Batman, but the boss does. Now is you going quietly, or is we gonna to pacify you?"

"Don't count on it," says Batman leaping into the pack. Just before he reaches the three goons, he dives, dips low, then lunges up, catching one man full in the face



GREG: Meanwhile, the bomb goes off with a huge roar! Glass fragments fly everywhere, but are you and the curator out of the way? Let's see, Batman has a Strength of 6. Subtract the 2 AP weight of the curator that you grappled and that leaves 4 APs. That's about 80 feet that you pushed him, just enough to get behind this stone sarcophagus case. More than enough to save you both.

BRIAN: All in a day's work!

GREG: As the smoke clears, you hear a tape recorded message. It says: (*Greg reads Brian the second riddle.*) The Curator is also yelling.

BRIAN: I bark at the Curator to be quiet and use my Detective Skill to decipher the message and figure out any other clues. What's the Opposing Value?

GREG: Eight.

BRIAN: Then I need 7 or better. Give me the dice: (*Brian rolls the dice*) a 7, phew!

GREG: (*Looking at the Result Table*) Cross referencing your Effect value of 12 with an Opposing Value of 8, you get 6 Result APs of knowledge.

BRIAN: Which is?

GREG: Well, to be brief, the Riddler is behind this scheme. You recognized his voice on the tape recorder. The answer to the clue is "A Pair of Dice." The riddle was created by Jonathan Swift over two hundred years ago. (*What Brian doesn't know is that there is still one more clue point available for 7 APs of knowledge*).

BRIAN: What else?

GREG: That's it.

BRIAN: Pair of Dice, Pair of Dice? What could it mean?

GREG: Well, what would Batman do in this situation?

BRIAN: I don't know!?

GREG: Think!

BRIAN: Let's go to the Computer and check out Jonathan Swift, and Pair of Dice.

GREG: Okay, that will help you make your next Detective roll.

BRIAN: I go to the Batcave and run it through. Is it the same Opposing Value?

GREG: Yep.

BRIAN: I roll a 12: double sixes! I get to roll again! Two fives. Great!

GREG: Amazing!

BRIAN: Ha, you think you could fool someone with a mind like Batman! One more roll: 7, for a total of 12 plus 10 plus 7, total: 29! How many Column Shifts is that?

GREG: Umm. Up to 11 is one, two, three, four, five, six.

BRIAN: Jeez. On the Result table I shift past the All Column and into the +1 bonus for a total of 13 Result APs of knowledge!

GREG: Here's the last clue: besides everything else you know, you remember that a Paradise Game Company has recently been taken over by new management and started producing a series of award-winning puzzle books for adults. Each book supposedly has a clue to a fabulous treasure in diamonds, yet so far no one has solved the clues to the secret hiding place. Before they made puzzles, they manufactured game pieces like pawns, tiddly winks, various types of markers, and dice.

and sending him back against a pile of boxes. Before the other two men can strike, Batman grabs an overhanging pipe and neatly kicks each man in the face. In seconds the battle is over. Now to find the Riddler.

It isn't hard. Beyond the doors is a sophisticated laboratory-workshop. Batman knows that the copying stands, special inks, paper-making machines, and other equipment are used to make forgeries. And there, in a far room, stands 13 papyrus scrolls, each in a glass tube and fixed to a long narrow stand. Above each glass tube is the barrel of a laser. Behind the stand is the Riddler, his hand poised over a switch.

"Hahahaha! What fun, eh Batman?" taunts the Riddler "You guessed my riddles quite easily didn't you?"

"Riddler, you maniac," says Batman grimly, "the game's over!"

"Oh no, Batman, no indeed. Why it's hardly begun . . . Ah! Stay back and keep you hands away from your utility belt. You see what I have in my hand? Just a flick of this little control device and all these wonderful papyrus scrolls: pfft!

"Where did you get the rest of these scrolls, Riddler?" asks Batman, trying to stall for time while he thinks of a way out.

"Hahaha! Well, I tell you Batman, ancient Egyptian scrolls are a rare commodity, so I just decided to go into the forgery business—keeping the original for myself, of course. But enough, now that you've followed my little path to the right place, let's see if you can find the right door."



The Riddler shifts his position, his hand safely on the control switch. Batman just stands, silent, waiting for the slightest opening and examining the scrolls, trying to tell which one is real.

"Now Batman, we will play a little game. I will throw this switch, destroying all of the scrolls. Even with your lightning speed, you will be able to save only one scroll.

BRIAN: Dice?

GREG: Yep.

BRIAN: I think I'll pay a visit to the Paradise Game Company.

GREG: Okay, when?

BRIAN: Tonight.

GREG: That night you go to the Paradise Game Company. They occupy the third floor of a run down warehouse.

BRIAN: Any lights, movement?

GREG: All is dark and still.

BRIAN: Using my Climbing Skill and my batarang, I go to a window in the back and try to open it.

GREG: Make your Climbing Check.

BRIAN: (*Brian rolls the dice twice, once to see if the batarang is set and once for the Climbing Skill check.*) No problem.

GREG: The window is open.

BRIAN: Using my Stealth Skill, I creep in.

GREG: Hold on. (*Greg rolls the dice*). Hmm. There seems to be someone trying to hide behind you.

BRIAN: The son of evil didn't make his Stealth roll against my massive Intelligence, eh? Good. I turn to face him.

GREG: There are three thugs, each carrying a short, thick club.

BRIAN: Ah, Dogmeat! Um, I mean: (*Using a low baritone voice:*) "You gentleman want me?"

GREG: One of the thugs gives you an evil grin and says: "We don't wanchu, Batman, but the boss does. Now is you going quietly, or is we gonna to pacify you?."

BRIAN: Don't count on it.

GREG: By the way, they do not seem intimidated by you. We are entering combat. Roll your Initiative. (*Brian rolls a die.*) Great, you go first. The thugs use a team attack against you, they will shift your Opposing Value to the left by two columns.

BRIAN: I will Multi-attack against these vermin.

GREG: Okay, you suffer a +2 Column Shift penalty to both Opposing Value and Resistance Value.

BRIAN: ***And*** I use my Martial Artist Skill to get an attack advantage of -1 Column Shift against their Opposing Values to cancel out a bit of the penalty. What's their Opposing Value?

GREG: 3.

BRIAN: My Marital Art's Skill substitutes for my Dex and gives me a 10, plus 1 Column Shift for a 7. I roll a 10! I hit. What's their highest Resistance Value.

GREG: 4.

BRIAN: My strength is 6, right?

GREG: No, remember your Martial Art Skill substitutes for your Strength as well.

BRIAN: Right! So I have a Strength of 10. Let me look it up on the Result Table . . .I get 5 RAPs.

GREG: That knocks them all out.

BRIAN: Good, what do I see in the warehouse?

GREG: Not much, but there is a door to the front offices.

Will you be able to save the real one, or just a worthless copy? I'd love to stay around and find out, but you see, I've got a bird to catch. Sorry!"

The Riddler pulls the switch, but Batman is already in motion. He remembered reading in an archaeology journal that the real scroll has an ancient wax seal bearing the image of a beetle. When studying the scrolls while the Riddler gloated, he noticed that one scroll's wax impression was slightly darker and more weathered than all the others are.

No time for more educated guesses. It has to be right. Batman leaps to the scrolls, snatching just one out of the way before the laser incinerates the rest. Gingerly, Batman pulls the scroll out of the tube. It's age is evident; he saved the right one.

Now for the Riddler.

"Ah the poor Batman will never be able to get the right scroll," thinks the Riddler as he reaches his rooftop heliport. Suddenly, a black shape flashes before his eyes and

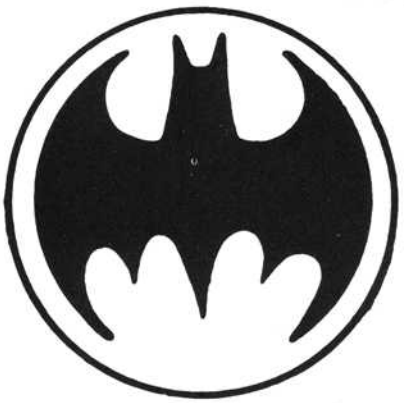


he is caught in the familiar bite of a batrope. He struggles, but it is useless.

"Batman," he screams, "I hate you!"

Batman walks over to the helpless villain.

"I'm sorry you missed your flight, Riddler. There should be another one . . . in about 20 to 30 years!"



BRIAN: I go through it.

GREG: You see a sophisticated laboratory/workshop. There are copying stands, special inks, paper making machines, and other equipment which your Scholar Skill lets you know is used in making forgeries.

In the far room are 13 papyrus scrolls, each encased in a glass tube and fixed to a long, narrow stand. Above each glass tube is the barrel of a laser. And behind the stand is the Riddler, his hand over a switch.

BRIAN: I try to use my Persuasion power to stall him.

GREG: The Riddler has a personal vendetta against you and is overtly hostile. He will get +7 Column Shifts in his favor. The Riddler's Influence is 8, so his Opposing Value is 8 as well. 15 against 8 on the Action Table meets at 5, then 7, 9, 11, 13, 15, 18, 21. You have to roll awfully well to convince the Riddler of anything.

BRIAN: Let me try anyway. Meanwhile can I tell which of the Papyrus Scrolls is real? I roll a 5. Damn.

GREG: The Riddler just laughs at you. He says: "What fun!, eh Batman? You guesed my riddles quite easily didn't you?"

BRIAN: "Riddler, you maniac, the game's over!"

GREG: "Oh no, Batman, no indeed! why its hardly begun . . . Ah! Stay back Caped Crud-saver and keep your hands away from your utility belt. You see what I have in my hand? Just a flick of this little control device and all these wonderful papyrus scrolls go pfft!

BRIAN: "Where did you get the rest of these scrolls, Riddler?"

GREG: "You see, Batman, ancient Egyptian Scrolls are a rare commodity, so I just decided to go into the forgery business—keeping the original for myself, of course. But enough, now that you've followed my little path to the right place, let's see if you can find the right door."

BRIAN: The right door? Does my Military Science or Martial Art Skills let me figure out if there is an opening to knock the Riddler away from the switch?

GREG: No, nothing. Let me finish, there's more. The Riddler says: "Now Batman, we will play a little game. I will throw this switch, destroying all of the scrolls. Even with your lightning speed, you will be able to save only one copy!"

BRIAN: What does my Scholar Skill tell me?

GREG: Well, you know that the hardest part of forging an ancient document is the color. Ancient Scrolls an such are usually colored completely, while fakes are only colored on the surface.

BRIAN: Can I tell from here how the papyrus is colored?

GREG: No they are rolled up.

BRIAN: Well is anything showing?

GREG: You can see the wax seal on each scroll.

BRIAN: Can I tell which one is real by looking at their color?

GREG: hmm.. You have a Scholar of 12. Because of the situation, the time constraints, the distance to the scrolls, lets give you an Opposing Value of 7. You will need a 7 or better to determine which is the real scroll.

BRIAN: I'll roll: 11, Great!

GREG: Okay you notice that one of the wax impressions on the scroll is a little more weathered and beaten than

the other scrolls. You are sure this is the right scroll. But first, you have to save it. It's time for combat: Roll the dice.

BRIAN: I got a 6.

GREG: The Riddler gets a 3. He declares first, you go first. He declares he is flipping the switch to vaporize the scrolls, then running into his elevator and going to the roof.

BRIAN: I'll grab the real scroll and also fire off my Batarang at the Riddler.

GREG: That's four actions in one phase. You can't move, grab the scroll, take your batarang out of your belt, and attack with it all in one phase.

BRIAN: Okay, I'll just go after the scroll.

GREG: Roll in case you fumble. Good you saved the scroll seconds before it was dust. The Riddler, meanwhile, steps into his elevator and is gone.

BRIAN: I go after him.

GREG: The elevator is locked.

BRIAN: Out the window and over to the roof. I'm not going to let this maniac escape! I'll roll my chance of failure: (*Brian rolls the dice.*) I easily make it.

GREG: Okay, good. You are on the roof. The Riddler's about to step into a waiting helicopter. Roll Initiative. We are in combat.

BRIAN: Come on give me a 10! Batman wouldn't let this guy go. Fantastic! I roll a 9!

GREG: You win. the Riddler must declare first, he tries to get into the helicopter.

BRIAN: I use my batarang and try to entangle him.

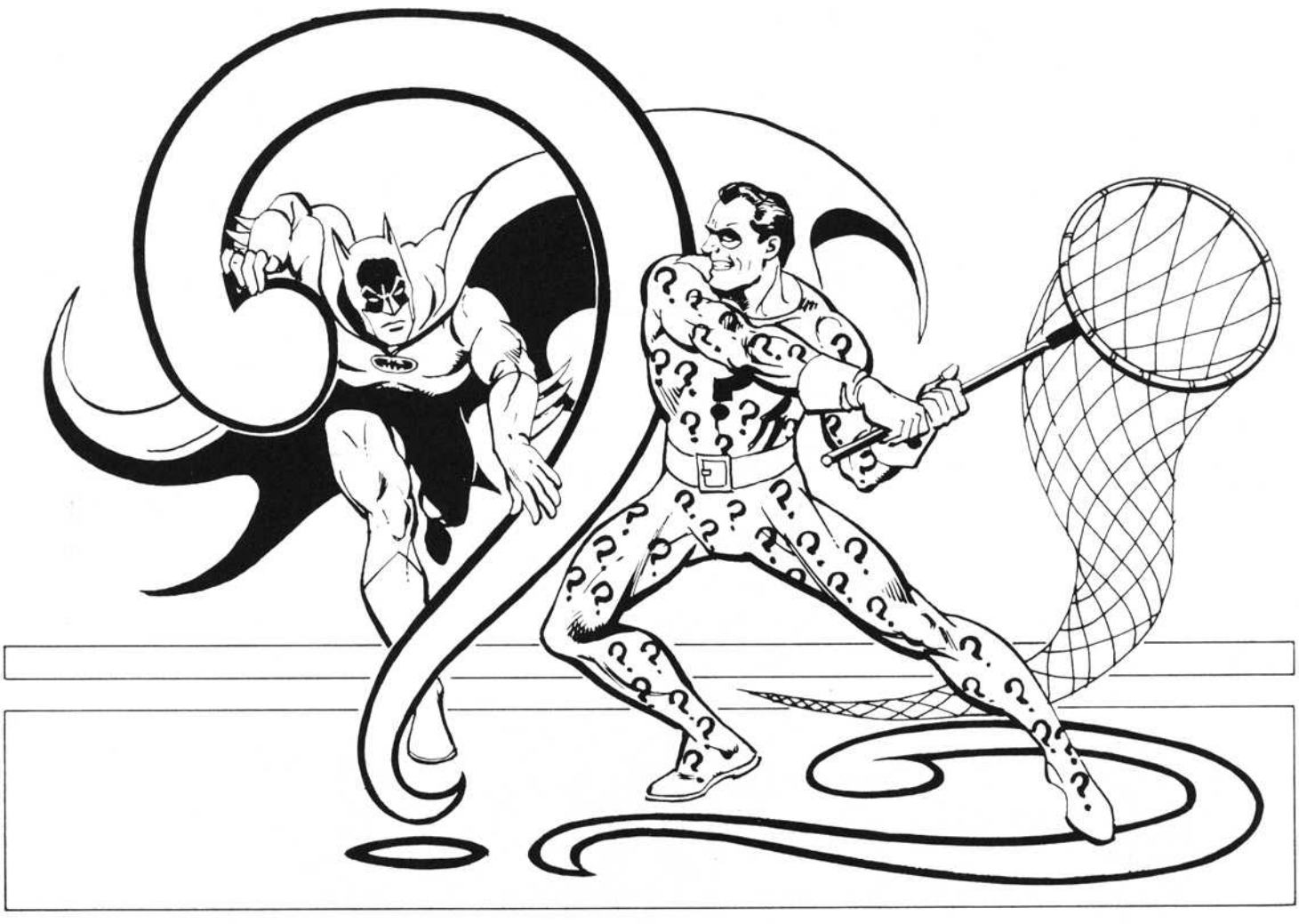
GREG: This is going to be a trick shot. The Opposing Value is the Riddler's Dexterity, which is 8. So, to hit, you will need a 7, but shifted over two to the right for an eleven.

BRIAN: I get a 15!

GREG: The Riddler is caught in the Batrope. You've won!

BRIAN: I go over and make some witty statement. Good! I was getting tired anyway. What do you say we go out and get a pizza?

GREG: Good idea. But wait till I total up your Hero Points before the next game.



HOW TO USE THIS BOOK

The DC Heroes Role Playing system is based on encounters. That is, the players go from situation to situation instead of location to location, as in other Role Playing games.

Each encounter is broken up into at least three sections: Setup, Players' Information, and GM Information. Sometimes, when necessary, there will also be Troubleshooting and Rules sections to help the GM run the game.

The "meat" of each encounter is contained in the Players' Information section. This section, which is read to the players, tells them what is happening in this encounter and sets up their environment, giving them something to play against in their interaction with the DC Universe.

For Example:

PLAYER'S INFORMATION

A: *As you approach Cayleyville, you see a sign ahead which reads:*

"WELCOME TO CAYLEYVILLE!
Pop. 6,558
Home of Cows and Contentment
Cayleyville Chamber of Commerce"

As you pass the sign, you spot a flaming figure flying high above the hill where the Institute sits. The figure circles once, and lands on the hill, out of sight.

B: *Coming toward you on the road is a police car. It pulls up next to you, and a scrawny policeman steps out with his pistol drawn.*

The encounters are linked together by the Setup and GM Information sections. The Setup section tells the GM how that particular encounter should be played as a result of the players' actions and decisions.

For Example:

Cayleyville

Setup: If the Titans travel in their Super-hero costumes, the villains will know when and where they are coming to town. This is due to Dr. Van Hoorst's use of Precognition on Kid Flash (see page 19, Powers and Skills Manual). If the Titans aren't in costume, the Precognition will fail, due to Dr. Van Hoorst's ignorance of the Titans' secret identities.

If any of the Titans approach Cayleyville in costume, both part A and B will occur—to the largest costumed group if they split up. If the characters are in their secret identities, only part A will occur.

The GM Information section shows the GM how to handle the players' interaction with the information that was given to them. It tells the GM what rolls should be made and, based on the events of this encounter, points the GM to the next encounter.

For Example:

GAMEMASTER'S INFORMATION

If the Titans tell the police officer who they are, he will let them go. If the Titans don't tell him who they are, he'll say:

"You circus people are always causin' trouble, why don't you just go back and tell the rest of your circus freak friends that they're not welcome in this town."

If the costumed players still refuse to reveal their identities, see the Troubleshooting section.

Costumed player characters will next have Encounter 2. Remember: Changeling and Cyborg, barring extraordinary preparations, should always be considered to be in costume.

If some of the players entered town using their secret identities separately from any costumed group, they will next have Encounter 4.

If the Players get off the track of the story, the GM should refer to the Troubleshooting section. This will give the GM hints on how to bring the players back into the game.

For Example:

TROUBLESHOOTING

Once the costumed characters have encountered part A, Dr. Getzen and Van Hoorst will know of their arrival in town. Therefore, any attempt for them to leave and reenter town in their secret identities is silly.

Before they leave or attempt anything else, such as attacking the police officer, Jeff LaLiberty will ride up and yell, "It's the Teen Titans!" Then proceed with Encounter 2.

To help you get started, there are Rules sections in this module. In these, rules which are necessary for the immediate action are stated for your easy reference. These rules are also stated in the Gamemaster's Manual, but we placed them in this module so you will be able to clearly see how they apply.

Further questions concerning the running of the game can be answered by the Don't Panic Section of the GM Book.

One last note before heading on: Although this game may seem a bit complex at first, once you get comfortable with the rules you'll find that they become second nature to you. So read on! Enjoy!

A TITAN, NEVERMORE!

GM NOTE: Before you read anything to the players, you should remove the 6 Teen Titan Character Cards and give them to the appropriate players. You will need the follwoing 6 cards: Changeling, Cyborg, Jericho, Nightwing, Starfire, and Wonder Girl.

GM's BACKGROUND

In an area between dimensions an ancient evil sleeps . . .

Dr. Karla Van Hoorst and Dr. Conrad Getzen are research scientists and head the Dyer-Bennet Institute near Cayleyville, Connecticut. The doctors are also followers of the elder god, Sharishkigal, who once ruled all of the dimensions of the universe.

Sharishkigal's power is vast, but its primal evil is always slow to act, due to Sharishkigal's gargantuan size and its belief that time is of little consequence (an effect of having lived from the beginning of all things).

Because of Sharishkigal's slowness, Trigon was able to usurp its control of the universe. Trigon imprisoned the elder god in a demi-dimension, a place which touches many realities, yet has no reality of its own. Trigon then rapidly consolidated his power over the newly conquered universe.

However, Sharishkigal sent glacial tendrils of its thought out to every reality that touched the demi-dimension. Century after century passed and its thoughts penetrated the realities, seeking and finding entities who were willing to follow it.

These followers had one mission: to find a way to free Sharishkigal from its demi-dimension prison.

. . . and Doctors Getzen and Van Hoorst have come very close to finding a way to free the elder god.

In their experiments at the Dyer-Bennet Institute, Doctors Getzen and Van Hoorst had found ways to get to other points within this dimension.

One of these experiments opened a gate to the Vegan system. While the gate was open, a curious Psion, a member of a race of alien humanoids, noticed the phenomenon and passed through to investigate. This Psion, Jee'oos'ra, was dismayed to find himself trapped on a planet as primitive as Earth. Still, his technological wizardry helped the doctors accelerate their plans. Goals which once would have taken years to accomplish now took only hours. All was going well.

When Trigon was slain by his daughter Raven, a mystic who was once a Teen Titan, the amount of mystic energy involved in this battle was tremendous. Dr. Van Hoorst, a mystic herself, sensed this power, and understood what it meant. She used her magical abilities to trap the spirit of Raven inside a vessel originally meant to contain energy from Sharishkigal. The use of Raven's energy enabled the experiments to progress much more rapidly.

However, their experiments still could not get them *between* the dimensions, to the demi-dimension where Sharishkigal waited. A vibrational modulator that could achieve hyper-light speeds was needed. Unfortunately, all experiments with the modulator failed.

There was only one way to modulate Raven's energy to pierce the dimensional barriers: through the body of a hyper-speed person such as Superman, the Flash, or Kid Flash.

And, by scanning Raven's memories, they found a way to trap Kid Flash.

The Titans' involvement with the Dyer-Bennet Institute began when Kid Flash found that his Superspeed was gradually killing him. Wally West and Francis Kane discovered the Dyer-Bennet Institute, a research institute which was reputed to specialize in hyper-kinetics, particularly the study of stabilizing inorganic and organic materials which travel at speeds that approach the speed of light.

The directors of the Dyer-Bennet Institute wrote to Kid Flash c/o the Titans, telling him that they could find a way to cure his ailment brought about by his Hyper Speeds.

Eager for a cure, Kid Flash, accompanied by his girlfriend, Francis Kane, travelled to Cayleyville to the Dyer-Bennet Institute. Wally decided that he would reveal his Kid Flash identity to the Institute if it looked as though the Institute could help cure his illness. Francis was against this idea, but she could not convince Wally not to follow through.

They again travelled to Cayleyville, where Wally West spent time at the Institute undergoing a series of tests. When he became convinced that the Institute could help him, he revealed his secret identity to Dr. Conrad Getzen.

As the doctors worked on developing a treatment, Frances Kane became curious about the Institute's other studies. For one thing, why did they need all the armed guards?

Dr. Van Hoorst did not appreciate the curiosity, so she hired a pair of super-powered mercenaries, Prairie Fire and Truncheon, to contain Wally and Francis.

When Francis told Wally of her concerns, he hastily penned an innocuous postcard to Dick Grayson (Nightwing), just in case, and gave the postcard to Francis to mail.

She never got to the post office.

Francis left the Institute under the suspicious eye of Dr. Karla Van Hoorst, who told Prairie Fire to stop her. Using her magnetic powers, Francis popped a manhole cover out of a street and, clutching onto it, flew towards Titans' Tower. Prairie Fire followed close behind, shooting bolts of

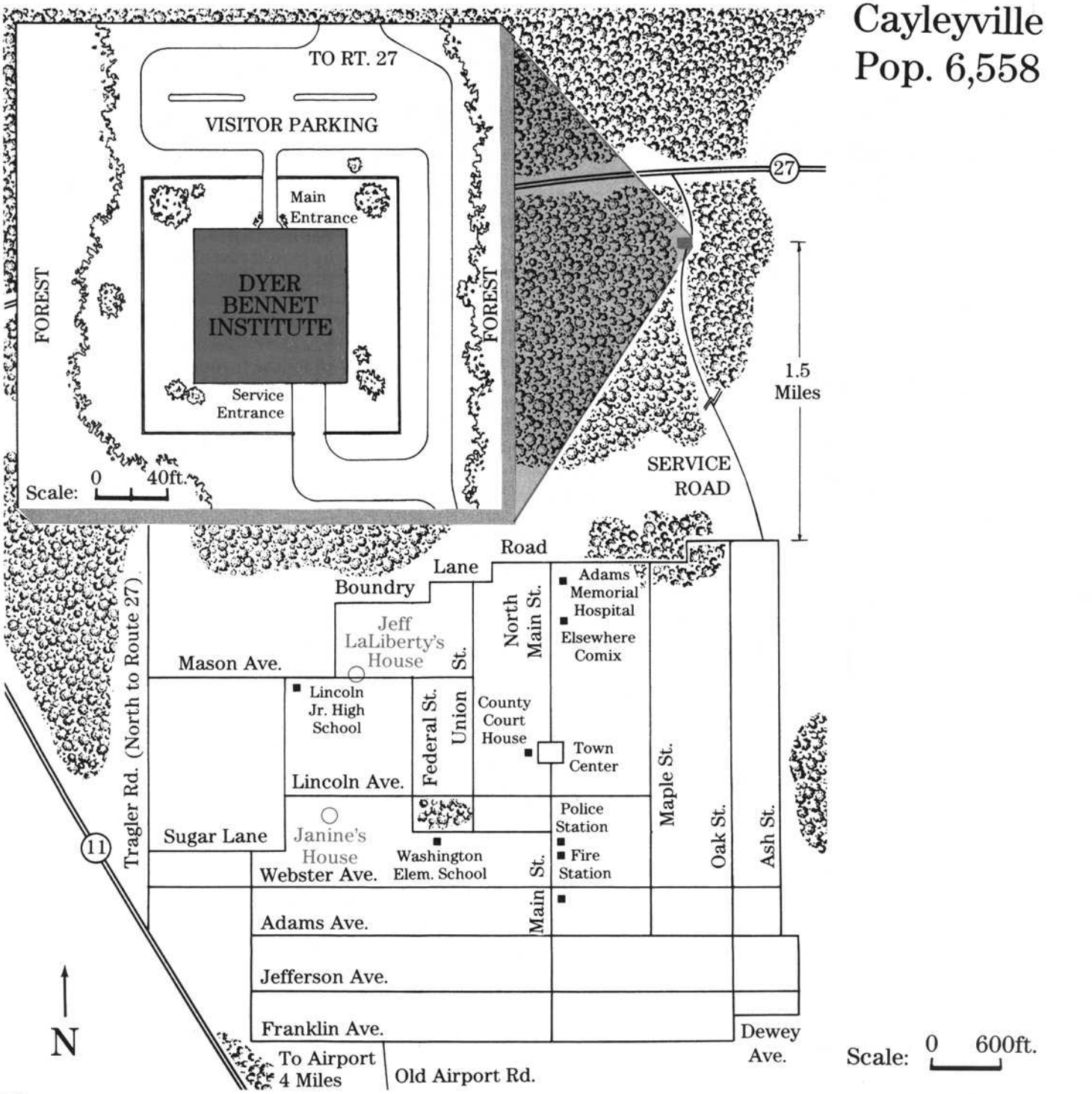
flame. Francis was hurt badly, and barely made it back to Titans' Tower. Once Prairie Fire realized that Francis would make it to the Tower, she turned away, fleeing back to the Institute.

The escape of Francis Kane further alarmed Dr. Van Hoorst. She hired the Terminator to help protect the Institute. However, the doctors did not tell the Terminator that they were holding Raven and Kid Flash.

The Teen Titans will find Francis Kane collapsed on the steps of Titans' Tower. In her purse is a postcard, a clue that will lead the Titans to the Dyer-Bennet Institute in the small town of Cayleyville, Connecticut.

In Cayleyville the Titans will probably meet the kids of the Cayleyville Super-Hero Society (CSS), a group whose president, Janine Bender, has information that may help the Titans. The heroes are certain to run into the Terminator, Prairie Fire, and Truncheon, villains hired by the Institute to protect its interests. If violence breaks out between the heroes and the villains, the connection between the Institute and these three villains will become evident.

The outcome of the story, whether the Titans succeed in rescuing Kid Flash, freeing Raven's soul, and preventing the return of an Ancient Evil to this universe, will depend on your players.



NON-PLAYER CHARACTERS

NPCs are those characters that are role played solely by the GM.

The interaction with these NPCs is the focus of the adventure. The physical clues and locations may be important, but the action between the Player Characters (PCs) and the NPCs makes this adventure work.

The NPCs' Attributes, Powers, and Skills are given below.

Each NPC description also includes Knowledge Points. These Points represent the information each NPC knows. In this adventure, Knowledge Points are the Result APs (RAPs) of Interrogation (a Subskill of Charisma) needed to get that clue from an NPC. If you use other Super-hero characters, Knowledge Points may be gained through use of other Skills and Powers (for instance, Mind Probe).

At your option you may have the NPCs divulge Knowledge Points as a result of players' role playing interaction with the NPCs, but it is recommended that no information needing more than 2 Knowledge Points be revealed without a character successfully using his or her Charisma Skill.

GM NOTE: Information needing Knowledge Points is not given to the players unless they are actively seeking information and make an Interrogation Action Check.

FRIENDLY NPCS

FRANCIS KANE

DEX:	3	STR:	2	BODY:	4
INT:	4	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:		11	HERO POINTS:		0

POWERS: Magnetic Control 9

SKILLS: Charisma: 4, Vehicle/Air, Land: 4

Francis Kane is a heroine who has only recently mastered her Power of Magnetic Control. She is in love with Wally West (Kid Flash). She accompanied Wally to the Institute to search

TROUBLESHOOTING

The Charisma Skill

Charisma Skill consists of three Subskills:

Interrogation allows a character to gain information from an NPC through careful, incisive questioning and, if necessary, psychological pressure and veiled threats. No physical force is used.

Intimidation causes target characters to panic, stop whatever they are doing, and flee the scene.

Persuasion is the ability to convince NPCs to see things the way the hero sees them. Information may be obtained by using the Persuasion Subskill by persuading a NPC to become "friendly" to a player character. Hostile NPC's, however, can only be persuaded to be "Neutral." Interrogation is needed to obtain information from them.

For more information, see page 30 in the Powers and Skills Book.



for a cure to the terrible effects of his Superspeed. Unlike Wally, Francis was not blinded by hope. She did not overlook the peculiarities of the Dyer-Bennet Institute. When she left the Institute to mail Wally's post card, Dr. Karla Van Hoorst sent Prairie Fire to bring her back.

Current Status: Comatose as a result of the attack by Prairie Fire.

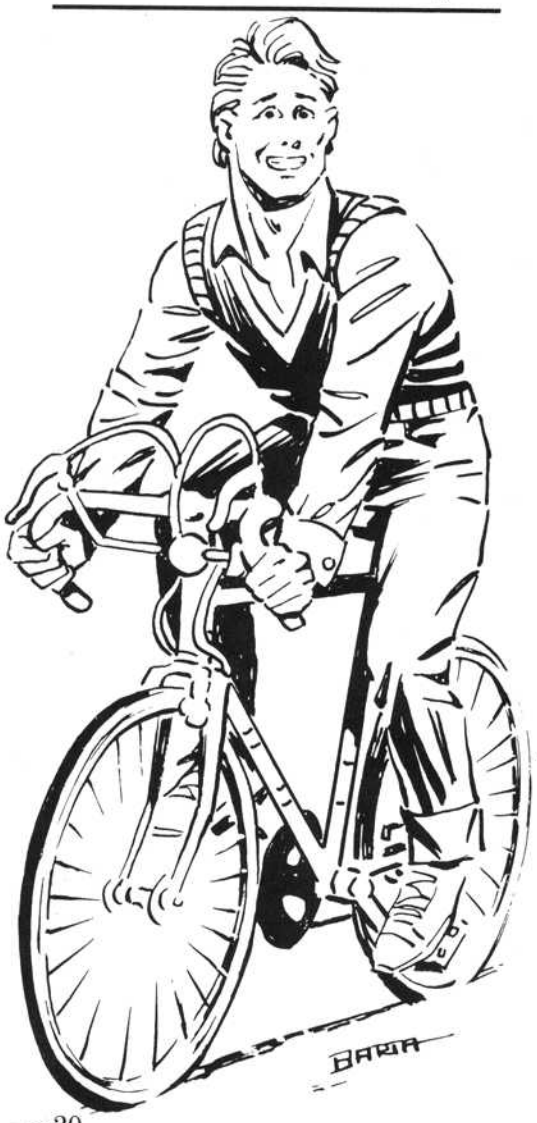
INFORMATION

Information: The post card is the only information that can be obtained from Francis Kane. She knows much more, but since she is comatose, she will not be able to inform the Titans in time.

JEFF LaLIBERTY

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	3	AURA:	1	SPIRIT:	2
INITIATIVE:		8	HERO POINTS:		0

SKILLS: Gadgetry: 1, Science: 1, Scholar/Academic Study: 1



Jeff is a personable senior at Cayleyville High School. His love for computers and electronic gadgets is second only to his admiration of heroes.

When he meets the Titans in Encounter 2, he will go into emotional overdrive, talking quickly and with great enthusiasm, not slowing down until at least two hours after their departure. He will repeatedly mention that he is Vice-President of the Cayleyville Super-hero Society (CSS).

In fact, the Titans will have to discourage Jeff from trying to help them directly, an offer he will make at least twice. A Persuasion Action Check with at least 2 Result APs (RAPs) will dissuade him from trying to slip into the Dyer-Bennet Institute 6 APs after the Titans attack.

NEUTRAL NPCs

JANINE BENDER

DEX:	1	STR:	2	BODY:	2
INT:	3	WILL:	5	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:		6	HERO POINTS:		0

POWERS: Empathy: 3, Absorption Field: 3

SKILLS: Scholar/Academic Study: 1

Janine's current SPIRIT level is at 0.

Janine is the president of the Cayleyville Superhero Society (CSS), and a high school junior.

She has latent Mental Powers that have suddenly developed as a result of being in proximity to Raven's spiritual power.

She has been having a series of vivid nightmares, and has fallen into a condition her parents optimistically call "a bad case of flu and the shakes."

Janine's condition is the result of combat on the Spirit level, as she has been drawn into the conflict between Raven's spirit and the Mystical Powers of Dr. Karla Van Hoorst.

Janine will be very excited to meet any of the Titans, but she will be reluctant to discuss what she has felt or "seen". Although she is quite brave, Janine's experiences have taxed her to the limit.

If the Titans use their Charisma/-Persuasion Subskill to make Janine *Friendly* (see Charisma in the Powers and Skills Book), she will tell them everything below. If they interrogate her, the RAPs of the Action Check are the Knowledge Points below. Under no circumstances will Janine accompany the Titans to the Dyer-Bennet Institute.

INFORMATION

If the Titans persuade Janine, read all of the information aloud. Otherwise, read the sections only if they have earned the indicated number of Knowledge Points or more.

1 Knowledge Point:

"There have been some strange things going on at the Dyer-Bennet Institute. I'm certain people are being held prisoner there, but I have no proof."

2 Knowledge Points:

"I've had terrible dreams, and they seem so real. There is a room full of rods, and there is also a cylinder. There is a power in them. There is a man who is hurt and is being hurt more as power from the cylinder goes through him. For all his pain he is outwardly calm. There is a very strange-looking man, or maybe not a man, who is working in the workshop. His mind is fast, too fast to follow, and his thoughts are cold and ugly.

There are three people, two men and a woman, who have Powers great enough to kill. One is quick, one burns, and the other wishes to break all he touches. They are strong, yet hollow, like figures cast in steel with nothing in the center."

3 Knowledge Points:

"I often see that cylinder. It's the size of a casket. The cylinder has a top engraved with the likeness of four eyes. Inside the cylinder is a force, a force of pure white. There is another force, a huge force, far away.

"Closer, there is a being of gray streaked with red. The being of gray and red is fighting with the force of pure white; it does not appear to win, but the struggle itself draws the large darker force a little bit closer.

The struggle also draws me to it, and each time I am, I get buffeted and burned and eventually cast away. I usually wake up then. I hurt when I wake up; I hurt and I feel cold."

HOSTILE NPCs

DR. CONRAD GETZEN

DEX:	2	STR:	2	BODY:	3
INT:	7	WILL:	4	MIND:	4
INFL:	4	AURA:	5	SPIRIT:	3
INITIATIVE:		13	HERO POINTS:		20

POWERS: Teleportation: 2, Mystic Link/Flame Project: 5

SKILLS: Gadgetry: 5, Medicine: 5, Scholar 4, Scholar/Academic Study-Magic: 6, Scientist: 6, Vehicle/Land: 2

Conrad Getzen has been a follower of Sharishkigal for some time. His rigid scientific background prevents a wholehearted adoption of mysticism, and he will never become more than an adequate practitioner of mystical powers. Dr. Getzen has a firm belief that the power of Sharishkigal will triumph on Earth, and that when the ancient evil rises, the fortunes of Dr. Conrad Getzen will accompany it.

Dr. Conrad Getzen maintains the appearance of an older professor who is bemused by the distractions of reality. He always pays attention to his surroundings, even when he appears to be distracted. More than a little distrustful, Dr. Getzen will be polite to most people, but friendly to no one.

INFORMATION

If the Titans make a Interrogation Action Check, read to the players any section where the Action Check's Result APs (RAPs) equal or exceed the indicated Knowledge Points. Persuasion can only make *Hostile* characters *Neutral*, and thus will not yield any information.

2 Knowledge Points:

"Francis Kane and Wally West arrived at the Institute some days ago. Mr. West has some rare disorder which he felt the Institute could help him with. Ms. Kane was a distraction to the serious work of the Institute with her constant questions, but some work has progressed."

3 Knowledge Points:

"The Institute is conducting experiments in instantaneous travel, by way of an interdimensional gate. We've had only minor successes so far, but we're still working."

4 Knowledge Points.

"Wally West revealed his secret identity to me. I thought I could actually find a cure for him, but Dr. Van Hoorst convinced me that finding a cure for West would jeopardize "projects with a greater priority."

6 Knowledge Points:

"Doctor Van Hoorst and I are going to try our most significant experiment this Saturday. All of the paltry progress science has made before will be overshadowed by this one great event. I am truly sorry I could not help Kid Flash, but the power in him is infinitesimal compared with the power we will touch Saturday."

DR. KARLA VAN HOORST

DEX:	4	STR:	2	BODY:	4
INT:	5	WILL:	5	MIND:	5
INFL:	10	AURA:	6	SPIRIT:	5
INITIATIVE:		19	HERO POINTS:		70

POWERS: Mystic Link/Skin Armor: 6, Precognition: 10, Magic Blast: 6, Magic Shield: 6, Suspension: 8, Teleportation: 6

SKILLS: Occultist: 7, Scholar: 3, Scientist: 2, Vehicle/Land: 4

Dr. Karla Van Hoorst's one aim is to open the gate to the demi-dimension, summoning the elder god's spirit. She hopes to trap Sharishkigal's power in the containment vessel which currently holds the spirit of Raven.

Dr. Van Hoorst thinks that Dr. Getzen is a fool for believing that Sharishkigal will have any desire to share any part of the universe with him.

If the ritual goes as Karla wants it, the power of Raven will be used to open the gate. Part of Sharishkigal's power will then be drawn into the containment vessel. Then, Raven's spirit will be cast into the demi-dimension, along with the rest of Sharishkigal's power.

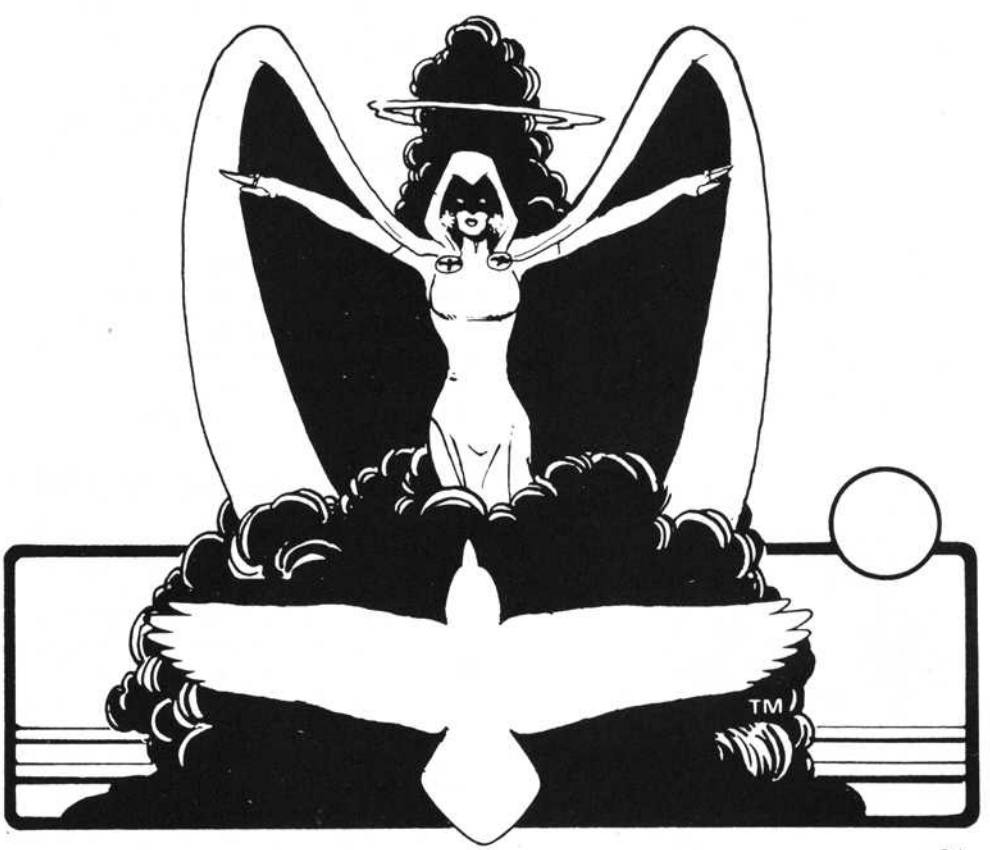
The elder god's power will then be at Dr. Van Hoorst's command.

INFORMATION

While Karla Van Hoorst knows all the important information in the adventure, she will not reveal any of it by way of Persuasion or Interrogation. If the Titans attempt Interrogation, she will slip into Suspension (see page 22 of the Powers and Skills Book).

If Dr. Van Hoorst goes into Suspension and they have freed Kid Flash and Raven, the Titans have won. However, they must decide how they will deal with Dr. Van Hoorst's body while she is in Suspension.

If they leave it there, Dr. Van Hoorst will simply come out of Suspension at Midnight and continue with her plan, that is, if Kid Flash and Raven are still imprisoned. She will cue herself to come out of Suspension Saturday at Midnight (if the Titans attack before then), or 24 hours from the time she went into the trance, or whenever her body is harmed.



Dr. Van Hoorst will only reveal her plan to the Titans if they are captured and exiled to the dead dimension of Trigon (Encounter 8).

JEE'OOS'RA

DEX:	2	STR:	2	BODY:	2
INT:	12	WILL:	3	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:		18	HERO POINTS:		10

SKILLS: Gadgetry: 8, Scholar*: 12, Scientist*: 12, Vehicles: 5
* linked

Jee'oos'ra is a Psion (an alien race from the Vegan System) technician who saw the Doctors' first successful gate open a few meters from his laboratory cube. He entered the gate on his home planet and came out at the Institute. The gate closed behind Jee'oos'ra the moment he was through the gate.

He met Dr. Getzen and Dr. Van Hoorst and quickly learned both the basics of the English language and negotiation.

He agreed to develop devices for the Institute like the Slug-slug guns (see Guards for statistics) and electrical circuits able to withstand the incredible forces of the Raven/Van Hoorst conflict, which will power the gate.

In return, Jee'oos'ra was told that he would be allowed to use the gate once Sharishkigal comes through it (once Sharishkigal is through the gate, however, it will close).

Jee'oos'ra does not believe that the Earthlings will keep their part of the bargain. He is trying to buy time until he can understand how the gate functions. Since the principle of the gate is magical, not scientific, he is unable to master the use of the gate.

NOTE: Jee'oos'ra will have little interest in the Titans, either as saviors or as enemies. He is generally distrustful, due to the presence of Starfire. Starfire hates all Psions, for they destroyed her people and home planet. Jee'oos'ra will defend himself, but will attempt to avoid involvement in any fight.



INFORMATION

If the Titans make a Interrogation Action Check with 2 or more RAPs (and thus equals or exceeds the information's 2 Knowledge Points), read the following to the players.

"I have built several circuits which will send immense pulses of energy in some crude form of communication. I built them to withstand more power than your primitive entire planet is likely to use in a month. I understand all of the linkages will be complete this Saturday. You can leave now, for I have no more information."

THE TERMINATOR *alias Slade Wilson*

DEX:	10	STR:	9	BODY:	8
INT:	8	WILL:	5	MIND:	10
INFL:	5	AURA:	3	SPIRIT:	4
INITIATIVE:		23 (33)	HERO POINTS:		100

SKILLS: Acrobatics: 12, Charisma: 8, Martial Arts: 10, Military Science: 12, Spy: 8, Thief: 10, Vehicles: 10, Weaponry: 12

EQUIPMENT:
Body Armor [BODY: 8]
Sword [DEX: 0, STR: 11, BODY: 7]
Power Rod [DEX: 0, STR: 0, BODY: 8]
4 Uses; Bio-Energy Blast: 11

The Terminator was hired to guard the Institute until Saturday at Midnight. See the Character Card for background information on this character.

INFORMATION

The following information is worth 4 Knowledge Points. If the player characters Interrogate the Terminator and the Interrogation Action Check against the Terminator has 4 or more RAPs — that is, has RAPs which equal or exceed the Knowledge points —then the Terminator will reveal the followinbg to the player characters:

"Dr. Van Hoorst hired me. I was to guard the Institute from you, just convince you to go away. The money was good enough to set me up in Africa, so I took the job.

PRAIRIE FIRE

DEX:	6	STR:	5	BODY:	6
INT:	4	WILL:	4	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:		14	HERO POINTS:		40

POWERS: Flight: 9, Flame Project: 7, Flame Control: 5

SKILLS: Charisma: 4, Vehicles: 4

Prairie Fire is a mercenary villain. She and Truncheon have worked together before, hiring themselves out to dubious organizations in need. She has never failed a mission before, but she has never met the Teen Titans.

Prairie Fire does not get along with The Terminator, whom she considers arrogant, but she works well with Truncheon.

Prairie Fire's costume has a light brown tabard with a flame design running the length of the front center. Her sleeves and pants are amber yellow with flame designs at the ankles and wrists. She wears demi-boots that are the same color of brown as her tabard.

INFORMATION

Prairie Fire must be a captive before she will reveal any information. See The Terminator for an illustration of the use of Knowledge Points.

3 Knowledge Points:
"We were hired to keep folks like you away. We did alright against the speedster and the magnetic lady."

5 Knowledge Points:
"The Speedster is being held in the laboratory that has no doors."

TRUNCHEON

DEX:	6	STR:	12	BODY:	8
INT:	4	WILL:	3	MIND:	3
INFL:	2	AURA:	3	SPIRIT:	3
INITIATIVE:		12	HERO POINTS:		40

POWERS: Skin Armor: 2

SKILLS: Vehicles/Land: 2
Weaponry: 6

LIMITATION:
Skin Armor is susceptible to magnetism. If exposed for more than 4 APs (1 minute) of time to a magnetic attack, his Skin Armor Power will not work.



Truncheon is not stupid, he simply found out early in life that he could solve most of his problems with brute force. He doesn't like Prairie Fire's assumption that he is dumb, but he doesn't say much to dispel the notion.

Truncheon enjoys his great strength and also enjoys being part of a group of super-beings.

He is impressed by the reputation of the Titans, so if a Persuasion Check against him has 3 RAPs or more, Truncheon will follow the advice of the persuading Titan as long as he himself is not endangered or required to attack Terminator or Prairie Fire. He can be persuaded to remain out of a battle.

Prairie Fire will try to persuade him back to her side. She only needs 2 RAPs from a Persuasion Check to get Truncheon to work for her. If both Persuasion checks are made in the same phase, Truncheon will follow the one with more RAPs, as long as they are at least the minimum needed to gain his "favor." Truncheon will stick with that decision for the rest of the Encounter.

Truncheon's costume looks like a demented motorcycle policeman's uniform. He has a black and silver helmet, a blue uniform, black boots, and silver metallic bands across his upper arms and thighs.

Truncheon never bothers with details. He might direct the Titans to the correct authority, but he knows nothing himself.

INSTITUTE GUARDS (30)

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:		6	HERO POINTS:		0

SKILLS: Charisma/Interrogation: 2, Vehicle/Land: 2, Weaponry/Firearms: 2

EQUIPMENT: .38 Revolver or Slug-slug Gun (see below)

These are typical guards. There are 30 guards, 20 men and 10 women. They are not too inquisitive, and just bright enough to follow orders.

They take orders without hesitation from Doctors Getzen and Van Hoorst, but they are more reluctant to endanger themselves for the trio of villains. The guards feel that the high-powered muscle was hired to handle all the really dangerous assignments. The guards will do their best to stay out of the way.

Five pairs of guards patrol the Institute at all times. On Saturday night, all guards will be on duty. One guard in every pair will be armed with a .38 revolver, the other with a Slug-slug gun (built by Jee'oos'ra the Psion). The combat values of the guards are:

Weapon	Acting Value	Effect Value	Ammo (Uses)
Slug-slug Gun	4	6	6
.38 Revolver	2	4	6

Slug-slug guns handle and fire like normal side arms, but do not kill their targets, their soft projectiles block off the nerve impulses, causing paralysis. Damage APs from Slug-slugs are subtracted from the defenders DEX APs. Remember when a character's DEX is reduced to -1 or less, he may not move.

A defender's BODY is still used as the Resistance Value, even though damage is applied to DEX. Half of the defender's DEX loss will return in one hour. All of the DEX APs will come back after 2 hours have passed.

For an example of how Knowledge Points operate, see The Terminator.

2 Knowledge Points:
"Something big is going to happen Saturday night. We don't know what's up, but we have strict orders to stop all intruders at any cost, even if we have to kill them."

3 Knowledge Points:
"Hey C'mon, we're just doing our job. What do you think we know? We don't sit in on any planning sessions with the doctors. Heck we came in one morning and found half the doors gone. Leave us alone . . . you heroes are the ones breaking the law by trespassing on Institute property."

STANDARD NPCs

These include policemen, pedestrians, and any other Non-Player Characters the Titans encounter. All Standard NPCs have Attributes of 2, and the appropriate Skills at 1, 2, or 3.



DYER-BENNET INSTITUTE

The Dyer-Bennet Institute is perched on a large hill one and a half miles (11 APs) north of Cayleyville. The service road leads directly from Cayleyville to the southern part of the Institute, while County Road 27 loops around the hill and connects with the Institute to the north.

Notes on the Institute Building:

All of the outer walls have 7 APs of BODY, while the interior walls have 5 APs of BODY.

The doors, the Main Entrance, and the Service Entrance have 5 APs of BODY. The interior doors have 3 APs of BODY, and all windows are barred for 3 APs of BODY.

The walls, floor, and ceiling of the Gateroom have been specially reinforced with 12 APs of BODY.

The Main Entrance, Service Entrance, and the windows have security system alarms on them. These alarms have 5 APs of Opposing Value against disarming.

Ground level

Main Entrance: This is the entrance used by official visitors. Entering the building at any other point will alert the guards, who will assume that the "visitor" is hostile.

Reception Area: During visiting hours (9 am-6 pm), this area is manned by three guards who sign in visitors and announce their presence to Drs. Van Hoorst and Getzen. When visiting hours are over, this room is occupied by one guard. This room contains 2 love-seats, a table with 4 chairs, a telephone switchboard and chair, and a pile of magazines (mostly science-related).

NOTE: All tours and official visits will be cancelled Saturday.

Recreation Room: This large room is crammed with ping-pong tables, pool tables, and video games. This area will have three to five off-duty, unarmed guards in it at any given time.

Reading Room: The walls, in this L-shaped room, are lined with bookshelves. The books range from poetry to comic books, biographies to fantasy and science-fiction. This room has sectioned-off tables for privacy while reading.

Filing Room: This is a typical filing room containing "non-vital" papers.

Servants Dining Room: There are no longer any domestic servants working for the Institute, but the guards have their late night snacks here. There are all types of food machines here: coffee, ice cream, sandwiches, candy bars, pop, etc.

Lounge: After the evening meal Dr. Getzen will often sit here for about an hour (10 APs) reading technical journals or light entertainment. This lounge contains couches, small card tables, chairs, etc.

Gateroom: This room is magically and physically sealed from the outside. The interior dimensions are 60′ x 60′ x 20′ (3 APs x 3 APs x 1 AP)

The metal cylinder (BODY 9 APs) containing Raven's spirit is in the northeastern corner of this room. There are four transformer pillars, oddly spaced around the cylinder. These pillars are 10′ high and 4′ round. Also in the area between the pillars is a large metal vessal which is sunk into the floor. Kid Flash is manacled spread-eagled to this vessal with titanium shackles.

A great array of instruments line the southern wall. These were built with the help of Jee'oos'ra. Their purpose is to monitor the forces which create the gate. Dr. Van Hoorst can then to control those forces with greater precision.

The Psion Jee'oos'ra stays in this room.

Grand Dining Room: This room is unoccupied, and is usually used for staff meetings. It contains a long table and 20 chairs. There is a raised stage at the north end of this room.

Kitchen: This room has a white-tiled floor, stainless steel fixtures and long formica counters. There are wooden cabinets at eye-level, some filled with dishes, some with canned and boxed goods.

Male Guards' Quarters: There are 20 bunks here with 20 foot-lockers for gear.

2nd Floor:

Laboratories: The equipment in these rooms have a maximum of 5 APs device modifier to any Checks involving the Scientist Skill. These rooms are furnished with Bunsen burners, blackboards, microscopes, etc.

Infirmary: The supplies in this room

TROUBLESHOOTING

When a character is trying to disarm a security alarm, he must possess the Subskill Security Systems, listed under the Thief Skill. Security Systems, used as the Acting Value, allows the character to override electronic security alarms. The security systems will have an AP value equal to the APs of the Scientist Skill of its creator. This AP value will be the Opposing Value to the Security System action.



count as normal equipment for use with the Medicine Skill. White cabinets filled with drugs line the western wall, and there is an examination table in the middle of the room.

Library: There is always a pair of guards in this room. In the northeast corner is a door, sealed with sheets of plastic that are held in place with plastic rods.

Library Annex: This room was prepared in anticipation of Francis Kane's capture. Every piece of ferrous metal in this room, including the plumbing, has been replaced with plastic, glass or ceramic components. The room is poorly lit.

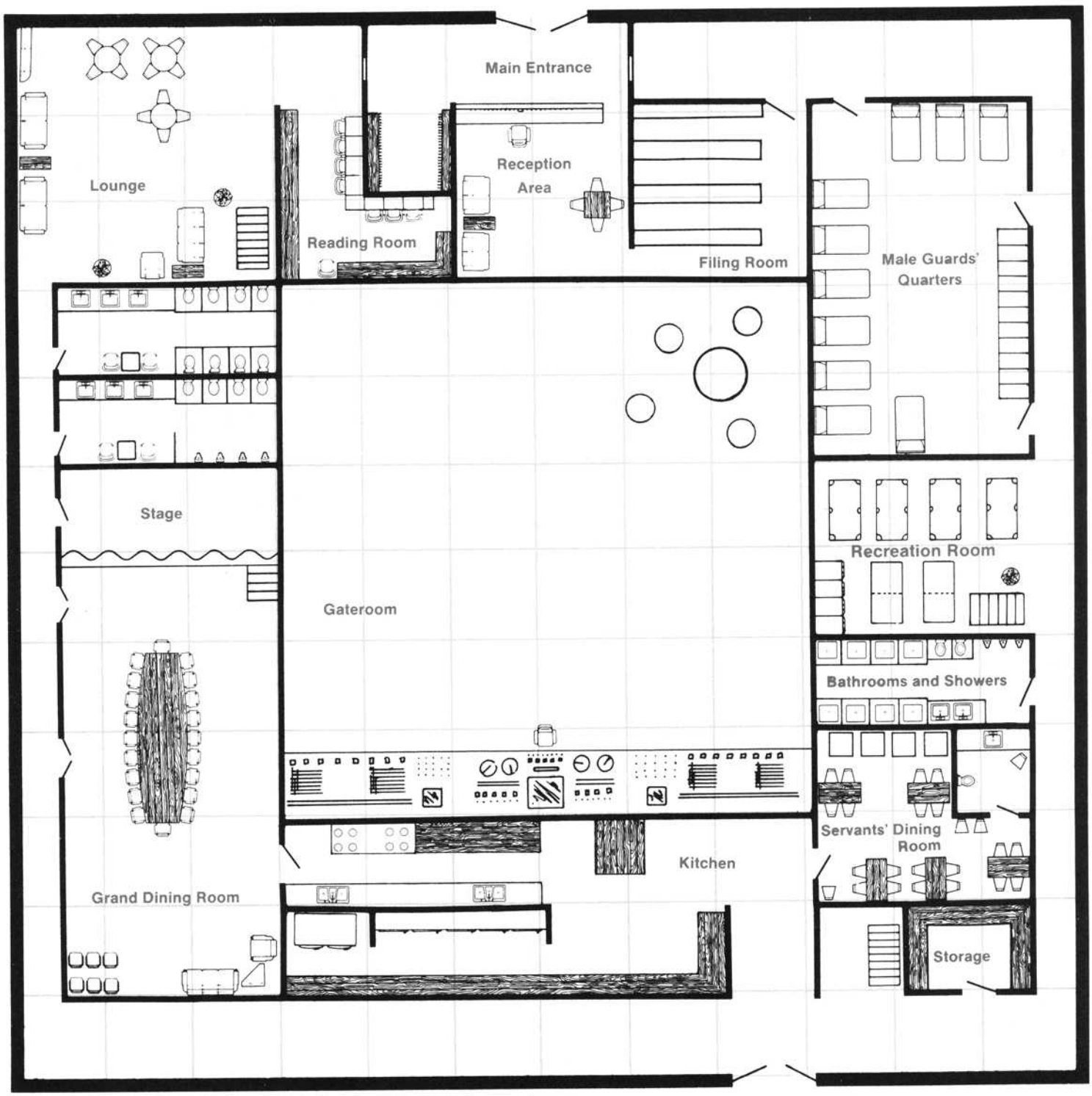
Lounge: See Ground Floor Lounge Description.

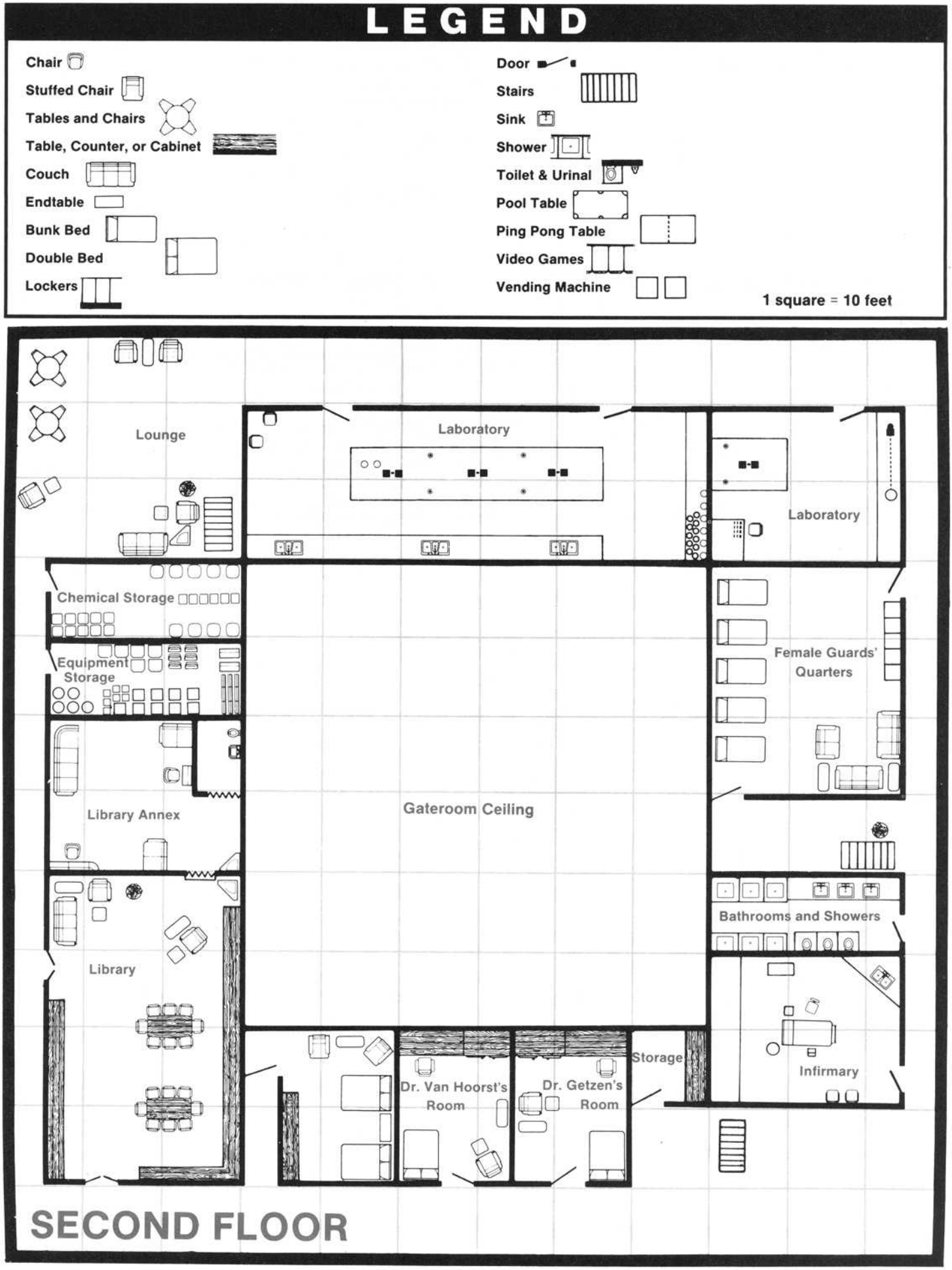
Doctors Rooms: These bedroom/offices have built-in desks on the northern wall, next to built-in closets.

Storage Chemicals and Storage Equipment: The chemicals and equipment in these two rooms are sufficient to be used to build any gadget of less than 4 APs.

Storage Closet: Linen and bathroom equipment are stored here.

FIRST FLOOR




LEGEND
Chair
Stuffed Chair
Tables and Chairs
Table, Counter, or Cabinet
Couch
Endtable
Bunk Bed
Double Bed
Lockers
Door
Stairs
Sink
Shower
Toilet & Urinal
Pool Table
Ping Pong Table
Video Games
Vending Machine
1 square = 10 feet
Lounge
Laboratory
Laboratory
Chemical Storage
Equipment Storage
Female Guards' Quarters
Library Annex
Gateroom Ceiling
Bathrooms and Showers
Library
Storage
Infirmary
Dr. Van Hoorst's Room
Dr. Getzen's Room
SECOND FLOOR

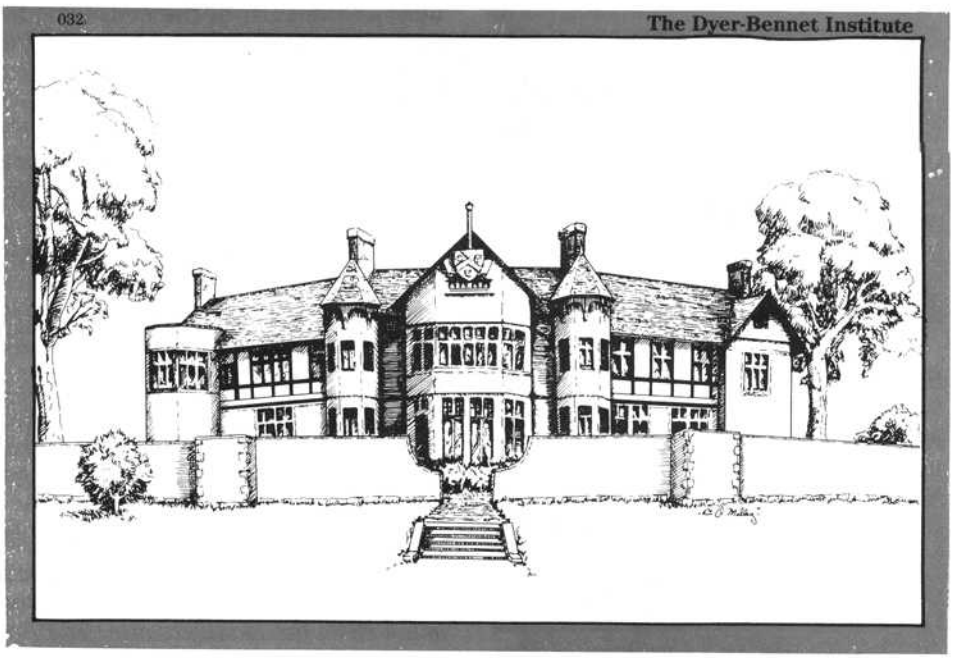
ENCOUNTERS

Roll Call: Nightwing, Changeling, Cyborg, Jericho, Starfire, and Wonder Girl.

BEGINNING ENCOUNTER

Setup (Gamemaster Only!): This encounter starts the adventure. Francis Kane suddenly appears on the visual scanner, pursued by an unknown villainess, whom we know to be Prairie Fire. Francis collapses on the Titans' doorstep and her pursuer escapes.

The post card provides the who, where and when to the player characters: They have to rescue Wally West (Kid Flash), whose last address was the Dyer-Bennet Institute, and have about a day to act. The following is to be read to the players:



Cayleyville, Connecticut, home of the Dyar-Bennet Institute

The Institute is a meeting place for people of great minds. Their research in hyperkinetics may one day take mankind to the stars. Founded in 1972.

Things are improving
I think I am getting
better. I wish you guys
could be here! Something
really big is going to
happen on Saturday.
Francis says hi!
See you soon,
Wally.

032 Published by Crystal Publications, Chicago. Made in U.S.A.

R 51751

Place Stamp here

POSTCARD

THIS SPACE FOR ADDRESS ONLY

Dick Grayson
P.O. Box #5907
New York City, New York

PLAYER'S INFORMATION

Friday morning. Eight o'clock. Your day at Titans' Tower began as usual, with a wake up call from Changeling ("Get up, it's time to save the world again,") and idle conversation before the day's activities.

It's Changeling's turn in the Security Station, and he goes to his post with a shrug, a stack of comic books, and a bowl of cereal. Cyborg is in the computer room, running tests on S.T.A.R. Labs' new Billion Byte Chip, Jericho is in his suite, making pencil sketches for a painting, Nightwing and Starfire are playing racquetball in the gym, and Wonder Girl is in her room, paging through Japanese photography magazines for ideas.

The scanning systems pick up a magnetic disturbance. Other systems kick in to analyze the disturbance, and the radar systems sense two blips.

Another scan is made. The two blips are much closer now. A speed and trajectory analysis is run; whatever it is will hit Titans' Tower in less than five seconds.

Red Alert! Alarms blare on every level in Titans' Tower. Visual scanners punch up the image to the video screen in the Security Station.

Read to Changeling:

On the scanner, you see Kid Flash's girlfriend, Francis Kane, flying low over the water toward the Tower, clutching a manhole cover. The energy scanners show that she is using her magnetic powers on the circle of metal to pull her through the sky.

She is being pursued by a flying woman in a brown and yellow costume. Francis doesn't look good: her clothes and hair are singed, and she is covered with burns; she looks as though she'll pass out soon.

The costumed woman thrusts her arms forward, and a stream of flame shoots toward Francis. Francis dodges the flame, but her power is weakening. She falls toward Titans' Tower.

The costumed woman suddenly pulls up and turns away, streaking toward the city. The sensors lose her as she weaves through the forest of buildings.

Francis lands hard on the ground in front of the Tower and collapses.

Read to all of the Titans:

You see Francis Kane sprawled three quarters of the way through the front door. She manages to pull herself up on one elbow, and says in a halting manner:

"Must . . . go . . . save . . . Wall—"

She is unconscious. She grips a singed postcard in her right hand.

GAMEMASTER'S INFORMATION

The GM should photocopy the postcard below and give it to the players.

Read this to the players only if you cannot photocopy the card:

The postcard is from Wally West (Kid Flash) and addressed to Dick Grayson (Nightwing). It says:

"Things are improving. I think I am getting better. I wish you guys could be here! Something really big is going to happen on Saturday. Francis says hi! See you soon, Wally."

On the front of the postcard is a picture of a large mansion which was built at the turn of the century. The blurb on the back says "Cayleyville, Connecticut, home of the Dyer-Bennet Institute. The Institute is a meeting place for people of great minds. Their research in hyperkinetics may one day take mankind to the stars. Founded in 1972."

Francis Kane is comatose; she will not be able to speak for at least a week. It will take an hour (10 APs) for the Titans to stabilize her condition and 10 minutes (8 APs) for them to take her to a hospital.

If the Titans want to fly to Cayleyville, they can land on an abandoned airfield 11 miles (14 APs) south of town. They will reach the town of Cayleyville in an hour.

When the Titans reach Cayleyville, go to Encounter 1.

ENCOUNTER 1

Cayleyville

Setup: If the Titans travel in their Super-hero costumes, the villains will know when and where they are coming to town. This is due to Dr. Van Hoorst's use of Precognition on Kid Flash (see page 19, Powers and Skills Manual). If the Titans aren't in costume, the Precognition will fail, due to Dr. Van Hoorst's ignorance of the Titans' secret identities.

If any of the Titans approach Cayleyville in costume, both part A and B will occur—to the largest costumed group if they split up. If the characters are in their secret identities, only part A will occur.

PLAYER'S INFORMATION

A: *As you approach Cayleyville, you see a sign ahead which reads:*

"WELCOME TO CAYLEYVILLE!
Pop. 6,558
Home of Cows and Contentment
Cayleyville Chamber of Commerce"

As you pass the sign, you spot a flaming figure flying high above the hill where the Institute sits. The figure circles once, and lands on the hill, out of sight.

B: *Coming toward you on the road is a police car. It pulls up next to you, and a scrawny policeman steps out with his pistol drawn.*

GAMEMASTER'S INFORMATION

If the Titans tell the police officer who they are, he will let them go. If the Titans don't tell him who they are, he'll say:

"You circus people are always causin' trouble, why don't you just go back and tell the rest of your circus freak friends that they're not welcome in this town."

If the costumed players still refuse to reveal their identities, see the Troubleshooting section.

Costumed player characters will next have Encounter 2. Remember: Changeling and Cyborg, barring extraordinary preparations, should always be considered to be in costume.

If some of the players entered town using their secret identities separately from any costumed group, they will next have Encounter 4.

If the Titans want to attack the flying woman or approach the Institute immediately, go to Encounter 5.

TROUBLESHOOTING

Once the costumed characters have encountered part A, Dr. Getzen and Van Hoorst will know of their arrival in town. Therefore, any attempt for them to leave and reenter town in their secret identities is silly.

Before they leave or attempt anything else, such as attacking the police officer, Jeff LaLiberty will ride up and yell, "It's the Teen Titans!" Then proceed with Encounter 2.



ENCOUNTER 2

Jeff LaLiberty

Setup: As soon as the Titans enter the city proper, they will meet Jeff LaLiberty. (See page 20 for Jeff's statistics and description.)

PLAYER'S INFORMATION

A 17 year old boy hurtles toward you on a ten-speed bike. His rapid pace and excitement have left him breathless. After he catches his breath, he goes into a fast-paced speech.

"I was monitoring my police band radio, when I heard the dispatcher mention costumed geeks. I naturally assumed there was a possibility of Super-Hero involvement, but boy, I never dreamed it would be you guys!"

GM ONLY: If the Titans acknowledge Jeff's presence, he will immediately launch into the following monologue:

"You know, if you guys let me help you, I can really help you crack this thing. I already know a lot about what's going on.

"For instance, a couple of nights ago, I was playing with my infra-red nightscope, you know like they have in the Army and the Marines, and I could see out to maximum range because it was clear—this thing can see a thousand meters in total darkness when I'm pushing it, it's really cool—and I see this girl gliding around the Institute. I look for wings or jets or something and there's nothing. But she's still zipping around. So I think, "Wow, it's Wonder Girl!"

"I was really excited, I mean why would she be in Cayleyville? So I went up to the Institute with my super-sensitive directional microphones, just like the CIA uses, to have a listen. The girl landed and started talking to a woman—at least it sounded like a woman, and I am pretty good at these sort of things—talking about somebody named Wallace West, and how they were going to have to watch

him and stuff, and then a guy asks "Why not kill him now?"

So right there I revise the first hypothesis: it's definately not Wonder Girl at the Institute. I decided to go home at that point—I wasn't scared, I just didn't want to deplete my batteries—and tell Janine about what I had heard, and figure out what the CSS could do. Janine was still sick though, so I couldn't talk to her. She is still sick . . . Hey, I bet she would like to see you guys."

GAMEMASTER'S INFORMATION

If the Titans decide to visit Janine, go to Encounter 3.

If the Titans change to their secret identities and go to the Institute immediately, go to Encounter 5.

If they decide to go to the Institute immediately in costume, go to Encounter 7.

If they decide to go to the Institute at night, go to Encounter 7.

ENCOUNTER 3

Janine

Setup: If any of the Titans shows much concern or interest towards Janine, she will reveal the information she knows (as outlined in her Knowledge Points). See page 20 for Janine's character information.

The GM should roll an Action Check, with an Opposing Value of 10 and an Acting Value equal to the character's INT, to see if any of the Titans notices a chill in the air. This is not a BODY chill, but more like a MIND chill: The characters will feel cold even though the temperature is warm.

PLAYER'S INFORMATION

You walk about 2 blocks and come to a red brick house. Jeff walks up to the back door, knocks, and walks in. He motions you to follow.

As all of you enter, he says "follow me upstairs." At the top of the stairs he tells you to wait. He knocks on the door, waits about 30 seconds (4 APs), and opens the door. He sticks his head in the doorway and says, "I thought you might be able to use some company, so I brought some people over." He motions for you to go through the door.

You see a young female huddled beneath an ill-matched collection of bedding and blankets. She tries to sit up, but is unable to.

"I hope you don't mind them being here," Jeff says, "you being sick and all. I thought their visit would cheer you up!"



GAMEMASTER'S INFORMATION

Janine will be very happy to see the Titans. However, due both to her illness and her reserved nature, she will not be as demonstrative in her enthusiasm as Jeff was. The player's will have to use their Charisma skills to obtain the information from her (see page 20 for Janine's statistics and knowledge).

If the Titan's go to the Institute immediately, out of costume go to encounter 5.

If they decide to go to the Institute immediately, in costume, go to Encounter 7.

If they decide to go to the Institute at night, go to Encounter 7.

ENCOUNTER 4

Slade Wilson

Setup: If the Titans enter town out of costume, Slade Wilson, the Terminator, will recognize them. He knows their secret identities from the pictures that Tara Markov took (see **Tales of the Teen Titans #42** for more information).

PLAYER'S INFORMATION

A tall, muscular man with an eyepatch, white hair, and a white goatee approaches you and calls you by name. You recognize him as Slade Wilson, the Terminator.

"I don't know what brought you kids here," he says. "But I can guess. So to make things easier for all of us, I'll be straight with you.

"I've been hired to keep any and all super-types away from the Dyer-Bennet Institute until Saturday midnight.

"Now I don't know what they're doing up there, and I don't really care. What I do know is that I've been contracted for an exorbitant amount of money to do what I do best.

"If you want to stay here in town and see the sights, it's fine by me. If you want to visit the Institute after 12:01 a.m. Sunday morning, that's okay too. But if you show up around the Institute before then, I'll have to stop you.

"You know how I am with my contracts."

TROUBLESHOOTING

If the Titans seem likely to attack Slade Wilson, he will say this to them:

"If you're thinking of starting something here, I'd advise you against it. Attack me here and I'll get you into a legal battle that will make our last one seem like a Sunday picnic.

"Look around you: I count eight people looking at us because we're all new in town. Eight people who'll act as witnesses to the fact that you attacked me without provocation.

"I only came here to give you a warning. If you want a fight, try to make it into the Dyer-Bennet Institute while I am around."

GAMEMASTER'S INFORMATION

Slade Wilson is being honest with the Titans and will not initiate combat in this encounter. He will try to escape if attacked. Slade Wilson does not have his Armor, Power Pole, or Sword.

By now, they should realize that they *must* discover the secret of the Institute before midnight Saturday. The Titans must now make a decision.

If they go to the Institute immediately, out of costume, go to Encounter 5.

If they decide to go to the Institute immediately, in costume, go to Encounter 7.

If they decide to go to the Institute at night, go to Encounter 7.

ENCOUNTER 5

Visiting Hours at the Institute

Setup: Eventually the Titans will investigate the Institute. If they do not reach the Institute in time, the gate will be opened. See Consequences page 32 for the details if this occurs.

If the Titans go directly to the Institute from Encounter 1, the effects of Dr. Van Hoorst's Precognition will still be in effect. All of the Institute's guards and villains will be alerted. If the Titans attack, they will meet the full force of the Institute's defenses. Go to Encounter 7.

PLAYER'S INFORMATION

Visiting hours for the Institute are during week days only, from 10:00 a.m. to 6:00 p.m. Tours and lectures are also furnished by the Institute but are conducted at times that are convenient for the doctors.

GAMEMASTER'S INFORMATION

If the Titans arrive during visiting hours (and they are being civil about the visit), Dr. Conrad Getzen will talk to them and lead them around the grounds. He will NOT let them wander through the Institute building itself.

Dr. Getzen can be questioned (interrogated) by the player characters to obtain information. (See page 21 for Dr. Getzen's statistics and other information.)

However, if the Titans have met Slade Wilson when out of costume (Encounter 4), he, in costume, will pull Dr. Getzen aside for a conference.

The Titans will then be asked to leave.

Go immediately to Encounter 6.



ENCOUNTER 6

Assault on the Institute

Setup: The Titans must now force their way into the Institute to find Kid Flash. They can either attack now, before they leave the Institute, or leave to return at night.

If the Titans become too pushy, 15 guards will respond in 7 APs (4 minutes). If it is apparent that this is inadequate, then the trio of villains will step in. Go to Encounter 7.

If the Titans break in at night and the guards are alerted, 15 guards will respond in 7 APs (4 minutes).

See Dyer-Bennet Institute section, page 24 for information on guards' night posting. The guards will be alerted if the Security System sounds the alarm or if one of them is able to fire off a shot at the Titans. The Titans must make a Surprise attack in order for this not to happen.

If it is apparent that the 15 guards are inadequate, then the trio of villains will step in. Go to Encounter 7.

If guards respond, read the following to the players:

PLAYER'S INFORMATION

Four guards immediately appear with guns in their hands.

"Stop! Make one move and I'll shoot!"

A bell rings. You can hear other people running—probably other guards.

GAMEMASTER'S INFORMATION

If it is not Saturday night at the time of the encounter AND if the Titans are winning the battle, Dr. Van Hoorst will show up with 5 more guards. Dr. Van Hoorst will magically attack the Titans in an attempt to teleport them to the gateroom with Dr. Getzen and the three villains. Go to Encounter 9.

If the Titans surrender or are captured, go to Encounter 8.

ENCOUNTER 7

Battle with the Villains

Setup: In the first combat phase, the villains will surprise the Titans. In this Surprise phase, Terminator will attack Cyborg, Prairie Fire will attack Starfire, and Truncheon will attack Wonder Girl.

PLAYER'S INFORMATION

Three costumed figures stand behind you. You recognize two of them: the Terminator, and the woman who attacked Francis Kane. You have never seen the other man before.

The man's costume looks like a motorcycle policeman's uniform gone crazy. He has a black and silver helmet, a blue leather uniform, black boots, and silver metallic bands across his upper arms and thighs.

The woman is dressed in a light-brown tabard with a flame design running down the front. Her sleeves and pants are amber-yellow with flame designs at the wrists and ankles. She also wears demi-boots the color of her tabard.

GAMEMASTER'S INFORMATION

They are all wearing medallions, which allow them to teleport in and out of the Institute. When one medallion is touched, all of them are activated. These medallions were manufactured through the use of Karla Van Hoorst's Occultist Skill (see page 21). When the medallion is worn inside the Institute, it will teleport the wearer inside the Gateroom.

If the Titans win this battle, Go to Encounter 9.

If the Titans lose this battle, Go to Encounter 8.

If the Titans capture Dr. Van Hoorst,

TROUBLESHOOTING

If the battle goes badly for the villains, use all the Hero Points they have to turn the battle to their advantage. If the battle still goes poorly (if the players burn a lot of Hero Points, for example), have the bad guys escape the next round. Remember that only one medallion needs to be activated to teleport all three villains to the Gateroom. Go to Encounter 9.

RULES

Surprise

Surprise is a situation where the defenders are not aware of the presence of the attackers. In situations of surprise, the defender's Opposing Value is shifted left 2 columns.

In a Surprise situation, the attackers always have Initiative for that

Dr. Getzen will try to perform the rite of opening the gate alone. This will occur at midnight. Go to Encounter 9.

If the Titans capture both of the Doctors, the remaining villains will try to escape and the guards will surrender. The Psion, Jee'oos'ra, will attempt to open the gate about one hour after the Doctors have been captured. If the Titans have not found the gate area by then, the Institute will be destroyed by Jee'oos'ra's meddlesome efforts. If Kid Flash has not yet been rescued, he will be killed. Raven's spirit will be freed, and Jee'oos'ra will die. See the Consequences Section for more information.

phase. Once combat has begun, Surprise is not possible in that or subsequent Combat phases. Danger Sense and other Powers can prevent Surprise. If the presence of hostile characters is sensed through some ability, Surprise is not possible.

ENCOUNTER 8

Exile to Dead Worlds

Setup: The Titans are tied up. The bindings have APs equal to the STR of each character. The Titans are held in the gateroom on the ground level.

All of the villains (except the guards) who have not been put out of commission will be present.

PLAYER'S INFORMATION

You are in a large room with no apparent doors or windows. Your hands and feet are securely bound. A mass of wiring runs from the panels in front of you to four pillars in the room. You are in the middle of these pillars, leaning against a large metal vessel that is sunk into the floor.

On top of the metal vessel, clamped spread-eagled with titanium security shackles is Kid Flash. He is unconscious. There are wires leading from the metal vessel to his body and to a control panel.

"With us again?" asks Dr. Van Hoorst in a loud, harsh voice. "What do you think of our lovely experiment? With it we shall open a gate to a place where there is nothing but dead worlds.

"However, Sharishkigal still resides there, and we shall open the way for him so that he may leave this place of emptiness. When he comes, I . . . we will be able to do as we wish, without having to fear the interference from self-appointed vigilantes like yourselves. You shall be the first to go through the gate . . . as our guinea pigs. It is only fitting that you Titans be the first, as two of your own helped send you there.

"Without the power of Trigon's daughter, Raven, being sent through the body of Kid Flash, we could never hope to open this gate. You shall be sent to the dimension Trigon used to inhabit. It contains nothing but dead worlds now.

"Dr. Getzen, proceed!"

GM NOTE: Dr. Van Hoorst's speech will take 4 APs (15 phases) to complete. This is all the time the Titans have to make an escape attempt. Continue reading to the players:

There is a show of dancing light, which changes to flying colors. These colors seem to make the air break up into more basic, elemental components. The greatest arcs of power are flowing between Dr. Van Hoorst and the metal cylinder which contains Raven's spirit. A large black "hole" appears between you and Dr. Van Hoorst. You feel yourselves being sucked into it.

You find yourselves on a large rock floating amid the debris of broken worlds. You realize you have been sucked through the gate, and are now in Trigon's dead dimension. A shield, appearing as a dim glow, surrounds all of you and the rock you are on.

GAMEMASTER'S INFORMATION

The rock contains psychic energy that was released when Trigon died. This energy will form a shield which protects the Titans from the nothingness of space. This shield is visible as a dim glow.

The psychic energy may be controlled in order to move the rock toward the gate to Earth. If one of the Titans says any of the words "rock," "move," or "Earth," the rock will slowly, but noticably inch towards the gate. If one of the Titans successfully makes an Action check with WILL as the Acting Value and the rock's 15 BODY APs as the Opposing and Resistance Values, the rock will move at a speed equal to the RAPs.

The rock weighs 15 APs, so moving it by brute strength is unlikely. The Titans must wait until the gate is opened again to return to earth. Fortunately, this will be only a few hours away.

The Titans must use their INFL as Acting Values versus the Opposing and Resistance Values of 15 to steer the rock back through the gate. If a

TROUBLESHOOTING

The Titans may have to use Hero Points to escape this situation. You may want to alert your Players to this if they fail the first couple of checks.

The most logical way to move the rock physically would be to tie one end of Wonder Girl's lasso to an outcropping of rock (there's one by Changeling's left foot) and the other end to Starfire, and have her fly towards the gate.

If Starfire uses her Flight, she will not have enough energy to move the rock. She will have to push her action, using Hero Points.

RULES

A Team Attack occurs when 2-8 characters attack a single defender. A Team Attack must be declared during the declaration portion of the Combat phase. The attack is made when the attacking character with the lowest Initiative score is ready to attempt his action.

All attacks are made separately and are carried out in reverse order of the attacking characters' Initiative scores. The Opposing Value of the defender is reduced a number of columns depending on the number of characters in the Team Attack.

Number of Characters	Opposing Value Column Modifier
2	-1
3-4	-2
5-8	-3

Gamemaster Information Cont.

Titan obtains 3 RAPs during any phase (or if two Titans get 2 RAPs each), the rock is guided back to the gate. It will take them 20 minutes (9 APs) to reach the gate once they have started moving.

The Titans are allowed 10 Action Checks before the psychic energy of the rock is drained and the Titans are exposed to the vacuum of space.

However, if they have started moving the rock moving toward the gate, there will be enough of a psychic "kick" to the rock to keep the shield active until they are through the gate.

The Titans may join hands to concentrate and use their WILL Attributes together. This is treated as a Team Attack.

As soon as the gate is opened again, the Titans may return to Earth.

Go to the Consequences Section.

ENCOUNTER 9

Opening

Setup: Either the Titans have returned from the dead universe, or they have discovered some way into the Gateroom. Inside will be all of the enemies (except for the guards) who have not yet been captured or otherwise put out of action. If and when, the Titans arrive on the scene, the object is to stop Dr. Van Hoorst (or Dr. Getzen if Dr. Van Hoorst has already been captured) from opening the gate.

If Dr. Van Hoorst gets three Uninterrupted phases (See Rules section below), the gate is opened. Dr. Getzen will need five phases to open the gate.

TROUBLESHOOTING

RULES

An "Uninterrupted Phase" is one in which a Titan does not make a successful attack against the character opening the gate, and the character opening the gate is not using any power to defend himself/herself.

CONSEQUENCES

If Raven is freed, read this to the characters:

A white light bursts from the metal cylinder and swirls once around the room, touching each of you. It then folds in upon itself and vanishes. You each have a good feeling inside, a feeling of elation. You know that Raven's spirit is now free.

If the Titans do not stop the gate from opening, Raven's spirit will be trapped in the demi-dimension, along with Dr. Getzen and Dr. Van Hoorst. Additionally, Kid Flash's Superspeed Power will be permanently lost.

If the gate is opened, Sharishkigal will be connected with Earth.

Unfortunately, the link is too weak and the gate is too small to allow Sharishkigal to pass through it to Earth. Sharishkigal will use this opportunity to replenish some of his own energy by drawing Dr. Getzen, Dr. Van Hoorst, and Raven's spirit through the gate. Drawing Raven's spirit through will affect those characters remaining within 0 AP (10 ft.) diameter of the gate.

If the cylinder containing the spirit of Raven is broken before the gate is opened, the spirit of Raven is freed. Without Raven's power the gate cannot be opened. If the cylinder is broken, the villains will attempt to escape. If three or more villains are unconscious, the remaining villains will surrender.

If the cylinder is destroyed before the gate is opened, the mystical backlash will knock both Dr. Getzen and Dr. Van Hoorst unconscious. Dr. Van Hoorst will never regain consciousness. If the Titans defeat all of the enemies without breaking the cylinder, Raven's spirit will still be trapped inside for some enterprising mystical villain to appropriate for his own use, unless the Titans themselves open the cylinder and release Raven's spirit.

STANDARD AWARD

The following is an explanation of the standard awarding of Hero Points for this adventure. To see how they are distributed to the players, see the Standard Awards Section of the *Gamemaster's Manual.*

The opposition in the final battle should have been rated as inferior, as the bad guys should be lower on Hero Points, and Karla Van Hoorst will be trying to open the gate rather than fight the Titans. **15 Hero Points**

The hidden gateroom is a Character Dependent Critical Point. No obvious mechanic or dice roll will reveal the gateroom to the players—it must be discovered. This is a critical point because should the players not find the gateroom, the adventure is over. **5 Hero Points.**

The Consequence is Non-Fatal (permanent). Kid Flash's power will be lost if the experiment succeeds. He will be traumatized, but as this effect is temporary, it is listed under the Non-Fatal (permanent) category. **10 Hero Points.**

The Area of Consequence is Personal. Kid Flash is a friend of the Titans, and his loss will primarily affect them. **0 Hero Points.**

Standard Award: **30 Hero Points.**

The Role Playing Award

While only you, the GM, can judge if the players role played their characters consistently, certain broad restrictions can be given:

1. If the Titans are routinely killing guards or villains, they are acting out of character.
2. If they physically harm a guard or villain in order to gain information, they are acting out of character.

If Kid Flash is killed, only the Participation Standard Award is given to the Players. There is more than one clue to the fact that Kid Flash is being held captive. The Teen Titans should do everything they can to rescue a friend.

Thwarting the Villain

If the gate is opened in Encounter 9, the players do not get the Standard Award for Thwarting the Villain.

If the gate is not opened in Encounter 9, the Standard Award for Thwarting the Villain is given.

Implications

If the Titans do not stop the gate from opening, Raven's spirit will be trapped in the demi-dimension. It may be a long time before she can free herself. Dr. Getzen and Dr. Van Hoorst may be gone forever, but if the gate should be re-opened some other time, they may emerge more powerful than ever.

. . . and they will want revenge against the Titans.



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BENCHMARK APs

APs	TIME	DISTANCE	WEIGHT	VOLUME	INFORMATION	APs
0	4 seconds	10 feet	Sack of grain (50 lbs.)	1 cubic ft.	Paragraph	0
1	8 seconds	20 feet	Human Child (100 lbs.)	2 cubic ft.	Doublespace Typed Page	1
2	16 seconds	40 feet	Human Adult (180 lbs.)	4 cubic ft.	2 Typed Pages	2
3	32 seconds	80 feet	Lion (400 lbs.)	35 gal. Fishtank	1,000 words	3
4	1 minute	150 feet	10' high tree (700 lbs.)	Doghouse	Chapter from a Book	4
5	2 minutes	100 yards	Grizzly Bear (½ ton)	Closet	Term Paper	5
6	4 minutes	200 yards	Car (1.5 tons)	Pantry	Short Story	6
7	8 minutes	⅛ mile	Elephant (3 tons)	5-Man Tent	64K Computer Memory	7
8	16 minutes	¼ mile	"Semi-" Truck (6¼ tons)	Bathroom	Novella	8
9	32 minutes	½ mile	Light Tank (12.5 tons)	Bedroom	Paperback Novel	9
10	1 hour	1 mile	DC-9 Airplane (25 tons)	Living Room	Elementary Textbook	10
11	2 hours	2 mile	Battle Tank (30 tons)	Store Front	1 Megabyte of Memory	11
12	4 hours	4 miles	Blue Whale (60 tons)	Studio Apt.	Tolstoy's "War and Peace"	12
13	8 hours	8 miles	Boeing 747 (110 tons)	1 Bedroom Apt.		13
14	16 hours	16 miles	C-5A Galaxy (240 tons)	Cottage		14
15	1 day	30 miles	Freighter (450 tons)	3 Bedroom House	A Year of DC Comics	15
16	2 days	60 miles	Destroyer (900 tons)	2 Flat Apt. Building	Oxford English Dictionary	16
17	4 days	125 miles	Small Building (1800 tons)	4 Flat Apt. Building	Set of Encyclopaedias	17
18	1 week	250 miles	Loaded Train (3800 tons)	Small Warehouse		18
19	2 weeks	500 miles		Large Warehouse		19
20	1 month	1000 miles		8 Story Building		20

For ease of play, we recommend that you use the Benchmark APs above. For exact definition, use the Upper Limit table below.

DC HEROES ROLE PLAYING GAME
TM

GAMEMASTER'S SCREEN

AP RANGE UPPER LIMITS

APs	TIME	DISTANCE	WEIGHT
0	4 seconds	10 feet	50 lbs.
1	8 seconds	20 feet	100 lbs.
2	16 seconds	40 feet	200 lbs.
3	32 seconds	80 feet	400 lbs.
4	1 minute	150 feet	750 lbs.
5	2 minutes	100 yards	1500 lbs.
6	4 minutes	200 yards	1.5 tons
7	8 minutes 20 s.	416 yds. 2 ft.	3.25 tons
8	16 minutes 40 s.	833 yds. 1 ft.	6.50 tons
9	33 minutes 20 s.	1666 yds. 2 ft.	13 tons
10	1 hour 6⅔ m.	1 mile, 4720 ft.	26 tons
11	2 hours 13⅓ m.	3 miles, 4160 ft.	52 tons
12	4 hours 26⅔ m.	7 miles, 3040 ft.	104 tons
13	8 hours 53⅓ m.	15 miles, 800 ft.	208 tons
14	16 hours 40 m.	28 m. 2160 ft.	375 tons
15	1 day 9 h. 20 m.	56 m. 4320 ft.	750 tons
16	2 days 18 h. 40 m.	113 m. 3360 ft.	1500 tons
17	5 days 18 h. 53⅓ m.	236 m. 3920 ft.	3125 tons
18	11 d. 13 h. 46⅔ m.	473 m. 2560 ft.	6250 tons
19	23 d. 3 h. 33⅓ m.	946 m. 5120 ft.	12500 tons
20	46 d. 7 h. 6⅔ m.	1893 m. 4960 ft.	25000 tons

COMBAT MODIFIERS

TYPE OF ATTACK	Opposing Value Column Modifier	Resistance Value Column Modifier
Critical Blow	+2	-3
Devastating Attack	+4	-6
Multi-Attack ..... on 2	+1	+1
on 3-4	+2	+2
on 5-8	+3	+3
on 9-15	+4	+4
on 16-30	+5	+5
on 21-60	+6	+6
Pull Your Punch	-	+1
Sweep Attack ..... Area	-1	-1
Linear Area	-1	-
Team Attack ..... by 2	-1	-
by 3-4	-2	-
by 5-8	-3	-
Trick Shot (minimum)	+2	-
Situation Modifiers		
Blindside	-1	-
Darkness	+2	-
Surprise	-2	-
Underwater	-	+1

ACTION TABLE

Acting Value Rows	Opposing Value Columns																		
	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+5
1-2	6	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	+5
3-4	5	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	
5-6	4	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	
7-8	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	
9-10	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	
11-12	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	
13-15	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	
16-18	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	
19-21	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	
22-24	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	
25-27	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	
28-30	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	
31-35	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	
36-40	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	
41-45	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	
46-50	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	
51-55	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	
56-60	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	
+5																				C

+5: One Column Shift for each +5. **C**: Cancel. One +5 Row cancels one +5 Column.

UNIVERSAL MODIFIERS

DESCRIPTION	Standard Action Modifier	Automatic Action OV & RV
Easy	-1	n.a.
Average	0	n.a.
Challenging	+1	2
Difficult	+2	4
Strenuous	+3	6
Extreme	+4	8
Pushing the Limit	+5	10
Herculean	+6	12
Beyond the Limit	+7	15

OV & RV: Opposing Value and Resistance Value
n.a.: Not Applicable

AP EQUATIONS

Time = Distance - Speed

Distance = Speed + Time

Effect Value - Weight = Distance

Speed = Distance - Time

INTERROGATION

Knowledge Points	Information Revealed
1-2	A minor clue or riddle
3-4	Name or place of a character connected with the central theme
5	Vague details about the villain's scheme
6	All that the interrogated character knows.

PERSUASION

NPC State Before Persuasion	Opposing V. Column Modifier
Awestruck/Enamored	-2
Friendly	-1
Neutral	0
Suspicious	+1
Hostile	+3
Opposed to Character	+4
Personal Vendetta	+7

GOING FOR BROKE

Opposing Value Columns Declared	Resistance Value Bonus Column Modifiers
+2	-3
+4	-6
+6	-9
+8	-12

OPTIONAL POWER RANGE EFFECTS

Range	AP Modification to Determine Range	Opposing Value Column Modifier
Short	Range APs minus 3 APs	0
Medium	Range APs	+1
Long	Range APs plus 1 AP	+2

RESULT TABLE

Effect Value Rows	Resistance Value Columns																				
	x	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+5
1-2	+1	A	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
3-4	+1	A	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
5-6	+1	A	3	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
7-8	+1	A	5	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
9-10	+1	A	8	6	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	*
11-12	+1	A	10	9	7	6	4	3	N	N	N	N	N	N	N	N	N	N	N	N	*
13-15	+1	A	12	11	9	8	7	5	3	N	N	N	N	N	N	N	N	N	N	N	*
16-18	+1	A	14	13	11	10	9	8	6	4	N	N	N	N	N	N	N	N	N	N	*
19-21	+1	A	18	17	16	14	12	10	8	6	4	N	N	N	N	N	N	N	N	N	*
22-24	+1	A	21	20	19	17	15	13	11	9	7	5	N	N	N	N	N	N	N	N	*
25-27	+1	A	24	23	22	20	18	16	14	12	10	8	6	N	N	N	N	N	N	N	*
28-30	+1	A	27	26	25	23	21	19	17	15	13	11	9	7	N	N	N	N	N	N	*
31-35	+1	A	30	29	28	26	24	22	20	18	16	14	12	10	8	N	N	N	N	N	*
36-40	+1	A	35	34	33	31	29	27	25	23	21	19	17	14	12	9	N	N	N	N	*
41-45	+1	A	40	38	36	34	32	30	28	26	24	22	20	18	16	13	10	N	N	N	*
46-50	+1	A	45	43	41	40	38	36	34	31	28	26	24	22	20	17	14	11	N	N	*
51-55	+1	A	50	48	46	44	42	40	38	36	34	32	30	27	24	21	18	15	12	N	*
56-60	+1	A	55	53	51	49	47	45	43	41	39	36	33	30	27	24	21	18	15	13	*
+5		A	°	°	°	°	°	°	°	°	°	°	°	°	°	°	°	°	°	°	C

° For every 5 APs of Effect Value over 60, increase the RAPs by 5.

* Shift the Effect Value up one row for each +5 column and use the 60 Resistance Value.

A All. The Result APs are equal to the Effect Value.
C Cancel. One +5 Row cancels one +5 Column.
N No Effect. The action has no effect on the target.

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BODY AND WEIGHT OF COMMON ITEMS

TYPE	BODY	WEIGHT
Buildings		
House	13	10
Single Office Building	15	12
Brownstone Six Flat	17	14
Warehouse	17	14
Mansion	18	15
Small Office Building	18	15
Abandoned Factory	20	20
High Rise Office Building	22	16
Apartment, High Rise	25	17
Office Skyscraper	29	23
Walls		
Wood	6	5
Brick	8	7
Concrete	10	8
Reinforced Concrete	12	10
Steel	17	13
Promethium	25	12

TYPE	BODY	WEIGHT
Openings and Entrances		
Small Window	1	0
Medium Window	2	1
Interior Door	3	1
Large Window	3	3
Outside Door	4	1
Large Double Door	5	2
Bullet-Proof Glass	7	+1*
Steel Reinforced Door	7	3
Bank Vault Door	16	12
Landscape		
Bush	2	0
Sapling	2	2
Small Tree	4	4
Medium Tree	7	6
Large Tree	10	9
Larger Tree	13	12
Huge Tree	16	15

TYPE	BODY	WEIGHT
Furnishings and Appliances		
Dining Room Chair	1	0
Small Desk	1	0
Dresser	2	1
Large Dining Table	2	2
Large Desk	3	1
Piano (Baby Grand)	3	3
Washing Machine	3	3
Kitchen Sink	4	1
King Size Bed	4	2
Couch	4	3
Refrigerator	4	3
Bathtub	5	3

* Add to weight of window size.

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