DC HEROES

ROLE-PLAYING GAME

THIRD EDITION









DC Heroes Role-Playing Game

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Read This First!

When you opened this book, 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 different from the rest. For those who have never played role-playing games, please read the next section. Experienced role-players may skip this and start on page 6 at An Introduction to DC Heroes.

What is a Role-Playing Game?

A *role-playing game (RPG)* lets you play a role, like an actor does on a stage. But unlike an actor, a role-player does not have a script. Everything a person does affects the outcome of the game, making every time you play different and more exciting.

In the *DC Heroes Role-Playing Game*, each person may play the role of one hero. You, the player, can play anyone in the DC Universe, including Batman, Superman, Green Arrow, or even a Character you've made up.

Each hero has definite Powers and/or Skills, each has a Motivation for acting as a hero, and some have special Advantages, Drawbacks, Vulnerabilities, and Limitations.

The hero you choose 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 role-playing through experience. Start slowly. Take as much time as you need, then stop when it becomes confusing. The more you play the DC Heroes RPG, the more you will understand why certain rules exist, and how to use them.

The rules in the DC Heroes RPG allow you to make up your own stories about your favorite heroes. Instead of just reading a comic book featuring Justice League International, you will play the role of one of the 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. Your hero will then participate in an adventure which is coordinated by another person, called the *Gamemaster (GM)*.

One person must be chosen as the Gamemaster. Before playing, this person should be familiar with the rules of the DC Heroes RPG. The Gamemaster is like the writer of a DC comic book, unfolding the story and making it work. This person also has the important task of playing the roles of all of the other Characters in the adventures. Characters who are not being played by a Player are called *Non-Player Characters (NPCs)*.

For example, in the solo adventure, **Welcome to Gotham City**, on page 14, the GM would play the thief, or anyone 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.

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. Much of the material in the DC Heroes RPG is devoted to the Gamemaster, and gives helpful hints on how to run a good game.

When your group sits down with the Gamemaster to play, everyone has his assigned role. 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 setting, people, and other important information about the situation the heroes find themselves in. Like the beginning of a comic book, a role-playing game can start with a bang or build slowly toward an exciting climax.

As a Player, you must identify with your chosen heroic Character, and place him in that setting. Ask yourself questions about the environment and the Character. How would Wonder Woman act in this place? What would she say or try to do? It's all right to ask the Gamemaster questions to help you understand what's 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 is 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 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 and the heroes and other people 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. Each Character in the DC HEROES RPG has numbers that are used to rate that Character's Abilities and Attributes.

Sometimes the Gamemaster will ask you to roll dice. This is the method by which Players determine how successful their Character will be in certain actions. 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 might have to follow up on clues or fight the bad guys to find more clues with which to 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 give you a framework on which to build the world of the DC HEROES RPG. 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 fun and challenging. 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!

Editor's Note

to Players of the Second Edition

Welcome to the latest edition of the DC HEROES Role-Playing Game. If you're like me, you've been playing the 2nd edition for years, and you might be thinking: "Why a 3rd edition? The second edition was a big improvement over the first, which was already an excellent system." There are two answers to this question:

First, we ran out of 2nd edition boxed sets, and the decision was made to switch to a more convenient (and less costly) softcover format. Since we had to layout the entire book anyway, we decided to revise the rules as well, rather than simply putting out a reprint in a different format.

The second (less important) reason is that, although the 2nd edition was an exceptional system in its own right and much improved over the original, it still contained a number of minor rules problems, typographical errors, etc., many of which were brought to our attention by Players who attend conventions or write letters.

When I was handed this project, it was made clear that the 3rd edition had to be 100% compatible with all 2nd edition products, I also decided that I would not change the actual game system (still intact from the 1st edition), and that I would make every attempt to change the rules in such a way that existing Characters would not need to be revised or re-written (especially considering our recent *Who's Who* supplements).

With these guidelines in mind, the task of putting this book together became a bit more difficult, but I think it was well worth it. All the minor changes that have gone into the rules are far too numerous to summarize here, so I can only suggest that at least one member of any DC HEROES group, preferably the Gamemaster, should read this entire book and pass on the specifics to the others. Particular attention should be paid to **Chapter Two: Character Design**, since many of the Power descriptions have been expanded and clarified, and some Base Costs and Factor Costs have changed.

The product you hold in your hands contains the same fun and exiting game as the previous editions, with the added benefit of revised rules, new Abilities, and updated DC Characters, including the notorious Doomsday!

Enjoy!

Bryan Nystul
DC HEROES Editor

Chapter One:

An Introduction to DC Heroes

The rules of the **DC Heroes Role-Playing Game** 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 section and then start playing. You can add more of the rules as you and your friends feel like increasing the variety of play.

Like a language, the rules of the **DC Heroes RPG** will teach everyone common words and phrases that mean very specific things in the game. These terms will give each player a good idea of 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 tall buildings in a single bound."

There are eight different ideas that you need to understand in the **DC Heroes RPG**. Some of these ideas are easy; some are a little harder. Take your time. Everything here is explained in many different ways so that if you don't understand it here, you might get a better feel for it in the solo adventure at the end of this section. Each idea will be reviewed in the **"The Rules"** section later in the book.

Right now, just concentrate on the following:

1. Attribute Points
2. Attributes
3. How to Use the Dice
4. The Action Table
5. The Result Table
6. Powers, Skills, Advantages, Drawbacks
7. Hero Points
8. Automatic Actions

Once you have read through these sections, you will be ready to play the solo adventure, **Welcome to Gotham City**. After you have mastered that, you should be able to play the **DC Heroes RPG** with someone who understands all of the rules. After you've played a few times, read the rest of the book to add variety to the game.

Attribute Points are the basic form of measurement in the **DC Heroes RPG**. Everything, including time, distance, and volume, is measured in Attribute Points. Attribute Points are abbreviated *APs*. You should remember this abbreviation: we use it a lot.

Since Attribute Points measure everything in the **DC Heroes RPG**, 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 are also used to measure how effective a Character's actions are. 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 or money: 1 AP equals the information in a magazine or $50, 3 APs equal a two-volume dictionary or $200, and 5 APs equal a ten-volume encyclopedia or $800.

These amounts of damage, speed, information, or volume 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 as follows:

Measurement	Effect Units
Weight	50 pounds
Distance	10 feet
Time	4 seconds
Volume	1' x 1' x 1'
Money	$25
Information	1 Paragraph

These Effect Units are each equal to 0 APs. In the **DC Heroes RPG**, 0 has a measurable value.

Zero APs of time, or 4 seconds, is referred to as a *phase*. This term is often used during combat.

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

There is a table later in this book (called the *Benchmark AP Table*) that explains how to quickly convert APs into their real world equivalents and real world measures into APs. This, however, 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	200lbs.
3	400 lbs.
4	800 lbs.
5	1,600 lbs.
6	3,200 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
6	640 feet

Since all measurements are related, you can use them interchangeably. For instance, a Character with a Strength of 6 APs can lift 6 APs of weight. A Character who has 5 APs of the Flight Power can fly 5 APs of distance in a single phase (0 APs or 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 amount of time.

This brings up an important point: **APs increase very quickly**. An average adult weighs 2 APs, 10 APs of weight is 15 tons, and 20 APs is 15,000 tons. Therefore, you 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 25 (Superman) is much larger than it might seem at first. This leads us to our next idea: Attributes.

Two

Attributes are natural abilities that every Character in the DC world possesses. If you look at a Character's description (see the **Character Roster**, p. 160), you will notice a series of abbreviations and numbers. This section will explain what those words and numbers mean and how they are used in the **DC Heroes RPG**.

Most of the terms in this section are familiar. Nine of these terms refer to Abilities of your Character. These are 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 as an example of how these terms are interrelated.

Attributes are measured in APs, so they are related to the Attribute Points from **Idea One**. Attributes are grouped into three different areas of human characteristics: physical, mental, and mystical. These Attributes are:

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

Each Attribute has a specific meaning that is discussed following. Abbreviations for each Attribute are in parentheses following the Attribute.

BATMAN					
DEX:	**9**	**STR:**	**5**	**BODY:**	**6**
INT:	12	WILL:	12	MIND:	10
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:		35		HERO POINTS:	150

Physical Attributes

Dexterity (DEX) is your Character's skill in using his hands and body, the degree of control he has over his physical self, or his ability to deflect a Physical Attack. Batman's Dexterity of 9 is incredible. He is many many times more accurate and agile than the average person, whose Dexterity is 2. In combat, this Dexterity is used to determine if Batman lands a punch or dodges a blow, depending on whether he attacks someone or is defending himself.

Strength (STR) 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 as strong as the best weight lifters. Batman's Strength is used to find out how much damage he gives when he lands a punch.

Body (BODY) is more than just your Character's physical self. It is his 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 lowered number, however, is only your Character's ***Current BODY Condition***; his BODY Attribute *always* remains constant when defending against an opponent.

When the damage given to a Character's BODY brings his Current BODY Condition to 0, he will become unconscious. If a Character's Current BODY Condition is ever lowered to a negative value below his original BODY APs, he is dead.

The 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 combat to bring his Current BODY Condition below -6, he will die.

BATMAN					
DEX:	9	STR:	5	BODY:	6
INT:	**12**	**WILL:**	**12**	**MIND:**	**10**
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:		35		HERO POINTS:	150

Mental Attributes

Intelligence (INT) 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 Intelligence of 12 is superior. He is a thousand times more perceptive than the average human (whose Intelligence is 2).

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 how well he can organize facts and draw conclusions. This strength is derived from his rigid self-discipline and proven resolve to fight crime. Batman's WILL is his mental "muscle."

Mind (MIND) is your Character's resistance to mental damage in the form of Mental Attacks like Mind Probe. When a Character sustains mental damage, his ***Current MIND Condition*** is lowered. If there is enough damage to lower his Current MIND Condition to 0, he will become unconscious. If a Character's Current MIND Condition is ever lowered to a negative value below his original MIND APs, he is dead.

Even if some villain were able to strike at Batman's mind, his MIND of 10 APs would make it very hard to destroy his ability to think. Only a powerful or sustained Mental Attack would knock him unconscious (by reducing his Current MIND Condition to 0), and killing him (by reducing his Current MIND

Condition to -11 or lower) would be almost impossible. It would be much easier to kill him physically.

BATMAN					
DEX:	9	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	10
INFL:	**10**	**AURA:**	**8**	**SPIRIT:**	**10**
INITIATIVE:		35	HERO POINTS:		150

Mystical Attributes

Influence (INFL) is the force of a Character's personality, his ability to affect the emotions and responses of others, and his mystical potential. Batman's Influence of 10 allows him to scare the wits out of most of his opponents.

Aura (AURA) is the effectiveness of your Character's personality, his ease at controlling a group, and his mystical strength. Batman's AURA is what makes him able to lead Justice League International so well. His contact with supernatural foes and allies has driven him to increase his AURA beyond the level of a normal human.

Spirit (SPIRIT) is your Character's ability to resist fear, his control of emotion, and his resistance to Mystical Damage. If there is enough damage to lower his *Current SPIRIT Condition* to 0, he will become unconscious. If a Character's Current SPIRIT Condition is ever lowered to a negative value below his original SPIRIT APs, he is dead. Batman's SPIRIT of 10 makes it very hard for an opponent to damage him with a Mystical Attack. More than 20 APs of Mystical Damage would be needed to kill Batman.

There is another way to group the nine Attributes. Like the first set of categories, which grouped the Attributes into Physical, Mental, and Mystical Attributes, this second set of categories groups them into Acting, 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:

***Acting/Opposing* Attributes:**	• Dexterity • Intelligence • Influence
***Effect* Attributes:**	• Strength • Will • Aura
***Resistance* Attributes:**	• Body • Mind • Spirit

BATMAN					
DEX:	**9**	STR:	5	BODY:	6
INT:	**12**	WILL:	12	MIND:	10
INFL:	**10**	AURA:	8	SPIRIT:	10
INITIATIVE:		35	HERO POINTS:		150

***Acting/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 Power to blow a hole in the wall, or painting a picture. All actions use the Action Table to figure out the chance of success.

The **DC HEROES RPG** has a unique way of finding the chance of success. Every Acting Attribute must be compared to the Opposing Attribute of the object or person your Character wants to affect. When a Character uses one of his Attributes, the Acting and Opposing Attributes are the same.

For instance, if the Batman were going to punch a crook, his **DEX (Acting Attribute)** would be compared to the **DEX** (Opposing Attribute) of the crook he wants to hit. The two Attributes are compared on the Action Table, which is explained on pages 9 through 10.

Usually, a Character's Acting/Opposing Attributes are his Dexterity (for physical actions), Intelligence (for mental actions), and Influence (for mystical actions). There may be other abilities that can be used instead of these Acting/Opposing Attributes. For instance, when a Character uses one of his Powers or Skills, he can often use different Acting and Opposing values. For example, Batman can use the APs of his Detective Skill in place of his Intelligence to determine if he can analyze a clue or not.

BATMAN					
DEX:	9	**STR:**	**5**	BODY:	6
INT:	12	**WILL:**	**12**	MIND:	10
INFL:	10	**AURA:**	**8**	SPIRIT:	10
INITIATIVE:		35	HERO POINTS:		150

***Effect* Attributes** are the amounts of power that a Character can direct at an opponent or object once it has been determined that his action is successful. This amount can be physical strength, mental strength, or strength of personality. A Character's Effect Attributes are Strength, Will and Aura.

As with Acting and Opposing Attributes, an Attribute of the attacker is compared to an Attribute of the defender. Once it has been determined than an action is successful, this comparison takes place on the Result Table. The attacker's Effect Attribute is compared to the defender's Resistance Attribute (see the following description) to find a number called the ***Result APs (RAPs)***.

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

BATMAN					
DEX:	9	STR:	5	**BODY:**	**6**
INT:	12	WILL:	12	**MIND:**	**10**
INFL:	10	AURA:	8	**SPIRIT:**	**10**
INITIATIVE:		35	HERO POINTS:		150

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

The Resistance Attribute is compared on the Result Table to the Effect Attribute of the attacker. The number found temporarily reduces the APs of the Current Condition. Remember, no matter how seriously a Character is hurt, he *always* defends at the original value of his Resistance Attribute. The Character's Current BODY, MIND, or SPIRIT Condition 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 Current BODY Condition, he would still defend at 6 APs. If a Resistance Attribute (BODY, MIND, or SPIRIT) is temporarily reduced to 0 or below, the Character falls unconscious.

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.

If a Character's Current Condition is ever lowered to a negative value below his original BODY, MIND, or SPIRIT Condition, he is dead. For Batman to be killed with a Physical Attack, for instance, his BODY Condition must be reduced to -7 APs.

Three

Rolling the dice is a very trivial yet important part of every role-playing game. In order to play the **DC HEROES RPG** you will need two ten-sided dice (which should be readily available at the store where you got this book). 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 counted as ten, not zero.

If the Gamemaster asks you to roll ***1D10***, you will most likely be rolling for ***Initiative***. Initiative is used during combat to determine which Character gets to declare and perform his action first.

To determine your Initiative, roll 1D10 and add the result to your Character's Initiative rating. Whoever has the ***lowest*** Initiative ***declares*** his action first. Then, when combat begins, whoever has the ***highest*** Initiative ***performs*** his action first. You'll get to practice rolling Initiative in the solo adventure, **Welcome to Gotham City**.

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), you may 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 rolling. Furthermore, even if double 1's is 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.

Four

The Action Table, together with the Result Table, resolves nearly all of the actions in the **DC HEROES RPG**. Though they look complex, using the Tables is relatively easy. Read the description and examples that follow. Soon you'll know how to resolve almost any action in the **DC HEROES RPG**.

There are eight new terms associated with the Tables, but don't worry: some are familiar terms used in a slightly new way. These terms are:

Action Check, Acting Value, Opposing Value, Success Number, Column Shift, Column Shift Threshold, Effect Value, and Resistance Value.

The following example pits Nightwing of the New Titans against Deadshot of the Suicide Squad (who has just run out of ammunition). It will help you gain a better understanding of how the terms mentioned above apply during play.

In order to follow along, you will need the Action and Result Tables, along with these statistics for Nightwing and Deadshot:

NIGHTWING

DEX:	8	STR:	4	BODY:	6
INT:	8	WILL:	8	MIND:	7
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	28			HERO POINTS:	90

DEADSHOT					
DEX:	8	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:		24	HERO POINTS:		55

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***.

Nightwing is attempting to punch Deadshot.

First: Find the Acting Value column. The *Acting Values* are located in the left-hand column of the Action Table. The Acting Value is most often a measurement of a Character's Action Attribute (DEX, INT, or INFL). Depending on which type of action is being performed, a certain Acting/Opposing Attribute is used.

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

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

Because Nightwing is attempting to perform an action, it is time to begin our Action Check. Punching someone is a Physical Attack, so use Nightwing's DEX of 8 as the Acting Value. The fifth Row down is the 7-8 Acting Value Row.

If Nightwing had a Mental Power that he wanted to use, like Heat Vision or Hypnotism, he would use the APs of that Power as the Acting Value, not his DEX.

Second: Find the Opposing Value row. The *Opposing Values* are located in the topmost row of the Action Table. Like the Acting Value, the Opposing Value is commonly the Acting/Opposing Attribute (DEX, INT, or INFL) of the defending Character. 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 become the Opposing Value.

Deadshot will try to dodge Nightwing's blow with his own Dexterity. Deadshot has a Dexterity of 8. Go across the Opposing Value row until you find the 7 to 8 Opposing Value Column.

If Nightwing were using a Mental Attack, Deadshot would defend with his Acting Attribute for Mental Attacks, his Intelligence. If Nightwing had the power to use a Mystical Attack, Deadshot would defend with his Acting Attribute for Mystical Attacks, Influence. But Nightwing has no way of making Mental or Mystical Attacks and must use brute force; instead he tries to punch Deadshot.

Third: Find the Success Number. Find where the Acting Value Row and the Opposing Value Column meet. The number at this intersection is the *Success Number*. This is the lowest number you can roll on the two ten-sided dice (**2D10**) for your Character to succeed at his action.

By looking at the Action Table where the 7-8 Acting Value Row and the 7 to 8 Opposing Value Column meet, you see you need to roll an 11 for Nightwing to hit Deadshot.

Fourth: Roll the two ten-sided dice. If you roll your Success Number or better, the action is successful.

You roll a 2 and 2, a 4. It is doubles, so you roll again. Now say you roll an 8 and a 7, a 15. The total is 19 (2+2+8+7=19). Nightwing has definitely hit Deadshot.

Fifth: Determine if the roll is within the Column Shift Threshold. When a Character does something well, he might earn a bonus to add to his result. This bonus is called a *Column Shift*. But before this bonus can be earned, two conditions must be met:

A) The roll must be *greater than* the Success Number, and

B) The total die roll must lie *on or beyond* 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 11's split the Action Table in two. This is the *Column Shift Threshold*.

Nightwing needed an 11 or better to hit Deadshot. If you compare Nightwing's Success Number of 11 with his roll of 19, you see that he is well to the right of the 11's. This not only means that Nightwing was successful in his action, but it also makes him eligible for a Column Shift Bonus.

If Nightwing had rolled an 11, his action would have been successful, but it would not have been good enough to earn him a Column Shift Bonus. In this case, you would immediately go to the Result Table.

Sixth: Determine the number of Column Shifts. Place your finger on the Action Table where the Opposing Value Column intersects the Acting Row. This is the Success Number that your Character needed to roll to hit. If you rolled higher than your Character's Success Number, he hit his opponent so well that he receives a bonus.

Move your finger across the row (to the right) 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 continue moving your finger, counting each move as an additional Column Shift. Once you reach a number higher than your die roll, stop counting.

The number of moves is the number of Column Shifts that a Character will receive. You should remember the number of Column Shifts because it increases your results on the Result Table.

Place your finger on Nightwing's Success Number of 11. This is located on the intersection of the 7-8 Acting Value Row and the 7 to 8 Opposing Value Column. Move one Column to the right to the 13, counting "one." So far, you have gained one Column Shift.

Move again, this time to the 15, counting "two." And again to the 18. You now have three Column Shifts.

Move one more time, but this time the number is 21. Your roll was 19 (less than 21), so you do not receive another Column Shift.

Seventh: Go to the Result Table. Once you have the number of Column Shifts (if any), it is time to use the Result Table. The Result Table is *never* used when a Character fails to roll his Success Number on the Action Table. That Character simply "missed" or failed to perform his action.

Keep in mind that Nightwing has 3 Column Shifts against Deadshot.

Result Table

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	+5
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.

Five

The *Result Table* tells you how effective your action was, by telling you the number of Result APs (RAPs). 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 previous example is continued. So far, Nightwing has hit Deadshot and has gotten 3 Column Shifts.

First: Find the Effect Value column. This is located on the far left-hand side of the Result Table. The *Effect Value* usually equals your Character's Effect Attribute.

Depending on which type of attack is being made, certain Effect Attributes apply:

Effect Type	Effect Attributes
• Physical	• Strength
• Mental	• Will
• Mystical	• Aura

The Effect Value may 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.

Nightwing is attacking physically, so his Effect Attribute is his Strength. Respectively, Nightwing has a Strength of 4, so his Effect Value is 4. Move your finger down the Effect Value column to the 3-4 Row.

If Nightwing had a Power like Heat Vision or Hypnotism, his Effect Value would equal the APs of this Power instead of his Strength.

Second: Find the Resistance Value row. This is found along the top of the Result Table. The defender's *Resistance Value* is usually one of his Resistance Attributes:

Resistance Type	Resistance Attribute
• Physical	• Body
• Mental	• Mind
• Mystical	• Spirit

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.

Since Nightwing is using a Physical Attack, Deadshot resists with his physical Resistance Attribute: his Body.

Deadshot's Body is 5. Move your finger across the Resisting Value row to the 5 to 6 Column.

If Nightwing had attacked Deadshot with a Mental Power like Hypnotism, Deadshot would use his Resistance Attribute for Mental Attacks: his Mind.

Third: Get the Result APs. Find where the Effect Value Row and the Resistance Value Column meet. This number is the number of Result APs (RAPs).

If the result is an 'N' then there is No Effect. If the Result is an 'A,' then the RAPs are equal to the APs of the Effect Value. 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 *Rules* section has this explanation.

Nightwing has an Effect Value of 4, and Deadshot has a Resistance Value of 5. By following the 3-4 Effect Value Row to where it intersects the 5 to 6 Resistance Value Column, we see an N. This would mean that Nightwing did negligible or no damage to Deadshot, but . . . we haven't yet applied the Column Shifts Nightwing received on the Action Table.

Fourth: 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* numbers in the Resistance Value row, but *increasing* the number of Result APs within the Table itself. The more Column Shifts you gained on the Action Table, the more the defender's Resistance Value is lowered. This causes the number of RAPs to increase. The defender is accumulating damage at this point.

Nightwing had 3 Column Shifts. This shifts Deadshot's Resistance Column three to the left, from an N to an A. This means that Nightwing received a number of Result APs equal to his Effect Value of 4. Nightwing did 4 RAPs of damage to Deadshot's Current Body Condition.

If Nightwing had only rolled an 11 on the Action Table, you would still go to the Result Table to determine how much damage he did to Deadshot. In this case, Nightwing would not have earned any Column Shifts, and his Effect Value of 4 versus Deadshot's Resistance Value of 5 would have resulted in an N—no damage.

This is as far as this example goes. Feel free to run through it again, this time giving Deadshot a chance to strike at Nightwing.

Six

Powers and Skills are what make heroes (and villains) better than the average human. But while the average human may have certain Skills in which he is proficient, Powers are something that only "super" Characters possess.

There is only one AP value for a Power or Skill. This value is used for its Acting and Effect Values or its Opposing and Resistance Value, depending on whether the Character is Attacking someone or defending himself.

For instance, Captain Atom has an Energy Blast Power of 16 APs. When using his Energy Blast, his Acting Attribute is his Energy Blast Power of 16. Therefore his Acting Value is 16. If he hits a villain, his Effect Attribute is his Energy Blast Power of 16, therefore his Effect Value is 16. Since this is a Physical Attack, Captain Atom's opponent would have an Opposing Value equal to his Dexterity and a Resistance Value equal to his Body.

Powers and Skills of the **DC Heroes RPG** are listed in the **Character Design** section, and are categorized as Physical, Mental, or Mystical.

Some DC Characters have special ***Bonuses*** or ***Limitations*** that vary the specific effects of their Powers or Skills. Darkseid, for example, can use his Energy Blast Power to disintegrate an opponent. Later, he may resurrect that Character, if he so chooses.

Advantages and ***Drawbacks*** are two more things that make DC Characters unique. We all know that Superman was vulnerable to Kryptonite. This is an example of a Drawback. But Superman also knew the city of Metropolis like the back of his hand. This is an example of an Advantage.

Advantages, Drawbacks, Bonuses, and Limitations are ***not*** measured in Attribute Points, but this doesn't mean they are not important. The **Character Design** section covers these categories in more detail.

Seven

Hero Points are used in many different ways in the **DC Heroes RPG**. They are earned through adventuring and spent like money to obtain items, Powers, Skills, or temporary increases in your Acting, Opposing, Effect, or Resistance Values. All the uses of Hero Points are covered in full detail later in this book, so for now let's concentrate on temporarily increasing a Character's Values during play. The following example will help explain how this is done.

Mike's 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.

Our friend is in trouble, but he has 5 Hero Points. He can spend them to temporarily increase the APs of his Abilities.

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 increase by 1.

Before Mike or the Gamemaster rolls the dice for an action, Mike must declare that he is adding the Hero Points, and where: to the Acting and/or Effect Value (if his hero is doing the action), or to the Opposing and/or Resistance Value (if his hero is the target of the action). In this case, Mike's hero is doing the attacking, so he would opt to increase his Acting and/or Effect Values.

Look at the Action Table and find the Acting Value Column. Say Mike's 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, Mike would need to roll a 9 or better on two ten-sided dice for his hero to score a hit.

With Hero Points, Mike can increase his hero's chance to hit by temporarily increasing his Acting Value. He decides to spend 3 Hero Points and declares this to the Gamemaster before he rolls the dice.

The 3 Hero Points are added to the 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.

Now Mike only needs to roll a 5 or better for his hero to hit the villain.

The following are specific guidelines for the use of Hero Points. We will continue with our example to better explain what is meant.

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

Instead of spending the 3 Hero Points to increase Mike's hero's Acting Value from 8 to 11, he declares at the beginning of his turn that he wants to increase his hero's Effect Value instead. Since this is a Physical Attack, his hero uses his Effect Attribute for Physical Attacks: his Strength.

Mike's hero 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.

Mike still must roll on the Action Table to see if his hero hits the villain on his Acting Value Row of 7-8. He needs a 9 and rolls a 10. He has hit!

Now Mike goes to the Result Table. Usually, his hero strikes on the 5-6 row of the Effect Value column, because his Strength is 5 APs. But Mike 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.

Normally, Mike's hero would give the villain 2 RAPs of damage, but because he has increased his Effect Value to 8, he gives the villain 4 RAPs 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.

Mike's hero has 5 Hero Points. Before any rolls are made, he declares that he is spending 3 Hero Points to increase his hero's Acting Value and 2 Hero Points to increase his hero's Effect Value. By adding 3 Hero Points to Mike's hero's normal Acting Value of 8 (his Dexterity), we see that his new Acting Value is 11. His last 2 Hero Points are used to increase his normal Effect Value of 5 (his Strength) to an Effect Value of 7.

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.

Mike's hero spent 3 of his 5 Hero Points to increase his chance to hit (Acting Value) and the remaining 2 Hero Points to increase his Effect Value. Even if his action fails (Mike rolls lower than his Success Number), the 5 Hero points are "burnt" and gone forever. Mike cannot get them back.

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.

Mike's hero has a Dexterity of 8. He may spend no more than 8 Hero Points to increase his Acting Value for Physical Attacks to 16.

On the other hand, Mike's hero has a Strength of 5. He may increase his Effect Value to 10 by using 5 more Hero Points.

If Mike decides to spend 8 Hero Points on his Acting Value and 5 Hero Points on his Effect Value, he will have spent a total of 13 Hero Points. This is the maximum amount of Hero Points he can spend during this phase. However, it is not necessary to spend the maximum number of Hero Points.

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

The villain in this example also has a set number of Hero Points. The GM can spend these Points to counteract the Hero Points spent by Mike's hero. The process is called bidding, and it is explained following.

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. For example, 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. Four Hero Points were already committed to the Effect Value.

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

Let's say that Mike's hero still has 5 Hero Points. The villain he is facing has 3 Hero Points. Mike spends 3 Hero Points to increase his hero's Acting Value for Physical Attacks (based on his Dexterity) from 8 to 11. Mike 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 Dexterity) from 6 to 7. This move increases the Opposing Value enough to move it one column to the right (7 to 8).

Mike's hero now has 2 Hero Points left and so does the villain. Mike decides to increase the bid, and add his last two Hero Points to his hero's 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 of 4). This move increases the villain's Resistance Value from 4 to 5. Look at the Action Table to find where the Acting Value (13-15) and the Opposing Value (7-8) meet: 5.

Mike must roll on 5 or better to hit the villain. He rolls a 3. He missed!

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

This example is just one of many ways to use Hero Points. Consult the *Rules* section for other uses of Hero Points.

Eight

Automatic Actions are those actions that are so simple to perform, they do not require a die roll. Lifting, throwing, jumping, and 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 a distance of 12 APs in a single phase. The Character may, however, choose to fly at a slower rate.

Living Dangerously . . . Or Not Living At All

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

The death of a Player's Character or favorite Non-Player Character 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, he is a product of your imagination.

So put your imagination back into gear and create another Character. You will find that the game can be just as exciting with a new face in front of you.

Where do I go from here?

Now that you've read the Introduction, continue with the solo adventure, **Welcome to Gotham City**. This will help give you an even better understanding of what the DC Heroes RPG is all about.

Welcome to Gotham City

So far you've read quite a bit about the **DC Heroes Role-Playing Game** and how it works, but there's just no substitute for experience. We're now going to ask you to put on the Batman's cape and cowl and step out into the cold Gotham night to learn what being a hero is all about.

Welcome to Gotham City is a short adventure that you can play on your own, without a Gamemaster. By the time you're finished playing through the adventure, you should have a pretty good idea of exactly what the game is all about. You can then move on to the rest of the book. Before long you will find yourself creating fantastic adventures of your own, featuring the entire line of DC superstars.

How to Play

During this adventure you will be playing the role of Batman. The last page of this book is a copy of Batman's page from the *Who's Who in the DC Universe Role-Playing Supplement #4*. You can tear the page out for reference during play, and you will also need two 10-sided dice, along with a pad of scratch paper and a pencil. You should record your starting Current BODY, MIND, and SPIRIT Conditions on your scratch paper. For Batman, these would be 6, 10, and 10, respectively.

Begin reading the adventure with Paragraph #1. At the end of each paragraph you will be given a series of choices and paragraph numbers. Decide what you want to do and flip to the appropriate paragraph; it's that simple!

1

Gotham City, 12:17 AM. The night wind cuts across your face as you dance over the urban jungle to the rhythm of the crisp clear evening. At night, the city has a life all its own. Its life is your life. Gotham is all yours.

You swing over the Bowery and its hundreds of hungry mouths, flutter across the Sommerset rooftops, bathe in the light of the Coventry street lamps. It's quiet tonight.

Turning, you pounce upon the harbor then toss over the rock of Lyntown. Nothing scurries out. You glide over the furnace of Charon, heart racing. Yes, it's quiet tonight. Thank God for silence.

But then comes Manchester. Always Manchester.

As you weave your way in and out of the factories and tenements, a tiny hint of inconsistency catches your eye: a window, and a freshly broken window at that. Shattered glass is rudely scattered across the pavement in front of the Fernandez Brothers Warehouse.

Time to punch the clock. This is what you are here for.

The warehouse itself is a three story pre-fab. There are windows circling the building at waist-level, and a series of large loading doors, one of which is slightly ajar. A huge skylight runs the length of the room.

So much for silence.

If you would like to approach the window and look inside the warehouse, read **Paragraph #5**. If you would like to stop outside the window and scout around for clues, read **Paragraph #7**.

2

You stretch out and briefly grasp hold of the ledge, but your fingers give way one by one, dropping you to the ground with a sick thud.

Of course there is a chance that you will take a little damage from the fall. You have just fallen 30 feet. The Acting and Effect Values of the "attack" you suffer when you strike the ground are equal to 4/4. In this case, your APs of BODY serve as both the Opposing and Resistance Values. Make a standard Action Check and apply the RAPs as damage to your Current BODY Condition. Remember that you can spend Hero Points to increase your Opposing and Resistance Values against the falling damage, but you must decide how many points you are going to spend before you roll the dice.

You quickly get up and try to clear the cobwebs out of your head. Falling means noise; noise means trouble.

Sure enough, a lone thief armed with a baseball bat comes bolting out of the warehouse, ready to attack.

If your Current Body Condition was reduced down to zero or below by the falling damage, read **Paragraph #17**. If you would like to try to hide from the thief for the time being and choose your own moment to strike, read **Paragraph #4**. If you would like to battle the thief as he comes out of the warehouse, read **Paragraph #19**.

3

The Batarang twines itself around a chimney, and you quickly make your way up to the roof and skylight.

Looking down through the dirty glass, you see a lone thief rooting around in the boxes stacked upon the warehouse floor. He's armed, but it doesn't look too bad—just a baseball bat. Definitely an amateur.

If you would like to strike an imposing silhouette against the moon and come crashing down through the skylight in the hopes of scaring the thief, read **Paragraph #6**. If you would simply like to crash down through the skylight and attack the thief, read **Paragraph #11**.

4

You quickly leap behind a nearby dumpster, trying to elude the gaze of the thief.

Now it's time for Batman to use his Thief Skill. In this case, the thief is the one who must make an Action Check. The thief's Acting and Effect values are both equal to 3, his INT and WILL. The Opposing and Resistance Values of the Action Check are equal to the Batman's APs of the Thief Skill. If the thief fails to get any positive RAPs, read **Paragraph #20**. If the thief succeeds with one or more RAPs, read **Paragraph #19**.

5

You cautiously approach the shattered window and look inside. As you expected, you find a lone thief within, rooting around in the boxes stacked upon the warehouse floor.

If you would like to use your Batarang to climb up to the skylight, read **Paragraph #10**. If you would like to simply enter the warehouse through the open loading door, read **Paragraph #8**.

6

The brittle glass shatters beneath your knees as you drop to the floor with an unholy shriek. As you fall, your cape billows up about you, casting the shadow of a bat over the thief below.

Scaring someone like this is called Intimidation. In order to Intimidate someone, you use the Charisma Skill. Make an Action Check using your APs of the Skill as the Acting and Effect Values. The Opposing and Resistance Values are both equal to 3, the thief's INFL and SPIRIT. If your Action Check receives 3 or more RAPs, read **Paragraph #15**, otherwise read **Paragraph #11**.

7

You approach the window and begin searching for clues.

Here is where Batman uses his Detective Skill. Make an Action Check using your APs of Skill as the Acting and Effect Values, against Opposing and Resistance Values of 7 and 7. If you receive 7 or more RAPs, read **Paragraph #18**, otherwise read **Paragraph #13**.

8

You jerk open the loading door with a creak, casting a long shadow across the warehouse floor. The thief hears the creaking noise and stops what he is doing. Whirling around, he spots your silhouette in the doorway.

Read **Paragraph #11**.

9

You step around your young opponent and make your way through the warehouse. Cautiously, you begin searching behind the piled up crates — rats usually come in packs.

Behind a half-ruined desk you finally find him — the accomplice. He's big, but scared. Kid's got a knife. He's making a move.

Play out this battle just like the last one. (If you didn't battle the first thief, read the first two non-italicized paragraphs of **#11**.)

The thief's statistics are:

THIEF					
DEX:	3	STR:	3	BODY:	3
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:		9	HERO POINTS:		0

•Equipment: Knife [BODY: 2, EV: 4]

This thief is armed with a knife, meaning that his Effect Value is 4 when he attacks Batman.

If your Current BODY Condition is reduced to zero or below at any point during the battle, read **Paragraph #17**, otherwise read **Paragraph #21**.

10

You unhitch the Batarang from your utility belt and cast it up into the night.

In order to climb up the building, Batman must use his Acrobatics Skill. Make an Action Check using your APs of this Skill as the Acting and Effect Values against Opposing and Resistance Values of 6/6. If you receive one or more RAPs, read **Paragraph #3**. If you fail to gain any RAPs, read **Paragraph #12**.

11

Although the thief is surprised and more than a little scared, he's not going down without a fight. Brandishing his baseball bat, he rushes ahead.

Now you've got to battle the thief. In the DC HEROES RPG, combat is fought in phases. The first thing you do each phase is roll for Initiative. Roll 1D10 and add the result to your Initiative score, then do the same thing for the thief. Whoever has the highest Initiative total gets to make the first attack during this phase. After the Initiative winner makes an attack, the Initiative loser gets to make a counter-attack, assuming he is still conscious. After both parties have made an attack, begin a new phase with a new Initiative roll. Keep fighting until someone drops unconscious.

Making a combat attack is a Dice Action, using your DEX as the Acting Value and your STR as the Effect Value. The Opposing Value is equal to your opponent's DEX, and the Resistance Value is equal to your opponent's BODY. Any RAPs you receive in combat indicate the amount of damage taken by your opponent and are subtracted from his Current BODY Condition. Once a Character's Current BODY Condition drops down to zero or less, he is unconscious.

The thief has these statistics:

THIEF					
DEX:	3	STR:	3	BODY:	3
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:		9	HERO POINTS:		0

•Equipment: Baseball Bat [BODY: 1, EV: 4]

The thief is also armed with a baseball bat, meaning that he can use an Effect Value of 4 when he strikes Batman, instead of the usual 3 dictated by his STR.

If you are knocked unconscious by the thief, read **Paragraph #17**. If you knock the thief unconscious, you can either search the thief's unconscious body for clues (read **Paragraph #14**) or look around the warehouse (read **Paragraph #9**).

12

The Batarang seems to strike its mark, and you begin scaling up the wall. Just as you near the top, however, you hear a horrifying sound: Your line snaps! Instantly, you are plummeting to the ground thirty feet below.

As you fall, you catch sight of a window ledge just below you. If you arch your descent just right, you can grab the ledge and catch yourself.

In order to grab the ledge, Batman must make an Action Check using his DEX as both the Acting and Effect Values, against Opposing and Resistance Values of 8. If you receive one or more RAPs, read **Paragraph #16**, otherwise read **Paragraph #2**.

13

You scour for clues but find nothing.

You can now either use your Batarang to climb up to the skylight (**Paragraph #10**), enter the warehouse through the open loading door (**Paragraph #8**), or look in the broken window (**Paragraph #5**).

14

You slowly approach the thief, hoping to find a clue to his identity.

You are openly a foot away from the young punk when you hear light breathing behind you. There were two of them! You should have been more careful.

Whirling, you find yourself face to face with another thief. This one is armed with a knife.

First, you've got to check and see if the thief caught Batman by surprise. To do so, have Batman make an Action Check using his INT and WILL as the Acting and Effect Values against Opposing and Resistance Values of 5/5. If this check succeeds with one or more RAPs, you noticed the thief in time, otherwise Batman is surprised and cannot act during the first phase of combat.

Play this battle just like the last one.
The thief's statistics are:

THIEF

DEX:	3	STR:	3	BODY:	3
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:		9	HERO POINTS:		0

•Equipment: Knife [BODY: 2, EV: 4]

This thief is armed with a knife, meaning that his Effect Value is 4 when he attacks Batman.

If your Current BODY Condition is reduced to zero or less during the battle, read **Paragraph #17**, otherwise read **Paragraph #21**.

15

You've managed to scare the thief completely out of his wits. He drops his baseball bat and shields his eyes in horror. Dropping into the shadows, you reach down to your utility belt and toss the thief a pair of Batcuffs.

"Put them on," you growl, "NOW!"

Quivering, the thief quickly slaps the cuffs across his wrists.

You can now either search the thief for clues (Paragraph #14), or look around the warehouse (Paragraph #9).

16

Arching your body as you fall, you barely manage to grasp the ledge on the way down and pull yourself up. In no time, you've already recovered the Batarang, tied the line off, and made your way up to the skylight.

Read **Paragraph #3**.

17

As you slump into unconsciousness, you see the thief grin and start toward you. This looks like the end. Certainly not an honorable way to go.

But expecting the worst, you get the best. Just as the thief is hovering over you, you hear someone shout, "Freeze!" Charging up behind the frightened thief are Commissioner Gordon and four of his men. The young punk drops his weapon.

Lucky, old man. Lucky.

Gotham is a dangerous place, and nobody ever said being a hero is easy.

Why don't you go back to **Paragraph #1** and try again?

18

Whoever smashed the window accidentally kicked over a bucket of sawdust, scattering its contents across the pavement. In the dust you notice two sets of footprints — there must be two thieves!

Now you can either look in through the broken window (**Paragraph #5**), climb up to the skylight (**Paragraph #10**), or enter through the loading door (**Paragraph #8**).

19

You see the thief approach and prepare yourself for his attack.

Read **Paragraph #11**.

20

From behind the dumpster, you see the thief stop and look around. After waiting a few seconds, he nervously steps back inside. He must not have seen you.

You can now look in through the broken window (**Paragraph #5**), or enter through the open loading door (**Paragraph #8**).

21

You've subdued and cuffed both thieves. A search of their jacket pockets reveals that neither is carrying any identification. A quick call to Commissioner Gordon and you can be on your way.

Another job well done. Welcome to Gotham City.

Common Abbreviations

APs	Attribute Points	AV	Acting Value
CS	Column Shift	DEX	Dexterity
EV	Effect Value	GM	Gamemaster
HPs	Hero Points	INFL	Influence
INT	Intelligence	NPC	Non-Player Character
OV	Opposing Value	RAPs	Result APs
RV	Resistance Value	STR	Strength
2D10	Two ten-sided dice		

Terms First Defined

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Chapter Two:

Character Design

This chapter provides information on creating original heroes and villains for use in the **DC Heroes Role-Playing Game**. Players and GMs can create Characters possessing any combination of Powers, Skills, Advantages, or Drawbacks desired, subject to the following rules.

Creating a totally new Character can be a difficult process and probably should not be attempted until a Player/GM is comfortably familiar with the system. Players who are not interested in creating their own Character might wish to skip the rest of this chapter and return later. When designing a Character, a Player will probably want to use a calculator and some scratch paper. Sections of this book that are particularly useful when designing Characters include: the ***AP Purchase Chart*** (page 30), the ***Benchmark APs Tables*** (page 180), and **Appendix D. Character Design Summary**, which lists all of the Advantages, Drawbacks, Abilities, etc. along with their Hero Point Costs and page references.

I. Terminology

Listed following, are many of the basic terms used in the **DC Heroes Role-Playing Game** system. Since reading through a general glossary of information can be interminably boring, Players are encouraged to briefly review this list — but remember where it is located, in the event an unfamiliar term should be encountered. Most of the following terms were initially presented in **Chapter One**.

Ability: A Power or Skill

Advantage: A special capability possessed by a hero/villain. Advantages are not measured in APs — the hero/villain either possesses the Advantage or he does not.

Attribute: One of the nine basic characteristics possessed by every living thing in the **DC Heroes RPG** (**Dex, Str, Body, Int, Will, Mind, Infl, Aura, and Spirit**). In addition, many non-living objects possess one or more Attributes (a table would possess Str and Body, for instance).

Attribute Points (APs): The basic form of measurement in **DC Heroes**. APs are fully explained in **Chapter Three** and **Chapter Four**, but a point must be made here regarding APs of Powers and Skills. Normally, APs are not added or subtracted like ordinary numbers (see **Idea One** on page 82). However, when adding or subtracting APs of Powers or Skills to or from a Character's Attributes, AV, EV, OV, RV, or other Powers or Skills, the APs *are* treated like ordinary numbers unless specifically stated otherwise. For instance, a Character with a Body of 8 and 4 APs of Skin Armor (which adds to RV) would have an RV of 12, *not* 9. Also, multiple bonuses from different Powers and Skills are cumulative unless specifically stated otherwise, so if the previously mentioned Character also put up a 5 AP Force Field, his RV would increase to 17.

Automatic Action: Any action which has no Opposing or Resistance Values and does not require a dice roll. Movement constitutes a typical Automatic Action. The RAPs of an Automatic Action are normally equal to a Character's APs of Power of Skill.

Automatic Power or Skill: A Power or Skill that functions as an Automatic Action during play (i.e. no dice roll is required). Automatic Powers and Skills may be Pushed (see **Pushing Automatic Actions** in **Chapter Three**).

Base Cost: The cost in Hero Points for acquiring 0 APs of a particular Power or Skill. A Player creating his own Character must always pay the Base Cost of each of the Character's Powers and Skills.

Bonus: A special modification that increases a Power or Skill's effectiveness (for example, the "Usable On Others" Bonus allows a Character to temporarily bestow the modified Power or Skill upon another Character).

Dice Action: An action performed against Opposing and Resistance Values and, as such, requiring a roll of the dice.

Drawback: A special penalty suffered by a hero/villain which affects his effectiveness in play. Drawbacks are not measured in APs — a hero/villain either possesses the Drawback or he does not.

Factor Cost: A measure of the relative effectiveness of a Power or Skill. Factor Cost influences the number of Hero Points a Player must spend to purchase APs of a Power or Skill during a Character's creation and Growth stages.

Gamemaster (GM): The person who acts as referee for the game. The GM should be well versed in the **DC Heroes RPG** rules and especially familiar with the events, locations, and Non-Player Characters in the particular adventure being played, as he is the ultimate authority on what occurs during an adventure.

Genre Rules: Guidelines for play specifically designed to accurately reflect the feel of a particular adventure environment (such as the oppressive storylines of the Watchmen or the zany circus atmosphere of Ambush Bug); for additional information, see **Appendix C**.

Hero Points: Numerical reflections of a Character's adventuring experience. Hero Points can be used to permanently

DEXTERITY (DEX):
"Dexterity represents a Character's agility and nimbleness."

APs Benchmarks

1-2: The person has normal agility and can perform activities associated with daily living.

3-4: The individual has agility equivalent to one who practices athletic abilities beyond what is required for daily living such as: *police officers, firemen, clowns, stage performers, dancers*

5-6: The person possesses agility equivalent to individuals who are well honed in athletic prowess as Gymnasts, Stunt men, and Circus Aerialists. *Animal Man, Cyborg*

7-8: The individual is agile enough to be a medal-winning Olympic gymnast. *Aquaman, Blue Beetle, Starfire, Vandal Savage, Deadman*

9-10: This person possesses the best agility humanly possible and could easily become a record-setting Gold Medal Olympic gymnast. *Batman, Bronze Tiger, Ra's Al Ghul, Kobra*

11-12: This is a superhuman level of athletic prowess, where the individual can actually dodge high velocity projectiles such as arrows and bullets aimed directly at him or her with moderate effort. *Elongated Man, Spectre, Mister Miracle, Amazo*

13-15: This level of agility allows the dodging of laser fire and the ability to sight and catch slower moving projectiles, such as arrows and bullets. *Wonder Woman, Superman, Cheetah, Captain Marvel*

16-18: The person is capable of athletic maneuvers that seem to defy the ability of the humanoid structure. His or her reactions are so swift laser fire appears in slow motion. *Monitor, Anti-Monitor*

19-21: Reaction time and coordination are so attuned that the individual's thoughts and actions are simultaneous.

22-24: The character's actions begin before the human brain can complete a thought. *Flash (Jay Garrick)* [while substituting Superspeed for DEX]

25-27: A person with agility of this magnitude sees his surroundings, even energy, as motionless and can easily dodge multiple laser fire.

28-30: A level of agility where the individual's reactions occur as if he was clairvoyant.

obtain additional Powers and Skills to reflect a Character's growth as a hero and /or to provide a Character with a temporary increase in Attributes, Powers, and/or Skills during an adventure.

Knowledge Points: RAPs received from successful use of an information-gaining Power or Skill (such as Mind Probe or Detective). The Knowledge Points gained govern the amount of information learned by a character. 1 RAP reveals very little information, 1/2 RV in RAPs reveals a fairly detailed amount of information, and Full RV in RAPs reveals everything available regarding the inquiry.

Limitation: A special modification which decreases a Power or Skill's effectiveness (the "Power Burnout" Limitation occasionally causes a modified Power or Skill to become inoperable for a time).

Link Attribute: Attribute from which a particular Power or Skill derives its potency. When creating a Character, a Player may choose to link a Power or Skill to its Link Attribute (**e.g., Flight to DEX**). The Player then pays the Base Cost of the linked Power and reduces its Factor Cost (see above) to receive APs of the Power equal to the Character's APs in the Link Attribute. If a Link Attribute increases or decreases, the APs of any linked Powers or Skills usually increase or decrease respectively (see **Linking Powers and Skills** on page 22).

Range: The maximum distance (measured in APs) at which a Power or Skill is effective. "Normal" Range Powers can function at a distance equal to the user's APs of the Power. A Range of "+3" indicates that a Power can function at a distance of 3 APs greater than the user's APs of the Power. A Range of "Self" indicates that a Character possessing the Power or Skill can only use it on himself, while a Range of "Touch" indicates that the Character can use the Power or Skill on anyone he touches.

RAPs: Result APs — the effective number of APs produced by any action which seeks resolution between forces (combat, Knowledge rolls, etc.).

Subskills: Separate abilities which comprise an entire Skill. A Character with APs in a Skill automatically possesses an equal number of APs in each Subskill unless he has chosen to specialize (see **Subskills** on page 74).

II. Character Creation

When creating a Character, a Player begins with 450 Hero Points which are used to purchase the Character's Attributes, Powers, Skills, and Advantages. A Player may also select Drawbacks for his Character to receive additional Hero Points usable in Character Design. When the Character is complete, any Hero Points which remain are retained by the Character for future expenditure.

The creation of any Character for use in the **DC HEROES RPG** system follows a ten-step processs:

Step 1
Confer with the GM

Prior to designing a new Character, a Player should talk to the GM, who might be planning an adventure or campaign which requires certain types of Characters or heroes with particular Powers. A Player should know such guideline information before creating a Character who would be inappropriate in a campaign (a Character possessing flashy Powers and Skills would be out-of-place in the world of the Watchmen, for example).

If a GM planned to run a mystically oriented campaign which featured adventures like those presented in the *Doctor Fate, Spectre, Swamp Thing,* and *Hellblazer* comics, a Player would probably want to create a mystically oriented hero. If the GM planned an average good-guys vs. bad-guys campaign which featured some adventures like those presented in *Justice League America, the New Titans,* and *Infinity Inc.* comics, for example, the Player would have a great deal of flexibility in Character Design.

A GM might also give the Player advice which does not directly relate to a Character's Powers and Skills; for example, he might inform you that the campaign is going to be set in World War II and that the heroes will all become members of the All-Star Squadron. Alternately, he might suggest that the heroes in the campaign will be working as government agents.

Such information might not affect the types of Powers or Skills a Player would purchase for a Character, but it might have quite an impact upon the Character's background, description, and personality, as well as any Advantages or Drawbacks the Character might possess.

Step 2
Think Carefully

Before actually purchasing the Character's Attributes, Powers, Skills, and Advantages, a Player should think carefully about everything concerning the new Character, deciding exactly what kind of hero is going to be created and what kind of Powers and Skills are suitable. Is the hero a super-powered energy blaster with remarkable strength and agility or simply a highly skilled human like Batman or Nightwing? What about the Character's background and personality — how did he receive such fantastic powers and how does he deal with them?

This Character blueprint will be valuable when deciding exactly what Attributes, Powers, Skills, and Advantages the Character requires. A Player might also discuss Character ideas with other Players to avoid creating team members with duplicate abilities.

In this manner, a Player can develop a good idea of exactly what sorts of Powers and Skills to select for his Character, so the remainder of the design process should be quite simple.

For our example, a Player may decide to create a Character called Pulsar who possesses light-based Powers and abilities. Our Player decides that Pulsar will probably have some type of energy blast, a force field, a small degree of super strength, and the ability to fly. At the same time, our Player decides that Pulsar is a tough-talking reformed street thug who recently dedicated his life to fighting crime.

Step 3
Purchase Attributes

When creating a Character, every Attribute, Power, Skill and Advantage must be purchased using Hero Points. A Player begins with a base of 450 Hero Points for Character Design and the first thing to actually purchase is the new Character's Attributes.

Everything a Player purchases toward designing his Character that is measured in APs (Powers, Attributes, Skills, and Wealth) is given a Factor Cost, which is a measure of how useful the Power, Attribute, Skill, or Wealth rating is during actual play. Initial Factor Costs range from 1 to 10; abilities which have a minor usefulness possess a Factor Cost of 1, while those which are extremely useful possess a Factor Cost of 10.

The Factor Cost of an Attribute, Power, or Skill determines how many Hero Points a Player must pay to purchase APs of that Attribute, Power, or Skill (the higher the Factor Cost, the more expensive in Hero Points the Attribute, Power, or Skill).

STRENGTH (STR):
"Strength represents a Character's ability to lift weight and withstand duress."

APs Benchmarks

1-2: A normal human who can lift 200 pounds above his head.

3-4: A person with exceptional human strength, equivalent to that of professional weight lifters.
Lifting Range: 400 - 800 pounds
Anthro the Cave Boy, Jonah Hex, Amanda Waller, Wildcat

5-6: This is the level of maximum human strength.
Lifting Range: 900 - 1,600 pounds.
Batman, Starfire, Hawkman, Creeper

7-8: This is super-human strength capable of bending a steel crowbar.
Lifting Range: 3 - 6 tons.
Aquaman, Nuklon, Firehawk

9-10: A person with strength of sufficient force to demolish a concrete barrier.
Lifting Range: 12 - 25 tons.
Hourman, Metamorpho, Red Star

11-12: The power of the individual's strength can rupture a steel wall.
Lifting Range: 50 - 100 tons.
Big Barda, Troia, Cyborg, Lead of The Metal Men

13-15: The individual can summon strength to crush titanium without real effort or throw a car a half mile (this can be done at a 15).
Lifting Range: 200 - 800 tons.
Iron of The Metal Men, Mammoth

16-18: At this level of strength, most barriers, natural or man-made, cannot stop this individual, as he can easily demolish a fortified bunker.
Lifting Range: 1,600 - 6,400 tons.
Spectre, Martian Manhunter, Wonder Woman, Solomon Grundy, Grodd, Lobo

19-21: This individual possesses strength equivalent to that of the giants of ancient legends.
Lifting Range: 12,800 - 51,200 tons.
Kallbak, X'Hal, Captain Marvel

22-24: At this level the individual possesses god-like strength.
Lifting Range: 102,400 - 409,600 tons.
Darkseid, Orion, Ares

25-27: Beings with strength in this range have Titan-level prowess.
Lifting Range: 819,200 - 3,276,800 tons.
Superman, Heracles, Atlas

28-30+: This is entity-level strength. Small celestial bodies are obliterated with the exercise of this level of strength.
Lifting Range: 6,553,600 - 13,107,200 tons.
Monitor, Anti-Monitor, Trigon

BODY:

"This Attribute represents a Character's standard resistance to physical damage."

APs	Benchmarks
1-2:	A normal human who is susceptible to normal pain stimulus.
3-4:	Body conditioned to withstand moderate damage without great pain. The individual can weather many blunt attacks, as a prizefighter or a martial artist. *Amanda Waller, John Constantine, Huntress, Captain Boomerang*
5-6:	The body is conditioned to withstand the greatest amount of physical damage humanly possible. The individual possesses exceptional resistance to fatigue. *Batman, Bronze Tiger, The Warlord, Jonah Hex*
7-8:	The body can endure attacks from street-level weaponry, such as knives, chains, bats, and small caliber guns. The body has a density equal to a brick wall. *Swamp Thing, Aquaman, Hawkman, Deathstroke the Terminator*
9-10:	The body is resilient enough to resist most military weapons, such as high caliber automatic rifles. *Big Barda, Red Star, Gold.of The Metal Men*
11-12:	The body can withstand high impact explosives that could demolish a reinforced concrete bunker. Characters with a Body in this range literally possess steel-hard skin. *Metamorpho, Firestorm, Demon*
13-15:	The body has density ranging from titanium (at a 13) to diamond hardness (at a 15). At this level the individual is nearly invulnerable and can easily withstand anti-tank fire. *Wonder Woman, Martian Manhunter, Power Girl, Solomon Grundy*
16-18:	The body is virtually indestructible and can withstand highly charged plasma beams and direct hits from powerful demolition bombs. *Superman, Darkseid, Ares*
19-21:	At this level, the body is impervious to conventional weaponry save for nuclear munitions, and has the density of a wall of Promethium (at a 20). *Brimstone*
22-24:	At this level, the body can survive the crushing forces of space for extended durations and survive the direct detonation of amulti-kiloton nuclear device.
25-27:	Bodies in this range can withstand forces unleashed by gods. *Spectre*
28-30+:	The body can resist a direct hit from a 100 megaton nuclear weapon. *Monitor, Anti -Monitor*

On the *AP Purchase Chart* (page 30), by cross-referencing the Factor Cost of an Attribute, Power, or Skill with the number of APs desired, a Player can see how many Hero Points he must spend (for example, 5 APs of a Power or Skill at Factor Cost 5 costs 20 Hero Points).

Action Attributes (DEX, INT, and INFL) always possess Factor Costs of 7. All other Attributes (STR, BODY, WILL, MIND, AURA, and SPIRIT) possess Factor Costs of 6. To purchase a DEX of 7, for example, a Player must spend 56 Hero Points, while a STR of 7 costs only 48 Hero Points.

The next step is for the Player to select the number of APs to purchase for each of the new Character's Attributes. The Player should determine the number of Hero Points he must spend for these Attribute APs and total the entire Hero Point cost for all nine Attributes.

The following paragraphs present guidelines for purchasing each of the nine Character Attributes:

Dex: Dexterity represents a Character's physical agility and nimbleness. Most heroes have a DEX that falls in the 5-7 AP range. A DEX of 10 represents the absolute peak of unaugmented human performance.

If a Character has a DEX greater than 10, he is either not a true human (like Superman or Wonder Woman) or his agility has somehow been augmented (Elongated Man, for example, has a DEX of 12 APs because his rubbery body boosts his agility to superhuman levels).

To continue our example from Step 2, our Player would probably want to purchase a DEX of 6 APs for a Character like Pulsar. Since DEX is an Action Attribute and the Factor Cost is 7, this will cost our Player 42 Hero Points.

Str: Strength represents a Character's ability to lift weight and withstand duress. Most heroes who do not possess a measure of superstrength have a STR in the 3-5 AP range. A STR of 5 APs represents a human in peak physical condition (such as Batman). The absolute strongest normal men and women in the DC Comics have a STR of 6 APs (the greatest weightlifters who ever lived, for example), but these persons are extremely rare.

Characters with superhuman strength have a STR of 6 APs or greater. The Weight column of the *Benchmark APs Table* (see page 93) shows how much a Character with superhuman strength can lift. With a STR of 25, Superman was without a doubt one of the strongest men on 20th century Earth (being able to effortlessly lift nearly 500,000 tons).

Returning to our example, our Player has decided that Pulsar will have a small measure of superstrength, so he will purchase a STR greater than 6 APs. Looking at the Benchmark APs Table, our Player decides that Pulsar should be able to lift around three tons (about the weight of a small elephant) and should thus have a STR of 7 APs. STR is not an Action Attribute, so the Factor Cost is 6, and 7 APs will cost our Player 48 Hero Points.

Body: This Attribute represents a Character's standard resistance to physical damage. Typical human heroes usually have a BODY that falls in the 4-5 AP range. A BODY of 6 represents unaugmented human perfection (Batman). If a Character has a BODY greater than 6, he is either not human (like Hawkman) or his stamina and physical resilience have been increased (the Terminator has a BODY of 7 because his stamina was enhanced by a serum developed by the U.S. Army).

In Pulsar's case, our Player decides that his Powers give Pulsar a degree of superhuman invulnerability (meaning a BODY greater than 6 APs), so he gives Pulsar a BODY of 7 APs. BODY is not an Action Attribute (the Factor Cost is 6), so 7 APs will cost our Player 48 Hero Points.

Int: Intelligence represents a Character's ability to think rapidly and his knowledge of facts. Most heroes have an INT in the 5-7 AP range. Extremely wise or resourceful heroes can run

much higher (Batman has an INT of 12; Lex Luthor has an INT of 14). It is possible to have a barbarian with a high INT (like the Viking Prince) or a scientist from a futuristic society with a rather low INT, as their own knowledge of available facts can obviously differ greatly.

Since Pulsar began as a street punk and our Player does not envision him as being particularly resourceful or quick-witted, Pulsar should receive an INT of 5. Sine INT is an Action Attribute (Factor Cost 7), 5 APs will cost our Player 28 Hero Points. Thus far, our Player has spent a total of 166 Hero Points on Pulsar's Attributes.

Will: This Attribute represents a Character's ability to draw conclusions and his willpower in general. Most heroes have a WILL in the 3-6 AP range. A particularly perceptive or dedicated hero will have a higher WILL (Batman, who is an exceptionally dedicated hero, has a WILL of 12).

In our example, Pulsar is not particularly dedicated or perceptive, so our Player gives Pulsar 5 APs of WILL, which at Factor Cost 6, costs our Player 24 Hero Points.

Mind: This Attribute is a measure of a Character's resistance to mental stress. Most heroes have a MIND in the 4-6 AP range, while those who are particularly resistant to mental damage possess much higher MINDS. Again, Batman has a very formidable MIND of 10 APs.

Pulsar, while mentally resilient, is no more so than any other hero, so our Player gives Pulsar a MIND of 6 APs (Factor Cost 6), which costs 36 Hero Points.

Infl: Influence represents the power of a Character's personality and presence. Average heroes have an INFL in the 3-4 AP range. Those with particularly strong personalities (like Batman or Guy Gardner) have higher Influences. Mystically oriented heroes typically have higher-than-normal INFLS, as these heroes often exhibit an extremely powerful presence.

Our Player decides to give Pulsar an INFL of 6 because he envisions the hero as having an unusually strong, belligerent personality (Pulsar having once been a street thug). Since INFL is an Action Attribute (Factor Cost 7), 6 APs will cost our Player 42 Hero Points.

Aura: This Attribute represents a Character's ability to intercede with his personality to affect the actions of others and also indicates his level of magical power. Most heroes have an AURA in the 3-5 AP range, although those who are exceptionally cooperative (Green Lantern Hal Jordan) or intimidating (Batman) often possess much higher AURAS, as do mystically oriented heroes.

Our Player determines that Pulsar would probably not work well within a group, as a result of his belligerent personality, and gives Pulsar an AURA of 3 (Factor Cost 6) for a Hero Point cost of 12.

Spirit: This Attribute represents a Character's ability to withstand mystical stress and is also a reflection of the Character's general spiritual resolve. Most heroes have a SPIRIT in the 3-4 AP range, while more mystically resistant and resolute heroes possess much higher SPIRITS.

Returning to Pulsar, our Player determines that Pulsar is not unusually resistant to mystical attacks and gives him a SPIRIT of 4 (Factor Cost 6), Hero Point cost of 18.

Now complete in the Attribute Design stage for Pulsar, our Player has spent 298 of the allotted 450 Hero Point Base on Attributes for the new Character (42 + 48 + 48 + 28 + 24 + 36 + 42 + 12 + 18 = 298).

INTELLIGENCE (INT):

"Intelligence represents a Character's ability to think rapidly and his/her knowledge of facts."

APs	Benchmarks
1-2:	This person has the problem-solving abilities of the average high school graduate. *Major Force, Gnort*
3-4:	This individual is the equivalent of a particularly bright high school graduate. *Plastic Man, Ragman, Peacemaker, Guy Gardner*
5-6:	The individual has the ability to process information on the level of the industrious college student. *Anthro the Cave Boy, The Flash (Wally West), Robin, Major Disaster*
7-8:	The person's intellectual capacity rivals a professional who is one of ten authorities in a field of study or a born genius. *Aquaman, Nightwing, Scarecrow*
9-10:	The intellect equals a professional who is one of three world authorities on a subject. *Swamp Thing, Hawkman, Grodd, Wonder Woman, Joker*
11-12:	The person is a genius or has intellect on par with an individual who is the best authority in the world on a subject. *Batman, Superman, John Constantine*
13-15:	The individual's intelligence is beyond what is normally experienced on Earth, with the ability to conceive concepts centuries beyond current conventions. *Lex Luthor, Pariah, The Brain, Jor-El*
16-18:	The person has an intellect giving the individual the ability to adopt concepts completely foreign to his society or environment. *Vril Dox II of the LEGION, Brainiac, Highfather, Darkseid*
19-21:	This individual has the intellectual ability to master every worldly subject. *Phantom Stranger, Sandman*
22-24:	This individual possesses intellect with the ability to comprehend and utilize knowledge spanning the galaxy.
25-27:	At this level, the individual can understand and process knowledge on a universal scale. *Anti-Monitor*
28-30:	The individual can understand and conceive knowledge that is multi-versal in magnitude. *Monitor*

WILL:

"This Attribute represents a Character's ability to draw conclusions and his/her willpower in general."

APs Benchmarks

1-2: The individual possesses the will to face a new morning and confront the obstacles of a normal life.
Solomon Grundy, Ma and Pa Kent, Abigail Arcane Cable

3-4: The person has a focused dedicated will and can summon the courage to save victims from hazardous situations such as burning buildings. He might naively risk his life for stories or glory. *Mr. Mxyzptlk, Commissioner Gordon, Lois Lane*

5-6: This individual has exceptional self-discipline and can remain rational and calm during a crisis.
Captain Atom, Pariah, Doctor Mid-nite (original), Rocket Red

7-8: The individual possesses the resolve to conquer any human, rational threat or fear, save death.
Bronze Tiger, Catwoman, Mister Miracle, Hawkman, Maxwell Lord

9-10: The individual possesses enough willpower to override self-preservation and enter an obviously unsurvivable battle.
Lady Quark, Sergeant Rock, The Warlord, Enemy Ace

11-12: The will is of an unyielding determination and fanatical strength and the individual is fully capable of confronting sanity-threatening situations and mystical phenomenon with no loss of resolve.
Batman, Joker, Power Girl, Wonder Woman

13-15: The person possesses superhuman resolve to overcome paranormal situations beyond the scope of human comprehension.
Swamp Thing, Amethyst

16-18: The individual has sufficient willpower to wield great power with unfaltering confidence or arrogance.
Brainiac, Raven, Guy Gardner, Highfather

19-21: Individuals at this level of willpower can dominate situations that could have planetary repercussions.
Superman, Orion

22-24: The individual's will is formidable enough to challenge intergalactic menaces without fear. *Metron, Green Lantern (Alan Scott), Green Lantern (John Stewart), Sandman*

25-27: The individual possesses god-like mental resolve and is accustomed to overcoming universal obstacles and threats. *Phantom Stranger, Green Lantern (Hal Jordan), Darkseld, Ares*

28-30: The individual is resolute even in the face of universal destruction. *Monitor, Anti-Monitor, Guardians of the Universe*

Step 4
Purchase Powers and Skills

Following the purchasing of Attributes for a new Character is the selection of Powers and Skills, which are purchased in much the same fashion as Attributes. Each Power and Skill has a Factor Cost listed in its description (later in this chapter).

To purchase a Power or Skill, a Player should simply cross-index the Power/Skill Factor Cost with the number of APs desired on the AP Purchase Chart. The resulting number will be the Hero Point cost the Player must spend to purchase that many APs of the Power/Skill for the new Character.

Base Cost

When purchasing Powers and Skills, a Player must also pay a Hero Point fee called the Base Cost for each Power and Skill purchased. The Base Cost represents the cost of acquiring the Power or Skill at 0 APs; the Player only pays the Base Cost once, no matter how many APs of the Power or Skill are purchased. For example, if a Player buys 10 APs of the Flame Project Power (Factor Cost of 3, Base Cost of 15), he must spend 63 Hero Points (48 HPs for 10 APs of a Factor Cost 3 Power plus a Base Cost of 15).

Linking Powers and Skills

When purchasing a Power or a Skill, a Player has the option of linking the Power or Skill to its Link Attribute (denoted in the Power/Skill description).

Linked Powers and Skills derive their effectiveness directly from a Character's Attributes. When a Player chooses to link a Power/Skill, he must purchase a number of APs of the Power/Skill equal to the number of APs possessed in its Link Attribute.

One of the advantages of linking Powers and Skills is that Hero Point Costs are much less expensive — a Player is allowed to subtract two (2) from the Factor Cost of any linked Power or Skill (to a minimum Factor Cost of 1).

Once a Power or Skill is linked, it is forever tied to its Link Attribute. If the Link Attribute should ever decrease, so will any Powers and Skills which are linked to that Attribute. For example, if a Character has 8 APs of BODY and 8 APs of the Skin Armor Power linked to his BODY, and later loses 3 APs of BODY due to a villain's use of the Power Drain Power, his Skin Armor Power would also be reduced to 5 APs. (Note however that damage does not lower a Character's Attribute, only his Current Condition. If the same Character had taken 3 RAPs of Physical Damage, he would have a Current BODY Condition of 5 but he would still have 8 APs of BODY and Skin Armor.)

Another disadvantage to linked Powers and Skills is that they are much harder to improve through Character Growth (see page 31). A Player cannot spend Hero Points to increase a linked Ability alone; he must increase the Ability's Link Attribute, as well as all other Powers and Skills that are linked to that Attribute (if any) at the same time, which will generally cost more Hero Points.

For example, if a Character had a STR of 5 APs and the Player wanted to purchase a linked Energy Blast, the Player must purchase 5 APs of Energy Blast, but at a Factor Cost of only 1 (Energy Blast's Factor Cost is 3, minus 2 to the Factor Cost for linking, equals a Factor Cost of 1). 5 APs of a Factor Cost 1 Power costs 5 Hero Points; adding 15 Hero Points for Energy Blast's Base Cost establishes a total cost of 20 Hero Points.

The Player saved 7 Hero Points by linking the Power (5 APs of a Factor 3 Power normally costs 12 Hero Points plus 15 for Energy Blast's Base Cost would have equalled 27 Hero Points). However, it will now be more difficult to improve the Character's Energy Blast over time. When he wants to increase the APs of his Energy Blast Power, he must also increase (and pay for) his STR Attribute and any other Abilities he has linked to it (note that the Factor Cost of his Energy Blast is still only 1).

Bonuses and Limitations

A Player can purchase one or more Bonuses or Limitations in conjunction with each of the Character's Powers. Bonuses are modifiers which increase the effectiveness of a Power while Limitations decrease a Power's effectiveness. (For a complete description of available Bonuses and Limitations, see page 41.) In the description of each Bonus and Limitation is a Factor Cost Modifier listing; this modifier is applied to the Factor Cost of the respective Power at the time of AP purchase.

The "No Range" Limitation, for example, has a Factor Cost Modifier of -1. This means if a Player were to purchase the "No Range" Limitation in conjunction with Energy Blast, for example, the Power would possess no Range (its Range becoming "Touch," the Character's DEX becoming the AV) and its Factor Cost would decrease to 2.

Similarly, the "Usable On Others" Bonus has a Factor Cost Modifier of +5. This means if a Player were to purchase the "Usable On Others" Bonus in conjunction with Energy Blast, the Power would be transferrable to another Character and its resulting Factor Cost would increase to 8.

Factor Costs can never be decreased to less than 1 through the adoption of Limitations. For Factor Costs that surpass 10 through purchase of Bonuses, calculate the cost of the Power at Factor Cost 10 and also calculate the cost at the remaining Factor Cost levels. Add these numbers together to determine the increased Hero Point cost. Thus, a Factor Cost 15 Power would cost the same as the Power at Factor Cost 10, plus the Power at Factor Cost 5.

Again returning to our example of Pulsar, our Player knows what Powers he wants to purchase from the blueprint devised in Step 2. It seems that Pulsar should have the Energy Blast, Force Field, and Flight Powers; the decision that remains is how many APs of each Power to purchase.

Our Player decides to buy Pulsar 8 APs of Energy Blast (Factor Cost 3, Base Cost 15) at a cost of 45 Hero Points; 4 APs of Force Field (Factor Cost 6, Base Cost 30) at a cost of 48 Hero Points, and 10 APs of Flight (Factor Cost 3, Base Cost 10) at a cost of 58 Hero Points. The total cost of Pulsar's Powers is 151 Hero Points (45 + 48 + 58 = 151).

Now for Pulsar's Skills - since Pulsar used to be a street thug, our Player chooses to give him APs of Thief and Vehicles Skills. The decision is made to purchase 4 APs of Thief Skill (Factor Cost 8, Base Cost 10) at a cost of 34 Hero Points, and 5 APs of Vehicles Skill (Factor Cost 5, Base Cost 5) at a cost of 25 Hero Points. The total cost of Pulsar's Skills is 59 Hero Points (34 + 25 = 59).

Thus far, our Player has spent 508 Hero Points designing Pulsar (298 + 151 + 59 = 508), a figure that exceeds the original 450 Hero Point Base. Our Player realizes that he will need to assume some Drawbacks to acquire more Hero Points later.

Step 5
Purchase Advantages

The next step is to purchase any Advantages necessary for the Character (for a complete description of available Advantages, see page 32). Each Advantage has a Hero Point cost listed in its description; to obtain an Advantage for a Character, the Player must simply pay the Hero Point cost.

Since Pulsar was a street punk, our Player decides to buy him Low level Street and Police Connections while also giving the hero the Area Knowledge Advantage (Pulsar grew up on the streets, so he must know a lot about his home city). Low level Connections cost 10 Hero Points apiece, Area Knowledge costs another 20 Hero Points, so Pulsar's Advantages are going to cost our Player 40 Hero Points altogether.

Pulsar's running subtotal after purchasing his Advantages now equals 548 Hero Points.

MIND:
"This Attribute is a measure of a Character's resistance to mental stress."

APs Benchmarks

1-2: A person can endure the normal stress of daily existence.

3-4: The person's mind is conditioned to withstand stressful conditions simular to those faced by police officers, firemen, and doctors. *Hourman, Rocket Red, Cyborg, Speedy*

5-6: The person's mind is equipped to deal with great stress as a part of daily life. Undercover agents, leaders of nations, and most heroes fit this category. *Deadman, Green Arrow, Fire, Vixen*

7-8: The individual has the mental fortitude to continue normal activities even in persistently painful or stressful situations, such as those experienced by hardened soldiers. *Martian Manhunter, Sergeant Rock, Ra's Al Ghul*

9-10: The individual will maintain self-disdipline and sanity even under strenuous torture or pain. *Wonder Woman, Eclipso, Solomon Grundy, Circe*

11-12: This person's mental endurance is at the peak of human fortitude. *Batman, Swamp Thing, Raven, Brother Blood*

13-15: A person with this level of Mind is accustomed to dealing with allen or inexplicable phenomena, or problems outside any human experience. Individuals can handle the stress equated to "the weight of the world" in stride. *Demon, Superman, Brainiac*

16-18: This person can mentally endure the consistent strain of a hostile and taxing condition such as war for centuries. *Highfather*

19-21: At this level, the person has a god-like mental stamina. *Darkseid, Guardians of the Universe, Chemo*

22-24: The mind remains whole even in situations where the laws of reality shift.

25-27: The mind can withstand an assault that strikes to the core of the individual's existence. *Phantom Stranger*

28-30+: An individual with mental stamina at the level of a primordial entity. *Monitor, Anti-Monitor, Death, Sandman*

INFLUENCE:

"Influence represents the power of a Character's personality and presence."

APs Benchmarks

1-2: The individual receives the normal attention accorded any living creature.

3-4: This person has the persuasive ability to hold and draw the attention of a small audience. *most minor entertainers*

5-6: The individual at this level of Influence can hold and draw the attention of a large audience. *Flash (Jay Garrick), Black Canary, Booster Gold, Wildcat*

7-8: The personality is so unique as to be highly regardedby several people across a nation or a state. *Viking Prince, Queen Hippolyte, Green Arrow, Blackfire*

9-10: This individual's personality is strong enough to attract the attention of the leaders and citizens of many separate nations. *Amanda Waller, Batman, Circe, John Constantine, Wonder Woman*

11-12: The person's presence is powerful enough to have gained the attention of even legendary personages. In some cases their notoriety is so comprehensive as to be a household word across the world. *Swamp Thing, Child*

13-15: This individual can easily garner the attention of an individual from another species. *Spectre, Demon*

16-18: This person can attract the attention of powerful personages such as Demons and the Lords of Order and Chaos without effort. *Doctor Fate (as Nabu)*

19-21: This individual receives reactions from people as if the person were a god or goddess without needing any display of power or a reputation. *Phantom Stranger*

22-24: This person has an overwhelming presence. and can establish a reputation across the galaxy.

25-27: This person can force a reaction from universal audiences and personages such as Death, Destiny, Sandman, etc. *Nergal*

28-30: Multi-versal notice can be accomplished. *Death*

Step 6
Purchase Wealth

The next aspect of Character Design to consider is a Character's available finances and standard of living (measured as Wealth). APs of Wealth are purchased at a Factor Cost of 2.

Further information on the Wealth rating and its use in the **DC HEROES RPG** may be found in **Chapter Eight**. The following table provides benchmarks to help determine the purchase of Wealth of APs.

Returning to Pulsar, our Player decides to purchase 5 APs of Wealth, giving Pulsar an annual income of approximately $40,000. Since Wealth has a Factor Cost of 2, this will cost our Player 8 Hero Points.

Pulsar's subtotal after purchasing his Wealth rating is now at 556 Hero Points.

Wealth (in APs)	Approx. Annual Income
0	$1250
1	$2500
2	$5000
3	$10,000
4	$20,000
5	$40,000
6	$80,000
7	$150,000
8	$300,000
9	$500,000
10	$1,000,000
11	$2,000,000
12	$4,000,000
13	$8,000,000
14	$15,000,000
15	$30,000,000
16	$50,000,000
17	$100,000,000
18	$200,000,000
19	$400,000,000
20	$800,000,000
21	$1,500,000,000

Step 7
Character Background, Description, and Personality

One important aspect to consider in Character Design is whether or not to create a Background, Description, and Personality for the new hero. While each of these three elements is optional, a Player receives an additional 15 Hero Points to the initial 450 Hero Point allotment for each element designed (criteria of completeness at the GM's discretion), up to a maximum of 45 additional Hero Points.

The following are guidelines toward designing a new Character's Background, Description, and Personality.

Background

A Background consists of a Character's history and personal data. To receive the additional Hero Points for creating a Background, a Player should design an entry for the new Character that would be similar to those found in the *DC Who's Who* series.

A typical Who's Who entry consists of the following information:

Character Name, Alter Ego* (secret identity, if any), *Occupation* (job), *Marital Status, Known Relatives, Group Affiliation* (hero team member?), *Base of Operations* (city), *Height, Weight, Eye Color, Hair Color,* and *Personal History.

A Player should fill in each portion with the appropriate information. Character Name, Alter Ego, Group Affiliation, Base of Operations, Height, Weight, Eye Color, and Hair Color should be relatively simple. For Occupation, the Player should select a job which corresponds to the Character's Wealth rating —a Character with only 2 APs of Wealth is not likely going to be a doctor or lawyer, while a Character with 20 APs is probably not going to be a school teacher.

For Marital Status, a Player should only indicate that his Character is married if he plans to select the Married Drawback. Known relatives could include other Players' Characters, heroic Non-Player Characters (subject to GM and other Players' approval), or could simply be non-heroic Non-Player Characters who might occasionally show up in an adventure (parents, siblings, children, etc.).

The most important portion of a Background by far is the history entry. Somewhere in the history a Player should explain how the new Character gained his Powers and Skills, why the Character decided to become a hero, and which heroes or villains (if any) from the DC Universe the Character has encountered in the past (among other useful information). Details are completely up to the Player as suits the Character. A thorough history entry should provide the GM with many possible plot threads that he could integrate into an adventure or campaign.

For example, suppose a Player explained in his history that Captain Charisma gained his Powers by falling into a vat of irradiated Kodachrome while investigating his fiancée's disappearance. A GM would then have an instant plot thread for a campaign (what really happened to Charisma's fiancée and who abducted her?).

GMs should approve any Background that *(1.)* makes sense, *(2.)* fits the needs of the adventure or campaign, and *(3.)* is appropriate within the DC Universe. A Player should not expect additional Hero Points for a History reading: "Superman always asks my Character for advice" or "I became a hero because I killed Captain Cold while he was robbing a bank and I was surprised at how easy it was."

A sample Background for Pulsar might read like this:

Pulsar

Personal Data
Alter Ego: Lloyd Wood
Occupation: Private detective, former street criminal
Marital Status: Single
Known Relatives: Roger (brother)
Group Affiliation: None
Base of Operations: Midway City
Height: 6'1", Weight: 210 lbs.
Eyes: Blue, Hair: Blond

History: This consists of an intricately detailed summary of the events, persons, and locations which surrounded a hero's inception. A history lists for the Player and GM, information pertinent to how the Character developed his Powers, Skills, and Motivation, it provides an essence to the hero by establishing a definitive biography upon which effective Character role-playing can be based.

For example, Superman is an alien who derives his fantastic powers from the effects of yellow sun radiation; realizing he possesses abilities far beyond those of mortal men, Superman uses his powers to uphold the laws of society and defend all peoples. The Batman is a hero scarred by a tragedy which occurred in his early childhood. his parents having been gunned down before his eyes by a street thug; the child grew up, honing his physical and mental skills to levels of human perfection, and dedicated himself to enforcing his own brand of justice upon society's criminals.

AURA:

"This Attribute represents a Character's ability to intercede with his/her personality to affect the actions of others and also indicates his or her level of magical power."

APs Benchmarks

1-2: At this level an individual can leave a basic impression on someone.

3-4: This individual possesses an Aura equivalent to a that of a very amiable person, such as an actor or a priest. *Jonah Hex, Speedy, Hourman (Rex Tyler), The Atom (Ray Palmer)*

5-6: This person has a presence strong enough to change the emotional status of an auditorium-sized crowd of people from dead calm to an electrified frenzy. *Queen Hippolyte, Aquaman, Big Barda, Mister Miracle*

7-8: This individual has a mystique capable of affecting the opinions of people across the nation. The person can gain loyalty and respect upon appearance. *Batman, Enemy Ace, The Warlord, Green Lantern (Hal Jordan)*

9-10: The individual can alter the opinions of various citizens across the world and is capable of generating a cult following within a region the size of a country. *Wonder Woman*

11-12: This individual is capable of generating myths and legends that last for several centuries. *John Constantine, Eclipso*

13-15: This personality can gain the respect of even legendary figures, such as King Arthur, and sway the opinions of beings of great mystical power. *Arion, Circe, Zatanna, Brother Blood*

16-18: The individual can reason with and possibly alter strong personalities, such as those of angels and demons. *Demon, Darkseid*

19-21: When it comes to strength of personality, this individual can walk amongst the gods as a near-equal. *Spectre, X'Hal, Superman*

22-24: This indivudal's Aura is powerful enough to make his or her word law across the galaxy. *Doctor Fate (as Nabu)*

25-27: This personality is powerful enough to etch a legendary standing across the universe. The most powerful beings in the universe will heed this individual. *Phantom Stranger, Monitor, Anti-Monitor*

28-30: The individual's presence stretches beyond the confines of this universe.

SPIRIT:

"This Attribute represents a Character's ability to withstand mystical stress and is also a reflection of the Character's general spiritual resolve."

APs Benchmarks

1-2: The individual can withstand average life experiences with two or three major crises.

3-4: The person's Spirit is equivalent to that of an individual who can weather an assault on his or her core beliefs. *Ice, Changeling, Desaad, Checkmate Knight*

5-6: This person is so secure in his or her beliefs that he or she is willing to die for them. *Most Heroes: Huntress, Fire, Booster Gold*

7-8: The individual is capable of enduring several major crises without loss of resolve. *John Constantine, Deadman*

9-10: The individual possesses a fortitude that cannot be altered even by the blackest life experiences. He can withstand the mystical assault of an experienced sorcerer. *Batman, Wonder Woman, Doctor Occult, Mister Miracle*

11-12: This person has can easily cope with extraordinary phenomena and knows no true fear. This is usually a qualification for entry into the Green Lantern Corps. *Zatanna, Brother Blood, Hal Jordan, Arion, Sinestro*

13-15: This individual can endure several attacks from a master level sorcerer and traumatic supernatural catastrophes routinely. *Amethyst, X'Hal, Zantanna*

16-18: This person's spiritual resilience is equivalent to that of a god-like mystical being. *Darkseid, Ares*

19-21: At this level the Spirit remains strong even in the ravages of a hostile environment such as Hell or Qward. *Lords of Order and Chaos*

22-24: The Spirit can withstand an extended battle with a major demon. *Doctor Fate (Nabu)*

25-27: The individual can resist the attack of an entity-level mystical force. *Trigon*

28-30+: The person is spiritually pure, or invulnerable, a condition attainable perhaps only in the state of nirvana. *Death*

While all heroes share some common characteristics, each hero will possess a unique biography. Beyond variations in Powers, Skills, and flashy costumes, it is the special personal history of a Character which serves to separate him from the multitudes of heroes which fly today's skies and will swing tomorrow's darkened streets.

A sample History for Pulsar might read like this:

Lloyd Wood grew up a poor orphan in the slums of Midway City and joined a local street gang at the age of fourteen. A tough, strong-willed youth, Lloyd quickly took control of the gang himself until he was noticed by the local syndicate and recruited into its operations.

Lloyd soon grew disillusioned with the syndicate after learning that the mob made its money by bleeding dry the businesses and residents in his old neighborhood through a protection scheme. Yet Lloyd was quickly promoted to working the protection racket himself. His first assignment was to murder the only resident of the area who stood up to the mob's strong-arm tactics: Professor Robert Dalton, a S.T.A.R. Labs scientist who himself had grown up in the slums.

When Lloyd confronted Dalton in the scientist's home, Dalton quickly recognized Lloyd's misgivings and managed to convince the errant youth to forgo his criminal ties and join the fight against the mob. Dalton convinced Lloyd to participate in the experimental "vita-ray process," a treatment designed by the scientist to imbue its subject with powers to use against the syndicate.

Lloyd agreed to the treatment and accompanied Dalton to S.T.A.R. Labs. However, Dalton's process went awry, as the instant Dalton activated his vita-ray process, an eclipse cut off the equipment's solar power source, causing a dangerous power surge. The accident destroyed the vita-ray equipment and nearly killed Lloyd Wood; yet, amazingly Lloyd emerged from the vita-ray chamber imbued with powers even more fantastic than Dalton had imagined. Lloyd created the costumed crime fighting identity of Pulsar and immediately turned his attention to eradicating the mob's local influence.

During the intense battle between Pulsar and the mob which followed, Dalton was accidentally killed. Pulsar would have died as well, had it not been for the timely intervention of Hawkman, who saved Lloyd's life and helped defeat the syndicate.

The syndicate defunct, Lloyd decided to apply his thieving talents and street smarts toward positive ends and became a private detective, continuing to fight crime in his alter-identity of Pulsar.

Description

A Description consists of a written account of a Character's physical appearance in both super and non-super identities. Points to consider include: clothing, facial features, hair style, height, weight, build, and any particular mannerisms he might possess (both physical and verbal).

When describing a hero, concentrate on the Character's costume, emphasizing specifics such as design, material, and color. Does it include a mask, cape, or special symbol? If the Player or any member of the group is an artist, the Player could substitute a sketch of the Character for a written Description and still receive the 15 additional Hero Points.

Our Player visualizes what he imagines Pulsar to look like, and comes up with the following description:

In his heroic identity of Pulsar, Lloyd Wood wears a costume woven of a special material designed by S.T.A.R. Labs. It appears to be a simple light blue spandex body suit, until he activates his powers. His powers react with the special fibers in the suit to create a glowing, star like symbol in the center of his chest: the symbol of Pulsar! To protect his secret identity, Pulsar also wears a mask made of the same material, which adequately hides his facial features.

In his everyday identity of Lloyd Wood, our hero tends to favor off-the-rack business suits in order to make himself look the part of a competent private detective. However, his top button is almost always undone, and his tie is loosened, giving him a somewhat disheveled look. At six foot one and two hundred ten pounds, Wood's blue eyes and blond hair give him an imposing look, even when he is not in his costumed identity. During his years as a street thug, Lloyd learned how to use his looks to his best advantage, developing a scowl that makes even the bravest tremble.

Personality

This section should describe a Character's physical, mental, and emotional mannerisms, how he deals with other Characters and vice versa. Personality traits are often closely associated with a Character's Motivation (**see Step 9**). From a role-playing standpoint, creating a unique Personality feature for each Character will increase interest and enjoyment for all Players.

One of the reasons Justice League America and Justice League International are such enjoyable comics is that each hero is clearly defined and has some unique facet to his personality. The Martian Manhunter is stern and serious, but addicted to Oreos; Rocket Red is a naive farmboy desperately trying to assimilate himself into American culture, and Guy Gardner is a brash, arrogant fool.

A sample Personality note on Pulsar might read like this:

Pulsar is a tough-talking, arrogant type who is new to the super-business. While he genuinely cares about people and their problems, he can be quite impetuous, often thinking with his fists instead of his head. Something of a hot dog, given a choice in combat, Pulsar will select the tactic which best displays his amazing abilities.

In his everyday identity of Lloyd Wood, Pulsar tries to be a bit more low-key, hoping that no one will notice the similarities between his dual identities. Pulsar offers Wood the chance to really cut loose and enjoy his new-found powers, an opportunity he doesn't have in his civilian life. Lloyd's other major personality trait is his curiosity, which frequently gets him involved in matters that others might not have noticed.

Since our Player has created all three of the Background, Description, and Personality aspects for Pulsar, he receives 45 additional Hero Points to add to the 450 base. Since 556 Hero Points have already been spent on Pulsar, our Player must still come up with 61 Hero Points in Drawbacks (556 - 450 - 45 = 61).

Step 8
Select Drawbacks

If a Player has purchased Attributes, Powers, Skills, and Advantages that cost more than the 450 Hero Points allotted for Character Design, he must now locate additional Hero Points to pay for the Character's creation. This is accomplished by giving Drawbacks to the Character.

Drawbacks are the opposite of Advantages. Each Drawback description (see page 36) lists a Hero Point bonus, which is the number of additional Hero Points awarded for selecting a Drawback.

In the example, our Player must locate at least 61 Hero Points in Drawbacks to purchase all of Pulsar's characteristics. Since Pulsar's abilities are light-based, our Player decides to give him a Loss Vulnerability which is activated by darkness, specifying that none of Pulsar's abilities is ever able to function in complete darkness.

Since this Vulnerability affects Pulsar's Powers and Physical Attributes, and has a Range of 0 APs, selection of the Drawback awards 85 Hero Points. Additionally, Pulsar has the Secret Identity Drawback, which is worth 10 Hero Points.

With the inclusion of these Drawbacks to Pulsar's Character Design, our Player has a "bank" of 34 additional, unspent Hero Points after creating Pulsar (450 + 45 + 95 - 556 = 34)

Step 9
Select Motivation

Two important steps remain toward completing design of a new Character. First, every hero requires a Motivation, which is the driving purpose behind the Character's decision to be a hero and fight crime. Five basic Motivations exist for heroes in the DC Universe: *Upholding the Good, Responsibility of Power, Seeking Justice, Thrill of Adventure,* and *Unwanted Power.*

A beginning Character can possess one (and only one) of these Motivations. Selecting a Motivation neither costs nor awards Hero Points. However, keeping a Character's Motivation firmly in mind during an adventure and campaign will help a Player to role play, and consistent role-playing can result in receiving additional Standard Awards (**see Chapter Nine**). Motivations often dramatically affect a Character's Personality (**see Step 7**).

The following descriptions provide information on each Motivation and present personal insights from representative DC heroes.

Our Player determines that Seeking Justice, Batman's Motivation, fits Pulsar's history and psychological outlook best.

UPHOLDING THE GOOD

A Character with the Motivation of Upholding the Good believes steadfastly in traditional moral values: compassion, justice, truthfulness, and a resolute faith in society's laws. A Character Upholding the Good is unrelenting in the pursuit of Good and would never overstep the boundaries of the law, even if it may occasionally seem justice would be better served otherwise.

A Character with the Motivation of Upholding the Good believes societal laws to be ultimately benign and will defend those laws at all costs.

Superman possessed the Motivation of Upholding the Good, which he explained in this manner:

"All people, not just heroes, have the privilege and duty to support the laws of their society. While my powers allow me to uphold these laws to a greater extent than I could otherwise, I would pursue my beliefs even without my powers.

"Upholding the Good means to acknowledge that all living creatures have value. For my part, I do whatever I can to improve the good elements in our world and to eliminate evil while working within society's rules, since laws are designed to benefit everyone. I realize that some laws are outdated and ill-conceived but I refuse to allow a few bad laws to impede the entire system.

"Ultimately, good is more than the mere absence of evil. Were there no villains, I would still have much work to accomplish; there is world hunger to combat and human injustice to overcome. There will always be plenty of good I can do besides keeping Lex Luthor out of trouble."

RESPONSIBILITY OF POWER

A Character with the Motivation of Responsibility of Power decides to change as a result of the awesome Powers and Skills which separate him from the rest of the world. The Character, no longer ordinary, accepts that with great power comes great responsibility.

Such a hero will generally uphold the laws of society, realizing that he is an example to others and that such power demands a more disciplined lifestyle than the hero might otherwise have chosen. However, the course of action this

responsibility dictates occasionally strains such a hero's patience.

Green Lantern is bound by the Responsibility of Power. He explains his Motivation in this manner:

"Being a member of the Green Lantern Corps is probably the highest honor anyone, human or alien, could achieve. Yet, the power the Guardians grant us brings with it awesome responsibility. The universe is filled with evil and injustice; it often seems impossible just to protect space sector 2814. I have to try.

"The power I wield obligates me to continue where others might quit. The responsibility is tremendous and I often find myself plagued with doubt; yet, the satisfactions of a job well done are sufficient reward.

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

SEEKING JUSTICE

A Character with the Motivation of Seeking Justice will ignore anything which interferes with a quest. This hero will willingly subvert society's laws, some of which he believes help protect criminals. This hero will seek out a criminal at whatever social level the criminal exists, matching deed for deed, violence with violence.

Batman's Motivation is Seeking Justice, which he explains in this manner:

"Anyone with eyes can see that atrocities are committed every day. Today's criminal believes it is his right to prey upon the innocent. Many people are willing to let that slide. . . lawyers, judges, even the police. . . I am not.

"I bring justice into the night, where the criminal hides. If he uses stealth, I move even more quietly. If he uses violence, I match his brutality. It is the only language he understands, and I am fluent in it. He loves to make others fear him. He fears me.

"I would never harm innocents. More often than not, I am the only friend they have. I do not kill; my life is committed to eradicating the evil which permits one man to kill another. While despair, loneliness, and doubt wish to turn me from the path of justice, I will never surrender. No criminal can escape the grip of justice . . . my justice.

"Comparatively, Superman is an admirable person, but he refuses to see the evil which strangles society, preferring to hide behind his red, white, and blue blindfold. Society is a dying patient and I am the surgeon who will tear the criminal heart, still beating, from its body."

THRILL OF ADVENTURE

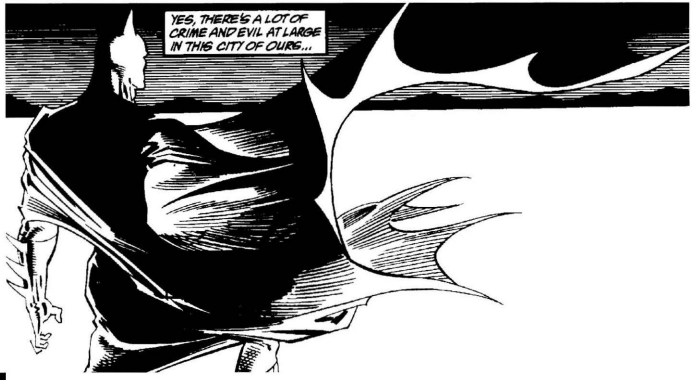
A Character with the Motivation of Thrill of Adventure takes extreme chances in combat and enjoys every minute of it. Sometimes the hero will overestimate his abilities and people will often consider the Character flippant and occasionally ridiculous. Yet, such a hero would never desert a friend or run from a fight.

A Character out for the Thrill of Adventure will not easily accept other people's concepts of justice. Similar to a Character who is Seeking Justice, this is an independent hero who works under a strict code of behavior. This Character enjoys having Powers and Skills and thrives on the fame which comes with being a hero. Such a hero will often use humor during seemingly inappropriate combat or diplomatic situations.

Changeling is motivated by the Thrill of Adventure. He describes his Motivation in this manner:

"I have occasional doubts, like when we're clear across the country in the middle of some nuclear detonation site and Brother Blood's getting ready to knock my head back to Titans Tower. But if I can go from being a suave hero to a dead smudge in a couple of seconds, my doubts can't last long. Half a second to get the layout of the area, transform into a cheetah, then valiantly whip around my fallen comrades at top speed to outflank the evil bad guy.

"In the blink of an eye, I turn into an eagle and fly overhead, zeroing in on Brother Blood as he prepares to lay waste to the remaining New Titans. Without thought for my own personal safety, I turn into a huge African elephant and drop pell-mell right on top of Blood — a green trumpeting bomb from the sky. Just for good measure, I hop up on all fours and tromp back and forth over the nasty villain until I'm absolutely sure he poses no more threat.



"The menace eliminated, I hoist my teammates' unconscious bodies onto my back with my trunk and march toward the nearest hospital, where I am greeted with the cheers and applause of my adoring public. Sure, it's a tough life. . . but somebody has to live it."

UNWANTED POWER

A Character with the Motivation of Unwanted Power was usually created by accident or at the whim of others. This hero in no way desires such Powers and abilities, the possession of which often brings severe personal consequences. This is a reluctant hero, one who would gladly return to his former life if given the opportunity.

Such a Character often joins a hero team, seeking an acceptance denied the Character in the normal world. This hero regularly forms extremely close, personal attachments to other heroes and is very loyal to the team. A hero with Unwanted Power may strongly feel that society owes him a debt and can often be short-tempered.

Cyborg possess Unwanted Power. He explains his Motivation in this manner:

"Being a member of the New 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 possessing it means I can never feel comfortable when I am around normal people.

"Sometimes it seems there are over four billion people out there who would rather forget I exist than try to understand me; these are the people I'm supposed to help? I can do tremendous things with my abilities, but I could also do a lot of good if I were normal. I sure wish I could have that chance.

"Superman is an ideal to me. He and Starfire are even aliens, and they fit right in with people. They can do it but I just stand out in a crowd — like the ones which form to gawk at me. Green Lantern has it made: stomp the bad guys, then go home and take off the ring. What a clear-cut job; nine-to-five and afterwards you can go back to being a regular person."

Step 10
Calculate Remaining Hero Points

The final step which remains in designing a new Character is to calculate the number of Hero Points remaining from the purchase of all the various Character elements. This remaining number will be the Hero Points the Character will have "banked" (stored for later expenditure, as explained in **Idea Seven: Hero Points** in **Chapter Three**).

In the example, Pulsar has 34 Hero Points left (450 + 45 + 95 - 556 = 34). Now complete as a newly designed Character, Pulsar has ended up looking like this:

PULSAR

DEX:	6	STR:	7	BODY:	7
INT:	5	WILL:	5	MIND:	6
INFL:	6	AURA:	3	SPIRIT:	4
INITIATIVE:		17	HERO POINTS		34

- **Powers:** Energy Blast: 8, Flight: 10, Force Field: 4
- **Skills:** Thief: 4, Vehicles: 5
- **Advantages:** Area Knowledge (Midway City); Connections: Street (Low), Police (Low)
- **Drawbacks:** Loss Vulnerability: Powers and Physical Attributes in total darkness; Secret Identity
- **Alter Ego:** Lloyd Wood
- **Motivation:** Seeking Justice
- **Occupation:** Private Detective
- **Wealth:** 5

Creating Villains

The GM can also use the Character Design system to create villains for an adventure or campaign. A villain designed on 450 Hero Points should be a match for a hero designed on 450 Hero Points, and vice versa.

The only rules which vary for creating villains are that villains never receive an additional 45 Hero Points for the Background, Personality, and Description aspects of the design, and that villains possess different Motivations than heroes, as indicated in the following descriptions:

Mercenary

This Character commits crimes for the money involved, which may come from the crime itself, or the villain may be paid be an outside source to commit the crime. Being an outlaw business person, in effect, a Mercenary will not commit a crime if the fee is not right. A Mercenary possesses his own particular standards: some will not hesitate to kill in order to complete a crime, but for most Mercenaries, murder necessitates a much higher fee. A Mercenary will regularly negotiate fees, for crime is a business, not a religious calling.

Nihilist

This Character desires, above all else, complete destruction on as wide a scale as possible. The villain is suicidal, thinking nothing of taking his life as long as thousands of others die in the process. Being driven by an unreasoning hatred of all things, a Nihilist will often enter Killing Combat, making the use of Persuasion on the villain nearly impossible.

Power Lust

This Character wants to rule the country, world, galaxy, or universe, depending on the extent of an individual's ambitions and abilities. The villain will not seem unreasonable in demeanor as long as everything goes his own way. Characters governed by this Motivation include leaders of "noble causes" who espouse concepts like, *"My rule will benefit all of you, for only I can save/help/lead you. Oppose me, and all humanity will suffer!"*

A villain with Power Lust considers murder to be a perfectly viable means to an end, and will use it according to his own evil standards. However, he will not kill his enemies simply for killing's sake.

Psychopathic

This Character is ruled by uncontrollable, negative emotions such as hatred, jealousy, fear, and arrogance, which allow the villain to feel justified in committing evil. The psychopath may be completely insane or simply be governed by a twisted and evil morality. The act of killing does not bother the psychopath, whose feelings and reasoning are often incomprehensibly warped. Most villains described as "pure evil" would be classified as psychopaths.

Thrill Seeker

This Character lives in the criminal world for kicks. Unlike his heroic counterpart, this Thrill Seeker has no stomach whatsoever for confrontation. If events turn against this villain, he turns into a coward. The Thrill Seeker will not attempt to kill a hero unless terribly desperate; heroes have been known to become upset by such attempts and might then hurt the villain, which is certainly not any fun.

AP Purchase Chart

	FACTOR COST									
		Wealth				Other Attribute	Action Attribute			
APs	1	2	3	4	5	6	7	8	9	10
1	1	1	2	2	3	3	4	4	5	5
2	2	2	3	4	5	6	7	8	9	10
3	3	4	6	8	10	12	14	16	18	20
4	4	6	9	12	15	18	21	24	27	3
5	5	8	12	16	20	24	28	32	36	4
6	6	12	18	24	30	36	42	48	54	60
7	8	16	24	32	40	48	56	64	72	80
8	10	20	30	40	50	60	70	80	90	100
9	12	24	36	48	60	72	84	96	108	120
10	16	32	48	64	80	96	112	128	144	160
11	20	40	60	80	100	120	140	160	180	200
12	24	48	72	96	120	144	168	192	216	240
13	28	56	84	112	140	168	196	224	252	280
14	32	64	96	128	160	192	224	256	288	320
15	40	60	120	160	200	240	280	320	360	400
16	45	90	135	180	225	270	315	360	405	450
17	50	100	150	200	250	300	350	400	450	500
18	55	110	165	220	275	330	385	440	495	550
19	60	120	180	240	300	360	420	480	540	600
20	65	130	195	260	325	390	455	520	585	650
21	70	140	210	280	350	420	490	560	630	700
22	80	160	240	320	400	480	560	640	720	800
23	90	180	270	360	450	540	630	720	810	900
24	100	200	300	400	500	600	700	800	900	1000
25	110	220	330	440	550	660	770	880	990	1100
26	120	240	360	480	600	720	840	960	1080	1200
27	130	260	390	520	650	780	910	1040	1170	1300
28	150	300	450	600	750	900	1050	1200	1350	1500
29	175	350	525	700	875	1050	1225	1400	1575	1750
30	200	400	600	800	1000	1200	1400	1600	1800	2000
31	225	450	675	900	1125	1350	1575	1800	2025	2250
32	250	500	750	1000	1250	1500	1750	2000	2250	2500
33	275	550	825	1100	1375	1650	1925	2200	2475	2750
34	300	600	900	1200	1500	1800	2100	2400	2700	3000
35	350	700	1050	1400	1750	2100	2450	2800	3150	3500
36	400	800	1200	1600	2000	2400	2800	3200	3600	4000
37	450	900	1350	1800	2250	2700	3150	3600	4050	4500
38	500	1500	1000	2000	2500	3000	3500	4000	4500	5000
39	550	1100	1650	2200	2750	3300	3850	4400	4950	5500
40	600	1200	1800	2400	3000	3600	4200	4800	5400	6000
Per AP Over40	+50	+100	+150	+200	+250	+300	+350	+400	+450	+500

Creating More- or Less-Powerful Heroes

By using a 450 Hero Point Base, a Player can design a Character roughly equivalent in power to an average member of the New Titans. Yet, what if an adventure or campaign features more- or less-powerful heroes? The answer is to adjust the Hero Point Base.

By multiplying the 450 Hero Point Base by a factor of two or three, a Player can design a Character fit for the old Justice League of America. Multiply the Hero Point Base by a factor of ten and a Player can design a Character who will give Superman a run for his money.

By the same token, a Player can also decrease the Hero Point Base by a factor of one half (down to 225 points) to create heroes on the order of the late Robin or the members of Sgt. Rock's Easy Company.

Whenever altering the Hero Point base, a Player should also increase or decrease the Hero Point costs and bonuses for all Advantages and Drawbacks by the same factor. Advantages cost twice as much for 900 point Characters; but Drawbacks net them twice as many Hero Points. Advantages cost half as much for 225 point Characters; but Drawbacks only earn them half as many Hero Points.

Note: When altering Hero Point Bases in either manner (increasing or decreasing), Factor Costs for Powers and Skills always remain constant. They are never increased or decreased, with the exception of modification through

III. Experience and Character Growth

At the completion of an adventure, a Character will receive a Hero Point award for playing the game. These Hero Points can be used to improve the Character's abilities over time. The distribution of these Standard Awards are subject to the following guidelines. For more thorough information regarding the awarding of Hero Points, see **Standard Awards** in **Chapter Nine.**

Gaining Experience in Adventures

An adventure is defined in terms relating to a villain's plot and it is through the completion of adventures that Characters gain experience. Once the villain is encountered and the plot has either definitely succeeded or been foiled, the adventure is complete and Characters are awarded Hero Points based on their levels of success. An adventure may take several gaming sessions to resolve, depending upon its complexity; until its resolution, no Hero Points are awarded.

Hero Points are awarded relative to five basic levels of heroic achievement:

1.) Participation in the adventure.
2.) Role-playing the Character well.
3.) Saving the lives of innocent bystanders.
4.) Thwarting the plot of the villain(s).
5.) Role-playing Subplots.

A sixth award (termed the Miscellaneous award) may be granted at GM discretion to reward especially heroic actions not covered by the five primary categories. For example, a Character who did not enter Killing Combat against a foe who did, or a Character who devised a clever solution to a problem should each receive a Miscellaneous award.

Each of these levels of heroic achievement is worth a specific number of Hero Points called a Standard Award, which is a variable benchmark for judging an adventure on its own merits. The Standard Award is a reflection of the level of difficulty that the heroes encountered while completing the adventure — the more difficult the adventure, the greater the Standard Award. For instance, participating in an adventure against street thugs would probably be less difficult than an adventure against Darkseid.

Characters may receive less than a "full" Standard Award if they only complete certain portions of an adventure (if a Character participated and saved innocent bystanders but did not thwart the villain, that Character would receive only two Standard Awards, at GM discretion).

Note: Any heroic Character who initiates Killing Combat must automatically forfeit any and all Hero Points available as Standard Awards for that adventure, except in cases where the villain he is fighting first entered Killing Combat. In such cases the hero's Awards are halved. Killing is never a rewardable act.

Participation (1 Standard Award)

Any Character who takes part in an adventure receives one Standard Award for simple participation. The exception to this rule is a Character who initiates Killing Combat during the adventure; this Character forfeits all Hero Point awards available as a result of the unheroic action.

Note: Characters who consistently forfeit the Participation award may be asked by the GM not to participate in further adventures.

Role-Playing (up to 1 Standard Award)

A Character in the DC Heroes RPG should have friends, colleagues, and a persistent foe with whom to interact. If a Player's utilization of the Character is consistent with the Character's Motivation and personality, a Standard Award is distributed for accurate role-playing.

Conversely, if a Character's actions violate his Motivation or if the Character goes through sudden personality changes, no Standard Award should be distributed for role-playing.

A Player who constantly adds new facets to his Character or who role-plays with exceptional consistency, particularly when the resulting actions could place the Character in jeopardy, may be eligible for bonuses. A GM should feel free to generously reward creativity in role-playing.

Saving Innocent Bystanders (1 Standard Award)

If an adventure conflict endangers the lives of innocent bystanders, a true hero will always attempt to save the bystanders, even at the risk of the hero's own life. Characters who save innocent bystanders receive 1 Standard Award.

Only Non-Player Characters who happen into action by mistake are considered innocent bystanders: if the Joker plans to blow up Gotham, for example, and the Batman thwarts the scheme, the millions of Gotham citizens are not considered innocent bystanders.

Thwarting the Villain(1 Standard Award)

This Standard Award is distributed to Characters who were able to successfully foil the plan of the adventure's primary villain or villains.

Subplots (1 Standard Award)

Every Character possesses a unique personal history that includes past experiences and acquaintances. Often a Character will have the opportunity to interact with these elements, renewing a conflict with an old foe or returning to the home world from which the hero was exiled. A Character who is involved in his own Subplot receives one Standard Award. For further information, see **Chapter Ten.**

Miscellaneous (up to 1 Standard Award)

A Character may receive anywhere from 1 Hero Point to an entire Standard Award for heroic actions which ar not covered by the five previously listed categories. The decision not to enter Killing Combat against a foe who had done so would be worthy of an additional Standard Award, as would inventing a particularly ingenious solution to a difficult problem. Miscellaneous Standard Awards are completely at GM discretion and need not be distributed at all.

Character Growth

As Characters progress through their heroic careers, they become more experienced and skilled in the use of their superior abilities. In the DC Heroes RPG, this aspect of Character Growth is represented by a Character using Hero Points to increase his APs of an Attribute, Power, or Skill.

A Character wishing to increase his statistics purchases additional APs of Attributes, Powers, and/or Skills on the ***Increasing Attributes Chart*** below, just as he did when designing the Character originally. However, when increasing statistics through Growth, a Character must purchase each of the additional APs individually, which results in a much more costly investment.

Suppose a Character wanted to increase his Dex form 6 to 9 APs. Dex is an Action Attribute (Factor Cost 7); referencing the chart reveals that 7 APs of Dex cost 70 Hero Points, 8 APs cost 70 Hero Points, and 9 APs cost 105 Hero Points. To increase his Dex from 6 to 9 APs, the Character must pay 245 Hero Points (70 + 70 + 105 = 245).

Increasing Attributes Chart

AP Range	Factor Cost 1	Wealth 2	3	4	5	Other Attribute 6	Action Attribute 7	8	9	10
1-8	10	20	30	40	50	60	70	80	90	100
9-15	15	30	45	60	75	90	105	120	135	150
16-24	20	40	60	80	100	120	140	160	180	200
25-35	25	50	75	100	125	150	175	200	225	250
36-40	30	60	90	120	150	180	210	240	270	300
41-45	35	70	105	140	175	210	245	280	315	350
46-50	40	80	120	160	200	240	280	320	360	400
51-55	45	90	135	180	225	270	315	360	405	450
56+	50	100	150	200	250	300	350	400	450	500

Similarly, suppose the Character wanted to increase his Force Manipulation (Factor Cost 10 Power) from 7 to 10 APs; 8 APs of a Factor 10 Power cost 100 Hero Points, 9 APs cost 150 Hero Points, and 10 APs cost 150 Hero Points. Thus, the Character must pay a total of 400 Hero Points to increase his APs of Power from 7 to 10 APs (100 + 150 + 150 = 400).

Note: When increasing any Powers and Skills through Character Growth, any Bonuses and Limitations placed on the existing Power or Skill still affect the Factor Cost. For example, to increase APs of Energy Blast with the No Range Limitation, the new APs would still be purchased at Factor Cost 2.

When increasing Attributes, Powers, and/or Skills, Hero Points needed for a particular increase must be paid at one time; partial expenditure is not allowed.

Adding New Powers and Skills

Beyond growth of Characters through Attribute modification, a Player may occasionally want to diversify by adding totally new Powers and Skills to his Character's abilities.

Purchasing an additional Power for an existing Character costs 10 times the Base Cost. Adding a new Skill costs 5 times the Base Cost. This gives the Character 0 APs of the new Power or Skill; the Player must then purchase individual APs of the Power on the ***Increasing Attributes Chart***, taking into account any Bonuses or Limitations which may affect the Power or Skill's Factor Cost.

To link a new Power or Skill, the Player follows the same procedure for adding a new Power or Skill just described (10 or 5 times the Base Cost, plus individual APs on the ***Increasing Attributes Chart***), with the usual -2 Factor Cost bonus for linking an ability (see page 22) and any other Bonuses or Limitations that apply. However, the Player must buy a number of APs of the Power or Skill equal to the existing APs of the Link Attribute immediately. Once he has done so, the new Power or Skill is considered linked to the Attribute, and must increase if the Player later decides to purchase a higher AP level of the Link Attribute.

In addition to adding APs to an existing Power, a Player may add Bonuses to a Character's Power or convert one or more Powers to an appropriate more extensive Power with experience by paying the difference between what the new (or improved) Power would cost and what the old Power(s) would cost if purchased through Character Growth. Changes of this nature can only be made with GM approval, and should require an explanation in the form of one or more Subplots.

Banking Hero Points

Hero Points may be saved by a Character until they are expended either during an adventure or through Character Growth; this method of retaining Hero Points (called "banking") is often used by extremely powerful Characters who must retain a great number of Hero Points to raise APs of their abilities.

The banking of unspent Hero Points in no way threatens their loss. Characters cannot accidentally lose banked Hero Points in battle or have a villain steal them; a Character must willingly expend Hero Points for his bank to diminish.

Purchasing New Advantages

A Character may use Hero Points to purchase new Advantages. Purchasing a new Advantage for an existing Character costs 5 times the listed Hero Point cost of the Advantage.

Removing Drawbacks

A Character may also use Hero Points to remove any pre-existing Character Drawbacks. Removing a Drawback from an existing Character costs 5 times the number of Hero Points the Character originally received for adopting the Drawback. Drawbacks cannot be removed without express GM permission.

Example: When Batman started his career, he possessed the Mistrust Drawback (as seen in ***Batman: Year One***). By the second year of his career, Batman had removed this Drawback and added a High level Connection with the GCPD (as seen in ***Batman: Year Two***) by spending accumulated Hero Points.

IV. Advantages and Drawbacks

Advantages

Advantages are Character capabilities which are not measured in APs; a Character either does or does not possess the Advantage.

Listed with each Advantage is a Cost, which is the Hero Point cost to purchase the Advantage. If the Hero Point Base of a Character has been multiplied or divided from the normal 450 Hero Point Base, the Advantages' Costs must also be multiplied or divided by that same amount at the time of purchase (see page 30).

AREA KNOWLEDGE [COST: Variable]

A Character with this Advantage has thorough knowledge of the terrain and landmarks which dominate a specific area. The area with which a Character is familiar must be exactly specified when this Advantage is purchased. This Advantage may be purchased more than once for Characters familiar with more than one area.

A Character with this Advantage can automatically locate any feature or landmark within the area by gaining RAPs on a

Perception Check against an OV/RV of 2/2 ("where is the nearest public phone?"; "which bayou leads to LaBostrie's shack?"; "where is Wayne Field?"; and so on). Additionally, a Character with Area Knowledge receives a +2 Column Shift bonus to his OV/RV against Perception Checks made to detect him while he is using the Thief (Stealth) Subskill within the area. Similarly, the Character receives a -2 Column Shift modifier to his target's OV/RV when making Perception Checks to detect others who are using Stealth in the area.

Such Stealth modifiers are discretionary, as Batman's Area Knowledge of Gotham City would aid him while attempting to hide in an alley, but probably would not help him sneak around inside the Penguin's Gotham City hide out. Likewise, a Green Lantern who is intimately familiar with his Space Sector wouldn't necessarily know every back alley and rooftop therein.

The Hero Point cost of Area Knowledge is based on the size of the area known, according to the following table:

Area Size	Hero Point Cost
Neighborhood	10
City	20
State/Province	30
Country	40
Continent	50
Planet	75
SolarSystem	100
Galaxy/Dimension	125
Space Sector	150
Known Universe	200

ATTRACTIVE [COST: 15]

A Character with this Advantage is extremely physically attractive. Such a Character receives a -1 Column Shift modifier to the OV of any Persuasion attempt made against members of the opposite sex. For further information, see Chapter Six: Character Interaction.

BUDDY [COST: 25]

A Character with this Advantage begins the game with a close personal friend who is privy to all of his secrets. The Buddy will help the hero in any way that he can, and should be considered Awestruck/Enamored for the purposes of Character Interaction. The help that a buddy provides could include providing excuses for the absence of the hero's alter ego when he is out fighting crime, doing detective or research work for the hero, or even disguising himself as the hero to provide a distraction.

The GM should create statistics for the hero's Buddy, and the Buddy can obviously become a frequent Non-Player Character in the hero's Subplots. A Buddy will always remain loyal to the hero, no matter what happens. A Buddy should not be married to the hero, as this constitutes a Drawback (see page 38). A Buddy also cannot be another hero. The GM has final approval of the Buddy Advantage.

Batman has a Buddy in Alfred Pennyworth, and Tom "Pieface" Kalmaku was formerly the Buddy of Green Lantern Hal Jordan. Superman would *not* receive the Buddy Advantage for Jimmy Olsen, as Jimmy does not know Superman's secrets; although Ma and Pa Kent could possibly be considered Superman's Buddies, even though they are not listed as such.

CONNECTION
[COST: 10 or 15, see following]

A Connection is a Non-Player Character who is friendly to a Character possessing this Advantage. A Connection can either be an individual (like Superman) or an organization (like the Gotham City Police Department).

When purchasing this Advantage, a Character must exactly specify with which individual or organization he is connected and if the Connection is High or Low level.

A High level Connection allows unique familiarity with an individual (if the Character is one of Superman's close friends) or contact with someone at the upper echelons of an organization (such as Commissioner Gordon of the GCPD). A High level Connection will automatically inform a Character with this Advantage of everything he or his organization knows on any particular subject. Additionally, High level Connections can often be Persuaded to lend a Character assistance or equipment. See Chapter Six for more details.

A High level Connection cost 15 Hero Points.

A **Low** level Connection allow a slight acquaintance with an individual (the Character once helped Superman defeat Lex Luthor) or contact with someone in the lower ranks of an organization (such as beat cop in the GCPD). A Low level Connection can often provide somewhat useful information when questioned but usually will not know everything which his organization knows, or will not reveal all the information he knows to the Character.

A Low level Connection cost 10 Hero Points.

Note: To purchase a particularly powerful or influential Connection (the White House, Superman, etc.) a Character must spend twice the normal Hero Points (20 for Low, 30 for High), and must describe in his Background how the Character acquired the Connection. The GM has the right to refuse such Connections, especially if they are High.

This Advantage may be purchased more than once for Characters with more than one Connection. Example Connections include: (Individuals) — potentially any Character in the DC Universe; and (Organizations) — the CIA, City Hall, Congress, the FBI, a Foreign Consulate, Checkmate, the Justice League International, the Military, a Major Television Station, a Museum, a Newspaper, the Police, S.T.A.R. Labs, the Street, the New Titans, the Underworld, etc.

CONNOISSEUR [COST: 5]

A Character with this Advantage has appreciation and knowledge of life's finerthings: antiques, the arts, food, jewelry, wines, and high fashion. A Connoisseur can appraise any item through a successful Perception Check (AV/EVs being equal to the Character's Int/Will) against OV/RVs of 2/2.

An attempt made by a Connoisseur to Persuade another Character receives a -1 Column Shift modifier to the OV if the Character has had the opportunity to exercise his Connoisseur abilities (wining and dining the subject, engaging in clever and articulate conversation, etc).

FREE ACCESS [COST: 10]

Characters with this Advantage have either a press pass, police identification, or other credentials that allow them to gain entry into areas that have been restricted by the civil authorities. Normally, restricted areas include crime scenes, areas where VIPs are present, and operational facilities within police headquarters. Note that this Advantage does not grant access to "top-secret" or sensitive military locations. Such access requires proper Security Clearance (see below).

GADGET [COST: Variable]

A Character with this Advantage begins his career with a Gadget. The Player must design his Gadget using the guidelines presented in Chapter Seven and must pay the Gadget's Hero Point cost. Gadgets purchased through this Advantage are automatically built successfully (no Gadgetry Checks are required), and no Wealth Check needs to be paid. A Character with this Advantage does not have to possess the Gadgetry Skill, but should at least know of a Character who can build it for him.

This Advantage may never be purchased after a Character's creation; it is only an option for beginning Characters. Obtaining a new Gadget for an existing Character requires design, purchase, and creation under the normal Gadgetry rules. This Advantage may be purchased more than once for a Character who debuts with more than one Gadget.

GENIUS [COST: 25]

A Character with this Advantage may use his Gadgetry Skill to create items or devices that use technology which is unavailable in the "real world" of the late 20th century (i.e., teleportation machines, force field belts, etc.). For a complete description of the Genius Advantage and its applications to Gadgetry, see page 114.

GIFT OF GAB [COST: 20]

A Character with this Advantage is a master of verbal interplay. Whenever such a Character successfully performs an Interaction Maneuver (see page 111), he receives a -2 Column Shift modifier to the target's OV/RV instead of the usual -1 Column Shift bonus.

HEADQUARTERS

[COST: 10 or 15, see following]

A Character with this Advantage begins his career with a serviceable headquarters. The Character must choose the extent of the Headquarters at the time of the Advantage purchase: Confined or Expansive.

A **Confined** Headquarters is a small (approx. 400 square feet or less) building, apartment, or rented space located in a major city or population center. A secret room in a Character's apartment would constitute a Confined Headquarters.

A Confined Headquarters costs 10 Hero Points at the time of purchase.

An **Expansive** Headquarters is a well-hidden, vast (1500+ square feet) complex, usually located in an isolated, difficult-to-reach area. The Batcave constitutes an Expansive Headquarters.

An Expansive Headquarters costs 15 Hero Points at the time of purchase.

Note: The inclusion of particular Gadgets (vehicles, computers, etc.) within the Headquarters is not considered in this Advantage's Cost; such devices must be purchased separately with the Gadget Advantage if the Character begins his career with such devices.



This Advantage may never be purchased after a Character has begun his career; it is only an option for beginning Characters. Obtaining a new Headquarters for an existing Character requires design, purchase, and creation under normal Wealth rules, found on page 124.

INSTA-CHANGE [COST: 5]

A Character with this Advantage can switch into costume instantaneously. Such a Character's costume normally possesses special molecules which transform at the hero/villain's will.

Utilizing this Advantage costs a Character one Automatic Action during the phase of Insta-Change to change into costume. A Character who possesses neither this Advantage nor Superspeed must spend an entire phase switching clothes (during which time the Character can take no other action).

The Atom has the Insta-Change Advantage.

INTENSIVE TRAINING [COST: 20]

A Character with this Advantage has spent most of his life rigorously training mind and body to perfection.

An Intensively Trained Character receives a special -2 Factor Cost modifier to any Skills linked during Skill purchase in addition to the normal -2 Factor Cost modifier for linked Skills (see page 22). Factor Costs may never be reduced below 1.

Conversely, a Character with the Intensive Training Advantage also adds +2 to the Factor Cost of any Powers purchased for him. The Player must also pay an additional 50 Hero Points each time (per AP) that the Character raises an Action Attribute to a value greater than 8 APs. The Player must pay an additional 40 Hero Points to raise any other Attribute, Power, or unlinked Skill above 8 APs.

Example: A Player whose Character has the Intensive Training Advantage wants to raise his DEX from 7 to 9 APs through Character Growth. DEX is an Action Attribute (Factor Cost 7), so the increase from 7 to 8 APs costs 70 Hero Points (as indicated on the ***Increasing Attributes Chart,*** page 32). However, the increase from 8 to 9 APs cost 155 Hero Points: 105 Hero Points for the normal Action Attribute increase plus 50 Hero Points for an Intensively Trained Character raising an Action Attribute above 8 APs. The total cost for increasing from 7 to 9 APs is therefore 225 Hero Points.

These modifiers for an Intensely Trained Character continue after initial Character design. An Intensely Trained Character who purchases and links a new Skill still receives the -2 Factor Cost modifier. Similarly, an Intensively Trained Character who purchases a new Power still receives the +2 Factor Cost penalty.

IRON NERVES [COST: 20]

A Character with this Advantage is unusually resistant to fear and intimidation. Such a Character receives a +2 Column Shift modifier to his OV/RV against the Aura of Fear and Phobia Powers, as well as any Character Interaction (Intimidation) attempts made against him.

LEADERSHIP [COST: 25]

A Character with this Advantage is skilled in the arts of strategic planning and giving orders. The Character may automatically transfer his own Hero Points to any member of a team which the Leader commands; Hero Point transfer may be in any amount desired by the Leader (provided the Character possesses a sufficient number to transfer) and may be transferred to any teammates at any time.

Once received by another Character, transferred Hero Points will function exactly as the recipient's own, except that they cannot be used for Character Growth, and cannot be regained by the Leader. For the purpose of this Advantage, only one Character at a time may Lead a team. If more than one Character possessing this Advantage is present, team members must select a Leader by mutual consent.

LIGHTNING REFLEXES [COST: 20]

A Character with this Advantage possesses lightning-fast reflexes and reaction times. Possession of this Advantage allows a Character to permanently add two (2) points to his base Initiative score.

LUCK [COST: 15]

A Character with this Advantage is unusually fortunate. Once per adventure, the Character may invoke the Advantage and receive either -1 Column Shift to an opponent's OV/RV or +1 Column Shift to his own OV/RV when making an Action Check. The Player may choose which of these bonuses to utilize and when to invoke the Luck Advantage.

Example: If a Player decided to invoke Luck while his lucky Character was attacking an opponent in hand-to-hand combat, the Character's target would receive a -1 Column Shift modifier to his OV/RV for that attack. Conversely, if the lucky Character were defending against an attack, he could receive +1 Column Shift to his OV/RV for the defense.

OMNI-CONNECTION [COST: 25]

A Character with this Advantage has friends and potential Connections nearly everywhere (see the previously-listed Connection Advantage). A Character with Omni-Connection is allowed to pay a Hero Point fee during an adventure to suddenly establish a new Connection to assist the Character.

Establishing a High level Connection in this manner cost a Character 15 Hero Points, while establishing a Low level Connection costs 10 Hero Points. Connections established through Omni-Connection are only temporary and the Character may question or Persuade the Connection (if desired) only once. If the Character wishes to question the Connection further or at a later time, he must again pay the respective Hero Point fee for the Connection.

Applications of this powerful and potentially abusable Advantage are at GM discretion. Omni-Connection could not be used to suddenly give a Character a High level Connection with the police officer about to arrest the Character, for instance.

Example: While working on a case, John Constantine discovers his quarry is somehow connected with the huge conglomerate known as the Sunderland Corporation. Constantine decides to spend 15 Hero Points to establish a temporary High level Connection at Sunderland to gather information ("Sunderland?" Constantine says, "What a stroke of luck. . . an old mate of mine is a big shot at Sunderland!"). Constantine will then be able to ask his Connection one fairly detailed question and receive accurate information. If he wants to ask further questions or call his "old mate" at a later date, Constantine must again pay the 15 Hero Point Connection fee.

PET [COST: Variable]

A Character with this Advantage begins his career with an animal assistant which will automatically follow all of the Character's instructions without error.

This advantage has a variable cost, as it is dependent on the complexity of the pet adopted. The pet must be designed as a complete Character (i.e., calculation of costs for the Pet's Attributes, Powers, and Skills) and the Character must pay one-half (1/2) this Hero Point total (round fractions up). Sample statistics for different animals are available in **Appendix B**. These statistics represent a typical member of the animal's species; most heroic pets possess additional APs of Attributes, Powers, and/or Skills.

A Character with this Advantage may control all of his Pet's actions during play through the use of one Automatic Action.

Example: Suppose that Beast Lord wants to purchase the Pet Advantage; his Pet will be a loyal elephant named Simba. Beast Lord decides that his elephant should possess the following statistics:

Simba

DEX:	5	STR:	8	BODY:	7
INT:	3	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	10				

As a standard Character, Simba would cost 193 Hero Points to design. However, designed under the Pet Advantage, Simba only costs Beast Lord 97 Hero Points (193/2 = 961/2, rounded up to 97).

POPULARITY [COST: 20]

A Character with this Advantage is respected among the citizenry and the media. Such a Character tends to attract a huge crowd of well-wishers and autograph seekers wherever he appears.

Most non-essential NPCs begin play with an Attitude of Friendly (see **Chapter Six: Character Interaction**) toward Characters with the Popularity Advantage. Important or essential NPCs such as villains, thugs, and major supporting Characters should still have their Attitudes toward the Popular hero individually set.

Additionally, Multi-Attack penalties (see page 102) on Persuasion attempts against non-essential NPCs are reduced by one Column Shift when made by a Character with Popularity. The Character would receive no Column Shift penalties for Persuasion of 2 targets, a +1 Column Shift modifier to the target's OV/RV against 3-4 targets, and so on.

RICH FAMILY/FRIENDS [COST:15]

A Character with this Advantage has a rich family member or a friend upon whom the Character may call once every three months to request financial assistance (OV/RVs to this Persuasion attempt are at 7/7). Receipt of positive RAPs allows the Character to use the contact's Wealth rating (usually 3 APs higher than the hero's own Wealth) for one week's worth of purchases.

The wealthy friend or family member should be designed by the GM as a Non-Player Character and introduced into campaign scenarios occasionally for role-playing/Subplot interaction.

Example: The Human Leech, whose Wealth Rating is 4, has a wealthy family member, a well-to-do aunt. Every three months, the Human Leech can call on his aunt for money in a pinch. To get any money, the Human Leech must successfully Persuade his aunt (with automatic OV/RVs of 7/7). Positive RAPs allow the Human Leech to use his aunt's Wealth rating (7: his own Wealth plus three) for one week.

SCHOLAR [COST: 10]

A Character with this Advantage has devoted a great deal of time to academic study of a particular subject; as such, the Character possesses an intricate knowledge of and expertise in that area of learning.

A Scholarly Character may recall extensive information on the subject studied at will. Additionally, any Action Check utilizing the Scholar Advantage (such as an INT check to analyze a clue, identify an item, or decipher a book for example) receives a -2 Column Shift bonus to the OV/RV of the attempt.

This Advantage may be purchased in conjunction with information gathering or creativity based Skills (such as Detective or Artist). A Character may possess more than one Scholarly Advantage (indicating that the Character is learned in several subjects) but the Advantage may only be purchased once to cover any particular subject. Thus, a Character could not purchase the Scholar (Literature) Advantage three times to achieve a cumulative +6 modifier on literary subjects.



Note that in addition to representing scientific and literary knowledge, the Scholar Advantage can also represent other areas of learning and expertise, such as language and trivia. In the case of languages, each Scholar Advantage imparts the ability to speak, read, and write one additional language.

SECURITY CLEARANCE [COST: 1S/20/2S]

Most Government Agents (and some metahumans) will have a Security Clearance of a given level, allowing the Character access to certain government and military installations. Note that all levels of Security Clearance usually provide the benefits of the Free Access Advantage (see above), although some situations may restrict its use as such; A backwoods sheriff might not recognize a Checkmate ID badge, and deny a Kmght access to a crime scene.

A **Low Level** Security Clearance (15 points) grants access to "secret" areas and documents, and generally allows free entry and exit from any military compound, although certain areas will be off-limits. In game terms, a Low Clearance allows the bearer to pass through Government Security Systems ranked at 12 APs or less (subject to GM discretion, of course).

A **Medium Level** Security Clearance (20 points) allows deeper access into Government facilities and files, including those considered "top secret." The bearer can pass through a Security System ranked at 15 APs or less.

Characters with **High Level** Security Clearance (25 points) are among the top leaders of Government, Intelligence, and the Military. Such Clearance is not lightly granted, as it allows access to all levels of secret Government information (although there are always exceptions). High Level Clearance allows the bearer to pass Security Systems ranked at 18 APs or less. A Player who wishes to purchase High Clearance for his Character must include in his Background how he gained such Clearance, and GMs are perfectly entitled to refuse this (or any) Advantage if they deem it inappropriate to their campaigns.

SHARP EYE [COST: 15]

A Character with this Advantage has a keen eye for detail and is exceptionally perceptive. A Sharp Eyed Character automatically receives a -1 Column Shift modifier to the OV of all attempted Perception Checks.

MISCELLANEOUS ADVANTAGES [COST: 5/25/50]

A Character who possesses an Advantage which cannot be categorized using any of the preceding Advantages must pay 5, 25, or 50 Hero Points for a Miscellaneous Advantage. The cost of such an Advantage is always subject to GM discretion, based on the new Miscellaneous Advantage's usefulness as compared to those listed above.

DRAWBACKS

Drawbacks are disadvantages, quirks, and foibles which may be selected to increase a Character's initial Hero Point level. Like Advantages, Drawbacks are not measure in APs; a Character either does or does not possess the Drawback.

The Hero Point bonus received for each adopted Drawback is listed in the Drawback's description.

AGE [BONUS: 15]

A Character with this Drawback is of an unusual age for adventuring, being either old or young in comparison to traditional heroes/villains. Unusually old Characters (those over 50 years of age) must always subtract two points (-2) from their Initiative scores. Unusually young Characters (those below 18 years of age) are limited through the need to attend school regularly, a concern of adult authority, and being unable to enter certain public areas (such as bars).

The Dark Knight and his sidekick, Robin (Carrie Kelley), possess this Drawback as old and young respectively.

ALTER EGO [BONUS: 2S/7S]

A Character with this Drawback has two distinct forms: a super-powered form and a normal form. Whenever the Character wants to go about his daily life, he must switch to his normal form. The transformation from normal to super-powerful (and back) takes a full phase, during which the Character may do nothing else, although he does receive the full OV/RV of the form he is changing ***from***.

Normally, the transformation from super-powerful to normal is controlled by the Character. This type of Alter Ego is known as ***Controllable,*** and is worth a bonus of 25 Hero Points. However, some Characters cannot control their change from normal to super-powerful, often having monstrous or villainous Alter Egos. In these cases, the Drawback is ***Uncontrollable***, and is worth 75 Hero Points. A Character adopting an Uncontrollable Alter Ego must specify the conditions which trigger the transformation from normal to super-powered and back again. Common examples include: Changes during the full moon, changes when angered, changes whenever someone says a certain word or phrase, etc.

To design a Character with an Alter Ego, a Player must first design the super-powered form, based on the normal Hero Point scale for the campaign (normally 450). It is this form that receives the Hero Point bonus for the Alter Ego Drawback. The super-powerful form must have a distinctive appearance, such that the Character could not simply change into street clothes and conduct every-day life with all of his Powers (if this is the case, then the Drawback is worth no Hero Points). For instance, when Billy Batson becomes Captain Marvel, he becomes a powerfully muscled hero with a bright red costume and a loud, booming voice. It would be impossible for Batson to go about his normal life as Marvel, since everyone would recognize him as a super-hero, even without his costume. Another example would be Tasmanian Devil, whose large and furry Alter-Ego would have a tough time being an effective drama coach.

The normal form is then designed with a Hero Point Base of 225. The normal form is built as any Character, except that it should not have any Powers. Additionally, most normal forms should rarely have Attributes or Skills higher than 5 APs, although this is up to the GM's discretion. If the Character automatically switches into costume when becoming "super," ***both*** characters must have the Insta-Change Advantage.

Note that the two forms need not have the same Motivation, Wealth rating, or Personality. In fact, the Character's Alter Ego might not even remember what happens to him while in his other form. This should be worked into the Character's Background and Subplots, and can provide many interesting role-playing opportunities.

ARCH ENEMY [BONUS: 15]

A Character with this Drawback begins the game with a similarly-powered foe who is already determined to destroy the hero at all costs. The GM must approve this Drawback and invent statistics for the enemy, who should pop up with annoying frequency in the Character's Subplots. The Arch Enemy can never be reformed and will not work with the Character under any circumstances. This Drawback can only be removed if the enemy is somehow killed during the course of play, in which case the hero immediately loses 75 Hero Points, whether he was responsible for the enemy's death or not.

Note that "similarly-powered" does not refer only to Hero Points, but also to wealth, influence, and prestige. It is up to the GM to determine if an Arch Enemy is sufficiently "powerful" to provide a challenge for the hero, regardless of the APs involved.

A synopsis of the enemy's origin and why he hates the hero must be included as part of a Character's Background in order for the Player to receive the Hero Point bonus. Villains may never receive Hero Points for the Arch Enemy Drawback.

AUTHORITY FIGURE [BONUS: 15]

A Character with this Drawback, often the ruler of a small country, is responsible for the welfare of a large group of people and usually adventures to advance or defend his people's political or economic status. An Authority Figure is, first and foremost, a politician concerned with the interests of his constituency.

This Character feels (not always inaccurately) that, should he be injured or killed, his society would be plunged into a state of anarchy which would destroy his people. As such, an Authority Figure will avoid entering any battles which might seriously injure him (attempting to flee the scene, if necessary). Conversely, such a Character will enter Killing Combat and fight with startling ferocity if his own defeat seems inevitable (automatically forfeiting all potential Hero Point Awards for the adventure).

DARK SECRET [BONUS: 25]

A Character with this Drawback harbors some deep secret which must be protected at all cost. The Character's secret must be specified when the Drawback is adopted. A Dark Secret is always of such a magnitude that its disclosure would effectively end the heroic career of the Character with this Drawback.

Example: A Character adopts the Dark Secret that he was once a hit man for the mob and assassinated hundreds of targets. If the secret was ever revealed, the Character would face a long jail sentence and be the subject of terrible public backlash, ruining the Character's career.

EXILE [BONUS: 10 or 15, see following]

A Character with this Drawback has been ostracized from his native civilization and forced to remain in the locale where he acts as a hero, engaging in absolutely no social interaction with his homeland. The Character's native civilization could be anything from a foreign country to another planet or dimension. This Drawback should be an important part of the Character's Background and may provide the GM with material for the Hero's Subplots.

A Character who has voluntarily placed himself in Exile (**Voluntary Exile**) receives 10 Hero Points for adopting the Drawback; a Character Exiled against his will (**Forced Exile**) receives 15 Hero Points.

Starfire of the New Titans is in voluntary Exile from her home world of Tamaran while Shade the Changing Man has been involuntarily Exiled from the Meta-Zone. Aquaman was once an Exile from Atlantis while Phase of the L.E.G.I.O.N. has been Exiled from her home time of the 30th century.

GUILT [BONUS: 50]

A Character with this Drawback is plagued by guilt over some past failure or series of failures in his heroic or personal life. Such a Character must automatically forfeit 5 Hero Points (called a "Guilt Fee") at the beginning of every week of game time. If the Character should ever fail to pay this fee, he will suffer a +1 Column Shift penalty to the OV/RV of all his Dice Actions until he pays all overdue Guilt Fees.

INNOCENT [BONUS: 10]

A Character with this Drawback is exceptionally naive of the ways of society and the wiles of mankind. An Innocent Character believes in the inherent goodness of all creatures and assumes all other persons feel the same way he does. An Innocent Character sees the world through rose-colored glasses and cannot understand evil or inconsiderate actions.

An Innocent Character suffers a -1 Column Shift penalty to his OV against Character Interaction (Persuasion and Interrogation) attempts and manipulative Mental Powers such as Broadcast Empath, Control, Hypnotism, and so on.

IRRATIONAL ATTRACTION/HATRED [BONUS: 5/25/50]

Characters with the Irrational Attraction Drawback are unusually interested in certain objects, materials, animals, or forms of expression (gold, silk, cats, or practical jokes, for example). A Character must specify the subject of the Irrational Attraction when this Drawback is adopted.

The Character with an Irrational Attraction will go out of his way to find its source and satisfy his desires. If the attraction is for an object, for instance, the Character will be unable to act in the object's presence; if the Character is attracted to a mannerism, he will frequently manifest that particular mannerism.

Irrational Attractions come in three degrees of severity: Minor, Serious, and Catastrophic. The degree of Attraction must be selected when the Drawback is adopted. Associated with each degree is a Resistance Number. Whenever exposed to the object of the Irrational Attraction, the Character must roll greater than or equal to the Resistance Number to overcome the Attraction.

If the roll is successful, the Character overcomes the Attraction until re-exposed to the stimulus at a later time. Otherwise, the Character succumbs to the Attraction and must allow the source of the Attraction to occupy his attention to the exclusion of all else, although the Character may again attempt to overcome the Attraction the following phase. Hero Points may never be spent to affect this roll in any way.

The following table summarizes the varying degrees of severity for Irrational Attractions, their Resistance Numbers, and Hero Points gained by adoption of the Drawback.

Degree	Resistance	Bonus
Minor	5	5
Serious	11	25
Catastrophic	18	50

The opposite of Irrational Attraction is Irrational Hatred; follow the same guidelines as stated above, except that the Character will attempt to destroy or deface the subject of his hatred if he fails the Resistance Check. Note that this version of the Drawback is normally used only by villains, who often have unreasoning hatreds of certain places, objects, or (especially) Characters. A Non-Player Character who has an Irrational Hatred of a Player Character is always assumed to have an initial Attitude of Personal Vendetta (see **Character Interaction**, page 110) toward that Character.

Example: The Riddler, with Catastrophic Irrational Attraction to Riddles and Puzzles, wants to commit a crime without leaving a riddle behind as a clue. Such an action would require a roll of 18 or greater on 2D10. If he fails, he must leave a riddle clue.

Similarly, if a valuable book of ancient Chinese riddles went on display at the Gotham Museum of Natural History, the Riddler would need to suppress his Irrational Attraction or steal the book.

IRRATIONAL FEAR [BONUS: 5/25/50]

A Character with this Drawback has an unreasoning fear of a particular situation, condition, object, or animal (fear of heights, confinement, guns, or spiders, for example). A Character must specify the subject of the Fear when this Drawback is adopted.

Irrational Fears come in three degrees of Severity: Minor, Serious, and Catastrophic. The degree of Fear must be selected when this Drawback is adopted. Associated with each degree is a Resistance Number. A Character encountering the source of an Irrational Fear must make a "Fear Roll" each phase that he is exposed to the source of the Fear, rolling greater than or equal to the Resistance Number on 2D10 to overcome the Fear.

Success indicates the Character does not succumb to the Fear and may act normally, not needing to roll again to defeat the Fear until exposed under different circumstances. Otherwise, the Character must attempt to withdraw from the location and flee in panic; if the Character cannot withdraw, he can take no action whatsoever, being immobilized with fear the entire phase. Such a Character may again attempt to overcome the Irrational Fear during subsequent phases. Hero Points may never be spent to affect the Fear roll in any way.

The following chart summarizes the varying degrees of severity for Irrational Fears, their Resistance Numbers, and Hero Points gained by adoption of the Drawback.

Degree	Resistance	Bonus
Minor	5	5
Serious	11	25
Catastrophic	18	50

Example: The Martian Manhunter, with a Minor Irrational Fear of Fire, finds himself in a burning building and must roll a 5 or greater to remain in the area. If this roll fails, the Manhunter will flee if possible, or stand paralyzed with fear, taking no actions and possibly sustaining damage from the fire during that phase. The Martian Manhunter could then attempt to overcome his Fear the following phase.

MARRIED [BONUS: 25]

Despite what great poets have written, being Married often poses definite problems in the hero world. The spouses of heroes tend to be used as hostages against their husbands/wives with alarming frequency.

When adopting this Drawback, a Character must specify certain details about his spouse for Subplot use (his/her statistics, profession, interests, locations frequented, etc.). Villains who discover a Married Character's identity will almost always attempt to use the spouse against the hero. Spouses also possess an uncanny ability to blunder into hero versus villain conflicts and to turn up at the wrong place at the wrong time.

A Character who adopts this Drawback cannot also receive Hero Points for adopting a Secret Identity Drawback. Further, a Character adopting this Drawback whose spouse is also a superhero receives no Hero Point Bonus for the Drawback.

MISTRUST [BONUS: 50]

A Character with this Drawback is often mistaken for a villain by law enforcement agencies and other heroes. The Character is untrusted among peers and is usually a fugitive from justice.

Law enforcement officers and Non-Player Character heroes will automatically be Hostile towards a Character with this Drawback (see **Character Interaction, page 110**). Additionally, police will usually attempt to arrest a Mistrusted Character wherever and whenever they encounter him.



Note: Villains never receive bonus Hero Points for adopting this Drawback.

Batman had this Drawback during the first year of his career.

PHYSICAL RESTRICTION [BONUS: 5/25/50]

A Character with this Drawback has some sort of physical handicap. He might be blind, confined to a wheelchair, or missing a limb. Physical Restrictions normally fit into two general categories: sensory restrictions and physical handicaps.

A Character with a sensory restriction is missing one or more of his senses. A blind Character who possesses no special detection Powers (Radar Sense, Sonar, etc.) must treat everything as Invisible in combat (see the Invisibility Power), while a deaf Character who possesses no Mental communication Powers (such as Telepathy) could only communicate through the use of sign language or lip reading.

A Character with a physical handicap is physically impaired in some manner; such a Drawback may necessitate improvisation of specific rules for the physically handicapped Character (a Character confined to a wheelchair, for example, might be limited to moving only 1 AP of distance per phase).

Hero Points received for a Physical Restriction depend upon the severity of the handicap and how it impairs the individual, as summarized in the following guideline table.

Severity	Examples	Bonus
Minor	No sense of taste or smell, Trick knee, Missing one eye	5
Serious	Deaf, Mute, Missing a limb	25
Catastrophic	Blind, Paraplegic	50

PSYCHOLOGICAL INSTABILITY [BONUS: 5/25/50]

A Character with this Drawback is mentally unstable and subject to dramatic mood shifts, periods of extreme depression, or even violent outbursts and schizophrenic behavior normally triggered by a failure to deal with the real world. A Character must state the severity of his instability and its effect when adopting this Drawback.

Whenever a Psychologically Unstable Character rolls a natural "2" (double ones), on any Dice Action (combat, Perception, Character Interaction, etc.), he will break down and suffer consequences relative to the Instability's severity for a length of time (in APs) indicated on the chart below. Most Psychological Instabilities, especially Minor and Serious, result in partial or total inactivity on the part of the affected Character. Catastrophic effects, however, may result in the display of extreme violence by the Character, often directed at his own teammates or innocents.

A Character undergoing the Instability (rolling double ones) *must* experience this effect and is not subject to any form of assistance (Exorcism, Recovery, burning Hero Points, etc.).

Severity	Effect	Time*	Bonus
Minor	Memory Lapse	2	5
Serious	Severe Depression, Self-Arguments	10	25
Catastrophic	Catatonia, schizophrenic attacks	15	50

* measured in APs

PUBLIC IDENTITY [BONUS: 5]

A Character with this Drawback has taken no steps whatsoever to protect his alter ego and as such, his real name is known to the public at large. Possible effects of this Drawback might include crowds of people gathering outside of the hero's home, villains attempting to strike at the hero through the hero's family and/or friends, or the government trying to get the hero to pay for damages caused during battles with villains.

Any Character removing this Drawback during his career must create a new identity of some sort for himself. A Character adopting this Drawback cannot also adopt the Secret Identity Drawback (see below).

Guy Gardner has this Drawback.

RAGE [BONUS: 5/25/50]

A Character with this Drawback occasionally breaks into an uncontrollable fury, often accidentally killing or seriously wounding opponents.

The Player selecting this Drawback must decide at what level of severity the Rage exists; the frequency of enraged outbreaks is dependent on the Drawback's severity relative to the Character's Rage Number (indicated on the chart below). Whenever a Player whose Character has this Drawback rolls a number equal to or lower than his Rage Number during combat, the Character will become enraged and automatically enter Killing Combat (see page 98) against his opponent, continually attacking the opponent each phase until either the opponent is dead, the enraged Character has been subdued, or the Rage has been broken.

An enraged Character may attempt to regain composure during each enraged phase (this does not count as an Action), an attempt which requires a successful Action Check with AV/EVs and OV/RVs equal to the enraged Character's WILL/WILL (thus requiring an "11" to succeed). Hero Points may never be spent to affect this Action Check.

A Character who enters Killing Combat as a result of Rage still loses potential Hero Point Standard Awards for the adventure (see page 134).

Starfire of the New Titans used to have this Drawback, as did her sometimes-teammate, Hawk.

Degree	Rage Number	Bonus
Minor	2	5
Serious	3	25
Catastrophic	4	50

SECRET IDENTITY [BONUS: 10]

A Character with this Drawback leads a dual life: in one guise the Character is a hero or villain while in another he is an ordinary man or woman. Possession of this Drawback assumes a dramatic negative effect on the Character's heroic and personal life should the Secret Identity ever be revealed.

A Character with a Secret Identity must take extraordinary measures to safeguard his secret. If a Character's Secret Identity should ever be revealed, the Character immediately loses 50 Hero Points.

A Character adopting this Drawback cannot adopt the Public Identity Drawback, and receives no Hero Points for this Drawback if he also has the Married Drawback. Nearly every Character in the DC Universe has this Drawback.

STRANGE APPEARANCE [BONUS: 30]

A Character with this Drawback is so strange-looking that people tend to fear him. A Character with a Strange Appearance automatically causes a +1 Column Shift modifier to a target's OV/RV on any Persuasion attempts. Intimidation attempts, however, have the target's OV/RV reduced by a -1 Column Shift. Such modifiers are only applicable against "normals" (that is, Characters who are not heroes, villains, or important NPCs).



During day-to-day existence, a Character with this Drawback might accidentally frighten any "normals" encountered. In such a case, a Character with Strange Appearance must make an Intimidation attempt (with the -1 Column Shift) against all "normals" in the area (Multi-Attack penalties applicable). The Character with Strange Appearance must use his full INFL/AURA as the AV/EV of this Action Check. Hero Points may never be spent to affect this roll in any way.

The special Intimidation Check does not count as an Action for the Intimidating Character. This Intimidation Check should be made whenever a Character with Strange Appearance encounters "normals" for the first time or makes a sudden appearance/threatening move, etc.

Example: While travelling back to Louisiana, Swamp Thing accidentally sprouts up in the produce section of a local supermarket which would probably be quite a shock to the shoppers present. Swamp Thing must make a special Intimidation attempt (which does not count towards his three Actions in this phase) on all of the shoppers using his full INFL/AURA. Swamp Thing must also suffer the -1 Column Shift modifier for his Strange Appearance.

Resolution of this Intimidation Check is made normally. If Swamp Thing succeeds, the shoppers will run in fear. If the Check fails, Swamp Thing faces the imminent danger of being packaged as a tofu salad.

TRAUMATIC FLASHBACKS [BONUS: 60]

A Character with this Drawback is periodically subject to reliving a particularly distressing past event. A Character must specify the condition which triggers the Flashbacks when this Drawback is adopted. Acceptable examples include: mention of a specific word, sighting a specific object, hearing a specific song, smelling a specific scent, or the Character's presence in a specific location.

Whenever the Character is exposed to the specified condition, Traumatic Flashbacks occur. A Character exposed to the condition must make an Action Check with the AV/EV and OV/RV both equal to his WILL/WILL (thus requiring an 11 to succeed).

If this Check fails, the Character can take no actions during that phase, as he is too absorbed in reliving the Flashbacks' events. Otherwise, the Character does not succumb to the trauma and may act normally. He must continue rolling against the trauma each phase that he is exposed to the condition. Hero Points may never be spent to affect this Action Check in any way.

Attacks made against a Character experiencing Traumatic Flashbacks automatically receive the -1 Column Shift Blindside bonus to the Character's OV. **See page 105 in Chapter Five: Combat.**

Example: The Batman has the Traumatic Flashbacks Drawback, tending to relive the deaths of his parents whenever he visits Crime Alley in Gotham City. If Batman were to chase the Joker into Crime Alley, he would have to begin making a Flashbacks Action Check each phase to determine whether or not he succumbs to the trauma.

At the beginning of his phase, Batman must roll an 11 or better on 2D10 or simply stand in place and experience the Flashbacks. If the Joker were to swing at the Batman during this phase, the Clown Prince of Crime would receive the Blindside modifier to the attack. If Batman succeeded in his Flashbacks Action Check, he could act normally that phase, but would have to roll again every phase he spent in Crime Alley.

UNCERTAINTY [BONUS: 15]

A Character with this Drawback is often unsure of his abilities and questions his convictions during tense situations. When fates of innocents or the defeat of a villain depend solely on such a Character, he is plagued with doubt as to his heroic mettle and competence to deal with the situation.

Once per adventure (normally at the climactic moment), an Uncertain Character automatically loses Initiative to all other Characters (both Player and Non-Player) and must perform his Actions last during that phase.

Often Characters plagued by Uncertainty have accidentally killed opponents in the exercise of their Powers and, as such, possess extreme guilt for their actions and fear repeating the unfortunate event which so troubles them.

UNLUCK [BONUS: 25]

A Character with this Drawback is unusually misfortunate; the chips never seem to fall the right way for him.

At the beginning of each adventure, the GM must roll 1D10 for each Character possessing Unluck and record the result. When the Character has made a number of Action Checks equal to the result of the GM's die roll, the Character immediately suffers a +2 Column Shift modifier to the OV/RV of his next Action Check. If the GM's die roll was a "2," the Character would suffer the penalty on his second Action Check; if the roll was a "7," the Character would suffer the penalty of the Unluck Drawback on his seventh Action Check, and so on.

Unluck will only affect a Character once per adventure.

VULNERABILITY [BONUS: Variable]

A Character with one of these Drawbacks is weakened under special circumstances. Superman, for instance, had a Vulnerability to Kryptonite and the Martian Manhunter once had a Vulnerability to Fire. Vulnerabilities normally occur in the three following forms: Attack Vulnerabilities, Fatal Vulnerabilities, and Loss Vulnerabilities.

Attack Vulnerabilities

An Attack Vulnerability causes a Character to suffer extreme damage from a particular attack form, which must be general in nature (such as fire, cold, Physical Powers, etc.) and must be specified when the Drawback is adopted.

A Character with an Attack Vulnerability suffers a certain number of Column Shift penalties to his OV/RV against the specified attack form. The number of Column Shifts the Character is penalized determines the Hero Point bonus for adoption of the Drawback.

Column Shifts	Bonus
-1	15
-2	25
-3	45
-4	65



Fatal Vulnerabilities

A Fatal Vulnerability causes a Character to suffer Killing Damage from exposure to a substance or condition which is normally harmless to everyone else (such as Kryptonite or staying out of water for more than one hour). The object, substance, or condition to which a Character has a Fatal Vulnerability must be specified when the Drawback is adopted.

A Character with a Fatal Vulnerability who is exposed to the specified substance or condition sustains 1 AP of damage to his Current Body Condition during every one minute (4 APs of time) of exposure. This is initially treated as Killing Damage, but reverts to normal Bashing Damage once the Character is removed from proximity to the substance. Recovery is then performed normally (see page 99).

When this Drawback is adopted, the substance or condition to which the Character is vulnerable must be categorized as either common or rare. A **common** substance/condition is one which ordinary people encounter every day (water, iron, darkness, or enclosure, for example). A **rare** substance/condition is one which only specific villains or elite organizations are likely to encounter (Kryptonite, elemental isotopes, having one's mind read, or being buried alive, for example).

A Fatal Vulnerability to a common object or condition is worth 150 Hero Points; a Fatal Vulnerability to a rare object or condition is worth 75 Hero Points. Finally, a Character who is vulnerable to a substance must decide at what Range he becomes susceptible to damage. The Range of a Fatal Vulnerability affects the Hero Point bonus as indicated on the following chart. A Character adopting a Fatal Vulnerability with no intrinsic range (such as dying when out of water) receives no Range bonus or penalty.

Range of Vulnerability	Bonus
5 APs	+20
4 APs	+10
3 APs	0
2 APs	-10
1 AP	-30
0 APs	-50

Loss Vulnerabilities

A Loss Vulnerability causes a Character to temporarily lose APs of a particular Power, Skill, or Attribute in the presence of a certain substance or condition, which must be specified when the Drawback is adopted.

The number of Hero Points gained for adopting a Loss Vulnerability depends upon which characteristics are reduced by the Vulnerability, as follows:

Vulnerability Effect	Bonus
Physical, Mental, or Mystical Attributes	35 per group
All Attributes	125
All Powers •	100
All Powers and Skills	150
All Skills ••	100
All Attributes and Powers •	175
All Attributes and Skills ••	175
All Attributes, Powers, and Skills	250

• Can only be adopted if the Character has more Powers than Skills.

•• Can only be adopted if the Character has more Skills than Powers.

Finally, a Character who is vulnerable to a substance must decide at what Range he becomes susceptible to damage. The Range of a Loss Vulnerability affects the Hero Point bonus as indicated on the following chart. A Character adopting a Loss Vulnerability with no intrinsic Range (such as losing Powers at night) receives no Range bonus or penalty.

Range of Vulnerability	Bonus
5 APs	+20
4 APs	+10
3 APs	0
2 APs	-10
1 AP	-30
0 APs	-50

If an Attribute, Power, or Skill subject to a Loss Vulnerability is rated at 5 APs or greater, its value drops to 2 APs in the presence of the specified substance or condition. Otherwise, the rating drops to zero (0) APs as the Character effectively borders on the brink of consciousness.

Example: A Loss Vulnerability where a Character's Physical Attributes and All Powers are reduced in the presence of uranium at 4 APs distance would be worth 145 Hero Points (35 for the Physical Attributes, 100 for the Powers and 10 for being susceptible at 4 APs Range).

MISCELLANEOUS DRAWBACKS [BONUS: 5/25/50]

A Character who adopts a Drawback which cannot be categorized using any of the preceding Drawbacks receives 5, 25, or 50 Hero Points for a Miscellaneous Drawback. The bonus of such a Drawback is always subject to GM discretion, based on the new Miscellaneous Drawback's severity as compared to those listed above.

V. Bonuses and Limitations

Bonuses and Limitations are special modifiers which may be purchased to increase or decrease (respectively) the effectiveness of Powers. Each Bonus and Limitation has a Factor Cost Modifier included in its description which is added to (or subtracted from) the Factor Cost of the Power which it alters.

In some cases, Bonuses may cause a Power's Factor Cost to be higher that 10. In this case, see the rules on page 23. Limitations may never reduce the Factor Cost of any Power below 1.

Bonuses

Area Effect

[Factor Cost Mod: +1 or more]

This Bonus allows a Power to automatically affect every target within a 3 AP radius of the Power's target point. Attacks made in this manner must be resolved separately (with no Multi-Attack penalties). A Power with this Bonus must attack all targets within the stated radius, friend or foe. A Character using a Power with and without this Area Effect must purchase the Power twice: once with and once without the Area Effect Bonus.

With GM approval, the area covered by a Power with an Area Effect can be expanded. For each additional +1 to the Factor Cost, the radius of effect also increases by +1 AP.

Normally, an Area Effect Power always affects the maximum possible area (normally 3 APs radius). For an additional +1 to the Factor Cost, the Character can use the Power to affect any sized area he chooses (up to its maximum), including a single target.

Example: A Character with Sonic Beam/Area Effect fires at a villain. Each Character and object (enemy, friend, building, etc.) within 3 APs of that villain is also attacked with a separate Action Check, with no Multi-Attack penalties applicable.

Range [Factor Cost Mod: +1]

This Bonus allows a Power which normally has a Range of Touch or Self to possess an effectively Normal Range. Exactly how this alteration affects the Power's use will vary from Power to Power, and will often require GM adjudication. In any case, each Power a Character has can only be used once per phase, whether at a range or not.

The Range Bonus can never be used to bestow Powers upon another Character (as the "Usable on Others" Bonus allows).

Usable On Others [Factor Cost Mod: +5]

This Bonus allows a Power to be temporarily transferred to another Character. Such a transfer attempt is automatically successful provided the recipient Character is within Normal Range of the Power to be transferred.

A recipient Character automatically receives a transferred Power at the awarding Character's full APs of Power. If the transferred Power is linked to one of the transferring Character's Attributes, the recipient Character only receives APs equal to his own APs of the transferred Power's Link Attribute, but never at an AP level higher than that possessed by the transferring Character.

A Character who transfers a Power to another Character loses use of the transferred Power for a length of time (in APs) equal to the APs of the transferred Power, after which the Power leaves the recipient and returns to him. The transferring Character may recall the transferred Power prior to this time if the Character so desires.

Miscellaneous Bonuses

[Factor Cost Mod: +1 or more]

A Character who purchases a Bonus which cannot be categorized using any of the preceding Bonuses receives a Factor Cost Modifier of +1 or more for a Miscellaneous Bonus. The Factor Cost Modifier of a new Miscellaneous Bonus is always subject to GM discretion, based on the Bonus' usefulness as compared to those listed above.

Limitations

Diminishing [Factor Cost Mod: -1]

The EV of this Power is reduced by range, losing 1 AP from its EV for every AP of distance traveled.

Fatiguing [Factor Cost Mod: -2]

This Limitation causes a Power to be extremely tiring to use. After resolving the use of the Power normally, the Character must make an Action Check with the APs of Power actually used (which may be less than maximum) as the AV/EV. The OV of the Check is equal to the APs of Power (regardless of how many APs were used) while the RV is either the Character's BODY, MIND or SPIRIT, depending on whether the Power is Physical, Mental, or Mystical, respectively. Hero Points may be spent to increase the OV/RV of this Check.

RAPs scored are immediately applied to the Character as the appropriate type of Bashing Damage (Physical, Mental, or Mystical depending on the Power). This damage cannot be reduced by Last Ditch Defense, however.

Note that the above procedure must be repeated for each phase the Power is in use, and that it is to the Character's advantage to use a Fatiguing Power at less than maximum APs whenever possible.

Lethal [Factor Cost Mod: -1]

Use of an attack Power with this Limitation is always considered Killing Combat, and its use by a heroic Character will result in the usual loss of Hero Points (see page 134). Note that this Limitation cannot be applied to certain Powers which are already described as being Killing Combat only, such as Claws and Disintegration.

No Range [Factor Cost Mod: -1]

This Limitation causes a Power with Normal or greater Range to have its effective Range reduced to that of Touch. If use of a Power limited in this manner is a Dice Action, its AV becomes the possessing Character's DEX while the Action's OV becomes the opponent's DEX.

Example: A Character with Mind Blast/No Range would have to successfully touch his opponent to inflict damage. The AV/EV of the attack would equal the Character's DEX/APs of the Power against an OV/RV equal to the opponent's DEX/MIND.

Power Always On

[Factor Cost Mod: -1]

This Limitation prohibits a Power from ever being turned off by the Character. Only Automatic Powers (specifically, only those Powers which a Character can normally turn on and off) may be altered in this manner. (For example, Density Increase, Dispersal, and Growth are Powers which can be turned on and off but Powers such as Comprehend Languages, Danger Sense, and Iron Will cannot.)

Power Burnout

[Factor Cost Mod: Variable]

This Limitation causes a Power to be usable a limited number of times before the Power fails. When this Limitation is adopted, a Character must specify the Limitation's severity relative to the following chart. Only Dice Powers may be altered by this Limitation.

A Power susceptible to Power Burnout possesses a Burnout Number that reflects the severity of the Limitation. If any initial roll (before re rolling for doubles) made with this Power is equal to or less than the appropriate Burnout Number, the Power fails and is reduced to 0 APs. In this case, the Power cannot be used again until it has been Recovered (see page 100). If the roll is over the Burnout Number, the Power takes effect normally and can continue to be used.

Severity	Burnout Number	Factor Cost Modifier
Minor	2	-1
Serious	3	-2
Catastrophic	5	-3

Power Restriction [Factor Cost Mod: -1]

A Character with this Limitation possesses a Power which will not function against a specified class of objects or under a general condition (organic items, supernatural influence, nighttime, or in red sun radiation, for example). The object or condition which restricts a Character's Power must be specified when this Limitation is adopted.

Similarly, a Power may be restricted by a special condition under which it will work; in this case, unless the condition is fulfilled, the Power will not function (a Power which must be recharged every 24 hours or one which must be focused through a particular object, for example).

Miscellaneous Limitations

[Factor Cost Mod: -1 or more]

A Character who adopts a Limitation which cannot be categorized using any of the preceding Limitations receives a Factor Cost Modifier of -1 or more for a Miscellaneous Limitation. The Factor Cost Modifier of a new Miscellaneous Limitation is always subject to GM discretion, based on the Limitation's severity as compared to those listed above.



VI. Powers

When referring to a Power's Type, a listing of "Auto" indicates the Power is constantly operating or is activated automatically by the Character's thought; "Dice" indicates the Power requires OV/RVs and, as such, necessitates a Dice roll.

Physical Powers

Unless otherwise stated, all attacks made with Physical Powers are considered Physical Attacks (OV/RVs equal to the target's DEX/BODY).

ACID

Link: BODY
Range: Normal **Type:** Dice
Base Cost: 15 **Factor Cost:** 3

A Character with this Power can shoot streams of Acid from his fingers. Use of this Power is treated as/or normal Physical Attack with AV/EVs equal to the APs of Power and OV/RVs equal to the target's DEX/BODY. If Acid is used to attack a metallic object (such as an android Character), the target's RV is decreased by one column.

Caress of the Fatal Five has this Power with the "No Range" Limitation, as does Plasmus of the Brotherhood of Evil.

BOMB

Link: STR
Range: Special **Type:** Dice
Base Cost: 20 **Factor Cost:** 3

The Bomb Power allows a Character to cause an explosion which starts at the point of ground contact and extends out to a distance equal to the APs of the Power divided by two (round fractions down). The Character possessing the Bomb Power is not affected by the explosion, although the Character is affected by explosions created by other Characters using the Bomb Power.

Use of the Bomb Power is treated as an explosion (see page 106). The explosion, a Physical Attack against everyone and everything within Range except the user, strikes with an AV/EV equal to the APs of the Power. Both the AV and EV of this attack are reduced by 2 APs for every AP of distance between the target and the initial point of explosion.

This Power may be purchased with a special +1 Factor Cost Bonus: Controllable Blast Radius, which allows the Character to specify the maximum APs of distance the attack will extend to (up to its normal maximum).

The Human Bomb of the Freedom Fighters has this Power.

CLAWS

Link: DEX
Range: Touch **Type:** Dice
Base Cost: 25 **Factor Cost:** 1

A Character with the Claws Power possesses claws or other sharpened attack methods (such as teeth, spines, or quills). The Character's DEX acts as the AV while the APs of the Claws Power acts as the EV for any attack the Character makes with the Claws weapon. Claws APs can also substitute for the Character's EV in an attempt to cut or rend materials.

Depending on which set of Genre rules are in play (see **Appendix C**), use of the Claws Power on another Character could automatically constitute Killing Combat.

Wonder Woman's nemesis Cheetah has this Power, as does Dartalon of the Wanderers.

CLING

Link: STR
Range: Touch **Type:** Auto
Base Cost: 10 **Factor Cost:** 2

Cling allows a Character to traverse perfectly vertical or even inverted surfaces (like most walls and ceilings) as if they were level ground. Attempts to cling to any unusually slippery substances are resolved according to the *Universal Modifier Table* (ice or Teflon is Difficult, while an oil-coated wall or ceiling might be Extreme.)

Each AP of Cling allows the Character to carry 1 AP of weight. The APs of Power must be sufficient to support the weight of the Character and any objects being carried; the collective weight of objects carried while the Character uses Cling cannot exceed the Character's STR.

COLD IMMUNITY

Link: BODY
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 4

This Power allows a Character to protect himself against cold weather conditions or cold-based attacks. A Character with Cold Immunity adds the APs of Power to his RV when defending against such attacks.

DARKNESS

Link: STR
Range: Normal **Type:** Auto
Base Cost: 5 **Factor Cost:** 7

Darkness allows a Character to generate a field of darkness through which no normal light can pass. Vision Powers

requiring light (Telescopic Vision, Thermal Vision, etc.) are completely blocked, and the APs of Darkness become the OV/RV of an Ultra Vision attempt to see through the Darkness.

The field of generated Darkness has a volume equal to the Character's APs of the Power plus five, which can be shaped and centered any way the user desires (within Normal Range). Anyone within the Darkness field has his AV and OV of all Physical Actions reduced by the APs of Darkness. Darkness remains in effect as long as the Character wishes (through the expenditure of an Automatic Action each successive phase) or until the Character either falls unconscious or exits Range. Use of Darkness does not affect the vision of the Character using the Power.

Nightshade of the Suicide Squad has the Darkness Power.

DIGGING

Link: STR
Range: Touch
Type: Dice
Base Cost: 5
Factor Cost: 2

Digging enables a Character to tunnel through an assortment of substances. The AV/EVs for a Digging attempt are equal to the Character's APs of Power; OV/RVs are determined according to the following table. The RAPs of the Digging Action Check equal the volume of the substance removed.

Substance	OV/RV of Dig
Sand	2
Dirt	4
Rocky Soil	6
Soft Rock (Limestone)	8
Hard Rock (Granite)	10
Steel	12
Diamond	15

DISINTEGRATION

Link: STR
Range: Touch
Type: Dice
Base Cost: 100
Factor Cost: 4

This Power Allows a Character to break down the actual molecular bonding of an object, causing its structure to dissolve into nothingness. The use of Disintegration is a Physical Attack with the attacker's DEX/BODY as OV/RV.

Once a target has been successfully attacked with Disintegration, he will continue to be attacked by the Power each successive phase, using the APs of Power as AV/EV and the victim's BODY/BODY as OV/RV until one of these attacks fails. (Recurrent attacks do not count as one of the Power user's actions for the phase.) If any Disintegration attack reduces a victim to a level equal to negative his original BODY, the Character will be completely disintegrated, with no portion of him remaining. Partially-disintegrated Characters Recover damage normally.

Note: The use of Disintegration on living creatures is always considered Killing Combat.

ENERGY ABSORPTION

Link: BODY
Range: Self
Type: Auto
Base Cost: 25
Factor Cost: 5

This Power allows a Character to absorb damage from Physical Attacks (Energy Blast, Heat Vision, Lightning, etc.), with the exception of those resulting from normal hand-to-hand combat. The energy absorbed is gradually dissipated throughout the Character's system with no ill effect. Absorbed energy cannot be diverted or changed, only neutralized.

A Character with the Energy Absorption Power must come into contact with the attack for the Power to function, at which point the Character's APs of Energy Absorption are subtracted from the RAPs of the attack. If damage inflicted exceeds the Character's APs of Energy Absorption, the Power fails and the Character sustains full damage to his Current BODY Condition.

Example: A Character with 7 APs of Energy Absorption is struck by a Lightning Attack that receives 7 RAPs; the Character takes no damage. However, if the same attack received 10 RAPs, the Energy Absorption Power would fail and the Character would sustain the full 10 RAPs of damage.

A Character may use Energy Absorption on more than one attack per phase. In this case, the Character must divide the APs of Power between each of the attacks at his discretion; the Character does not receive full AP protection against each attack.

This Power may be purchased with a special -2 Factor Cost Limitation: Usable Against One Energy Type (i.e., electricity, magnetism, light, etc.).

This Power may be purchased with a special +3 Factor Cost Bonus: Absorbed Energy Adds to Power Reserve. Only a Character with both Energy Absorption and Power Reserve may acquire this Bonus.

RAPs neutralized by this type of Energy Absorption must be immediately assigned as desired among the Powers and Attributes eligible for augmentation (see **Power Reserve**, p. 61). This increase lasts for APs of time equal to the Character's APs of Energy Absorption, minus the RAPs absorbed from that attack. A Character may never have more total RAPs absorbed at one time than his APs of Power Reserve.

Note that the increases gained by the use of this Power are independent of the increases gained from the Power Reserve's own APs.

Captain Atom has this Power.

ENERGY BLAST

Link: BODY
Range: Normal
Type: Dice
Base Cost: 15
Factor Cost: 3

This Power allows a Character to fire a bolt of pure energy from any particular part of the body, such as the eyes or hands. This Power is a Physical Attack, with APs serving as both AV and EV.

A Character should define which type of energy blast is fired when purchasing this Power (Light energy, magnetic energy, radiation, "cosmic power," etc.).

Starfire of the New Titans has this Power.

EXTRA LIMB

Link: STR
Range: Self
Type: Auto
Base Cost: 5
Factor Cost: 4

A Character with the Extra Limb Power has a fully functional limb or appendage which is not possessed by a normal human (such as prehensile tail, extra arms, etc.).

When lifting objects or making Physical Attacks, the Character's DEX acts as the AV while the APs of Extra Limb substitute for the Character's STR (as the EV). In addition, a Character with one or more Extra Limbs receives a -1 Column Shift to the opponent's OV for each additional limb when making Grappling Attacks.

This Power may be purchased more than once for Characters with more than one extra limb.

Salakk of the Green Lantern Corps would have purchased this Power twice, once for each of his additional arms.

FLAME BEING

Link: STR
Range: Self
Type: Auto
Base Cost: 10
Factor Cost: 6

This Power allows a Character to create and cover himself with a sheet of fire while sustaining no damage. This flame covering will continue to burn for as long as the Character with Flame Being desires (through the expenditure of an Automatic Action each successive phase) or until he falls unconscious.

Any fire- or heat-based attack against a Character with an active Flame Being Power is made with the Character's APs of the Power added to his RV. Conversely, the Character's RV receives a -2 Column Shift penalty against ice or cold-based attacks.

Additionally, anyone touched by (or touching) a Character with an activated Flame Being Power (including contact made in hand-to-hand combat) incurs a Physical Attack with AV/EVs equal to APs of Flame Being; this special attack form does not count as an Action for the Flame Being Character. The APs of Flame Being may also be substituted for a Character's STR as the EV of any hand-to-hand attacks.

Fire of Justice League America has this Power.

FLAME IMMUNITY

Link: BODY
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 4

This Power allows a Character to protect himself against fire and heat-based attacks. The APs of Power are added to the Character's RV against any and all such attacks.

Brek Bannin (Polar Boy) has this Power.

FLAME PROJECT

Link: STR
Range: Normal **Type:** Dice
Base Cost: 15 **Factor Cost:** 3

A Character with the Flame Project Power can fire forth a stream of flame from his body like a flamethrower. Use of this Power is a Physical Attack with AV/EVs equal to the APs of Power.

Dirk Morgna (Sun Boy) of the Legion of Super-Heroes had this Power.

FLASH

Link: STR
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 4

This Power allows a Character to produce a burst of brilliant, pure light. If the target Character is not prepared for this attack (by having his eyes covered, filtered glasses, secondary vision, etc.), he may be blinded. To determine this, the APs of Flash act as the AV/EV and the target's DEX/DEX as the OV/RV. RAPs are subtracted from the target's DEX (and Initiative) for a number of phases equal to the RAPs of the Flash attack.

Additionally, Flash may be steadily produced at a lowered intensity to effectively create a bright glowing light.

This Power may be purchased with a special -1 Factor Cost Limitation: Flash Incapable of Multi-Attacks (usable on only one target per phase).

Dr. Light II of Justice League International has this Power.

FLIGHT

Link: DEX
Range: Self **Type:** Auto
Base Cost: 10 **Factor Cost:** 3

Flight allows a Character to move freely in any direction through air or space. (Most forms of Flight also allow travel underwater at the usual -2 AP speed penalty.) Flight by itself does not allow a Character to survive in outer space but does provide him with the ability to move through it.

The APs of Flight are the APs of distance that the Character can travel each phase. In addition, a Character may use the APs of Flight as the OV against any Physical Attacks provided he performs no Dice Action during that phase.

FOG

Link: STR
Range: Normal **Type:** Auto
Base Cost: 5 **Factor Cost:** 3

Fog allows a Character to use any atmospheric moisture to form a dense fog which obscures vision and vision-related Powers (such as Sonar, Thermal Vision, Ultra Vision, and X-Ray Vision). The OV/RV of an attempt to see through the fog using one of these Powers is equal to the Character's APs of Power. Any attacks made by Characters within the fog receive a +2 Column Shift modifier to the OV. The APs of Fog plus five equal the volume (in APs) of fog cover, which must take the form of a simple sphere unless conforming to an enclosure.

The fog created by this Power will travel with the Character, if so desired, provided the Character is not travelling at a speed (APs of distance per phase) surpassing the APs of Fog Power. A wind or volume of air moving faster than the APs of Power will instantly dissipate the fog.

This Power may be purchased with a special +1 Factor Cost Bonus: Fog Does Not Inhibit User's Vision.

The Spectre has this Power.



FORCE FIELD

Link: STR
Range: Self **Type:** Auto
Base Cost: 30 **Factor Cost:** 6

This Power allows a Character to create a field of physical energy to protect his own body. The APs of Power are added to the Character's RV against Physical Attacks.

A Force Field is spherical in form and is centered around the Character of origin. A field shelter may be generated at the same APs of volume as the Power's APs, protecting all Characters within the field. No Physical Attacks with exterior targets can be made from within the field.

This Power may be purchased with a special -2 Factor Cost Limitation: Field Protects Power User Only.

This Power may be purchased with a special Bonus: Can Attack Through Field. This Bonus allows Physical Attacks with exterior targets to be made by Characters within the Field. This Bonus doubles the Base Cost of the Power (to 60) *and* adds +1 to the Factor Cost.

Troia of the New Titans had this Power.

FORCE SHIELD

Link: STR
Range: Normal **Type:** Auto
Base Cost: 10 **Factor Cost:** 5

This Power allows a Character to create a shield of physical energy which provides protection from Physical Attacks. Anyone protected by a Force Shield has the APs of Power added to his RV against Physical Attacks.

The Force Shield called into being is circular in shape, possesses an approximate diameter of four feet, and can be projected at Range. Such a shield is useless against attacks which originate from behind the Character unless the Character establishes the shield there, in which case the Character is defenseless against frontal assault.

Agent Liberty's gauntlets project this Power at No Range.

GLIDING

Link: DEX
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 2

This Power allows a Character to glide through the air at APs of distance equal to the sum of the APs of Power and the APs of height the Character begins above the ground.

Example: A Character with Gliding of 2 APs jumps from the roof of an eight-story building (which is approximately 3 APs above the ground). From this height, he may glide to the ground 5 APs distant.

A Character with Gliding travels at a speed equal to the APs of Power in distance per phase (it would take the Character in the previous example 3 phases to travel the full 5 APs).

Mothman of the Minutemen had this Power.

GLUE

Link: STR
Range: Normal **Type:** Dice
Bases Cost: 15 **Factor Cost:** 5

A Character with the Power of Glue can emit a sticky substance which glues the target to the ground or surrounding terrain upon a successful Action Check. To glue a target, a Character makes an Action Check using the APs of the Power as the AV/EV against the target's DEX/STR as the OV/RV. Positive RAPs indicate that the target cannot move and has his DEX (and Initiative) reduced by the APs of the Glue attack until he breaks free.

In order to break free, a glued Character must make a successful Action Check (i.e., gain one or more RAPs) using STR as both AV and EV against OV/RVs equal to the RAPs gained by the original Glue attack.

GROWTH

Link: STR
Range: Self **Type:** Auto
Base Cost: 35 **Factor Cost:** 10

Growth allows a Character to increase his size. For each AP of the Growth Power engaged (a Character need not grow to maximum size) the following effects occur:

- **1 AP is added to the Character's RV against Physical Attacks.**
- **1 AP is added to the Character's weight and volume.**
- **1 AP is added to the Character's STR.**

Additionally, for every three APs of Growth engaged, a Character's height is increased by 1 AP (starting at a base of 0 APs) and he gains +1 AP to his Running (1 to 2 APs of Growth engaged has no effect on Running, while 3 to 5 adds 1 AP, and 6 to 8 adds 2 APs, etc.)

As a Character becomes larger, he is also easier to see (and hit with attacks). As a result, for every two APs of Growth engaged, a Character's OV against Physical Attacks and Perception Checks decreases one AP (1 AP of Growth engaged has no effect on OV, while 2 to 3 APs engaged decreases the Character's OV by 1 AP, and 4 to 5 APs engaged decreases OV by 2 APs, etc.).

When purchasing this Power, a Character has the option of selecting a special -5 Factor Cost Limitation: Growth Does Not Cause STR Increase.

Leviathan of the Legionnaires has this Power.

HYPERSENSITIVE TOUCH

Link: DEX
Range: Touch **Type:** Dice
Base Cost: 5 **Factor Cost:** 2

This Power allows a Character to "see" with his fingertips. The Character can read a newspaper by feeling the ridges of the ink, feel the vibration of a smoothly running machine through a thick wall, or listen to phone conversations by touching the phone lines. A Character using Hypersensitive Touch makes an Action Check using the APs of Power as AV/EV against OV/RVs determined on the following table (additional OV/RV assignment at GM discretion). Positive RAPs indicate success in an attempt.

TASK	OV/RV
Read Newspaper	3/3
Identify Machine by vibration	5/5
Tap Phone Line	10/10

ICE PRODUCTION

Link: STR
Range: Normal **Type:** Auto/Dice
Base Cost: 20 **Factor Cost:** 10

This Power allows a Character to create volumes of ice from thin air. The ice produced may be formed into any shape the user desires, such as a wall, an ice dagger, a bridge, etc. Ice Production has a number of useful applications:

- The user may trap a target in a block of solid ice. Make an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the target's DEX/STR. RAPs from this Action Check equal the ice APs which have trapped the target as well as the volume of ice created. While the target is trapped, his DEX (and Initiative) is reduced by the APs of ice and he cannot move. To break free, the target must make a successful Physical Attack (i.e., earn positive RAPs) against OV/RVs equal to the RAPs of the successful Ice Production attack.

- The User may make solid ice constructs, such as walls, bridges, etc., with volume and BODY both equal to the APs of Power.
- The user may create an "ice slide" to move along the ground at a distance per phase equal to the user's APs of Power (maximum movement rate is 8 APs per phase, regardless of the Character's APs of Power).
- The user may use Ice Production to create an "ice barrier." In this case, the user's APs of Power are added to the RV against Physical Attacks. Such a Character will be unable to enter Physical combat while within the barrier.
- The user may make a simple Physical Attack, using the APs of Power as AV/EV.

Volumes of ice created with this Power will melt after APs of time equal to the Character's APs of Power. All Constructs created by this Power have -2 Column Shift modifiers to their RV against fire- or heat-based attacks.

Brek Bannin (Polar Boy) has this Power, as does Captain Cold.

ICING

Link: STR
Range: Self
Type: Auto
Base Cost: 5
Factor Cost: 5

Icing allows a Character to cover himself with a sheet of ice and not incur any damage. The APs of Icing are added to the Character's RV against ice- or cold-based attacks.

Against fire- or heat-based attacks, such a Character suffers a -2 Column Shift modifier to his RV. APs of Icing may also be substituted for the Character's EV when making hand-to-hand attacks.

INVISIBILITY

Link: DEX
Range: Self
Type: Auto
Base Cost: 45
Factor Cost: 4

This Power allows a Character to become impossible to detect with one sense (usually sight). The sense that the Character is invisible to must be chosen when the Power is purchased: Sight, Hearing, or Smell/Taste (Smell and Taste count as one sense for the purposes of this Power). Note that if you want to be "invisible" to the Touch sense, you must purchase the Dispersal Power (see page 54).

When a Character activates this Power, he becomes impossible to locate with the normal sense(s) to which he is invisible. Special perception Powers may be used to locate an invisible Character by making an Action Check using the APs of Power as the AV/EV and the APs of Invisibility as the OV/RV. Positive RAPs indicate that the invisible Character is located. Characters who have successfully located an invisible target in this way are not affected by this Power until the invisible Character has taken steps to disguise his location again.

Characters without perception Powers may also attempt to locate an invisible Character with their other senses, but it is much more difficult. First of all, they must have some reason to suspect the invisible Character's presence (GM's discretion). Then, they must make a Perception Check (see page 107) against OV/RVs equal to the APs of Invisibility. If the RAPs scored are equal to or greater than the RV, an attack may be launched with +1 Column Shift to the OV. If the RAPs scored are at least 1/2 the RV, an attack can still be made, but at a +3 Column Shift penalty to the OV.

Location of an invisible Character with normal senses (other than Sight) only lasts until the end of the next phase, after which another attempt must be made to spot the invisible Character.

Attempting to guide an attack with normal senses other than Sight is extremely difficult at best. Any such attack will suffer a penalty of +3 Column Shifts to the OV in addition to the penalties listed in the above paragraph. (Note that none of these penalties apply if a Character successfully uses a perception Power to locate the invisible Character.)

Characters are automatically Surprised (see page 105) when initially attacked by undetected invisible opponents. Immediately after being attacked, the target may attempt to locate the invisible Character (using the appropriate method above) with a bonus of -2 Column Shifts to the OV/RV of the attempt. This attempt does *not* use up a Character's Dice Action for that phase.

This Power may be purchased with special Bonuses that extend the invisibility into other sense areas. The base Power affects one of the three "senses" (Sight, Hearing, or Smell/Taste). The other senses may be added, each for a +3 Factor Cost Bonus. Additionally, if all three "senses" are affected, the Base Cost of the Power is doubled (to 90). Note that Characters who are invisible to all three "senses" cannot be located *at all* unless the spotting Character has some sort of perception Power.

Martian Manhunter has this Power.

INVULNERABILITY

Link: BODY
Range: Self
Type: Dice
Base Cost: 5
Factor Cost: 7

A Character with this Power is very difficult to kill (although it does not make him any harder to injure; for this effect use the Skin Armor Power). When such a Character has suffered damage from Physical Attacks which would cause him to die under normal circumstances (the Character is reduced to negative APs of BODY), he makes an Action Check using current BODY APs (absolute value) as OV/RVs and the APs of Invulnerability as AV/EVs. RAPs from this roll equal the number of BODY points the Character regains.

A side-effect of this Power is its ability to extend the life of a Character; It allows a check even if the Character dies of natural causes or disease. The actual impact of this Power on the life span of Player Characters is up to the GM's discretion.

This Power may be purchased with special +1 Factor Cost Bonuses for each of the following: the Power counteracts Mental damage, and the Power counteracts Mystical damage.

Superman had this Power.

JUMPING

Link: STR
Range: Self
Type: Auto
Base Cost: 15
Factor Cost: 2

This Power allows a Character to leap across great distances or to great heights through a natural or mechanical prowess. A Character with Jumping can traverse a horizontal distance equal to the Character's APs of Power, and can jump to heights equal to his APs of Power minus 1.

Doomsday has this Power.

LIGHTNING

Link: STR
Range: Normal
Type: Dice
Base Cost: 15
Factor Cost: 3

This Power allows a Character to fire and control a bolt of lightning from his body. Lightning strikes as a Physical Attack in combat with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's DEX/BODY.

An opponent who is naturally insulated (such as a Character using Molecular Chameleon to assume the form of rubber) has a +2 Column Shift modifier added to his RV against Lightning. Electronic and/or metallic devices and Characters (such as Cyborg of the New Titans) receive a -2 Column Shift penalty to their RV against Lightning.

Cyborg himself has this Power.

MIMIC

Link: DEX
Range: Normal **Type:** Dice
Base Cost: 50 **Factor Cost:** 10

A Character with the Mimic Power can duplicate and use the STR Attribute or Powers of any other Character within Range. The APs of Mimic are the APs of time the Character can use any Mimicked Power.

To Mimic a Power, a Character must make an Action Check using the APs of Power as the AV/EV and the target's APs of the Power to be Mimicked as the OV/RV. A Character who successfully Mimics a Power receives that Power in APs equal to his APs of the Mimicked Power's Link Attribute, plus the RAPs received on the Mimic attempt, up to a total equal to the APs of Power the target possesses. An attempt to mimic the STR Attribute of an opponent has an OV/RV equal to the opponent's STR/STR. Multi-Attacks my be made using this Power; at any one time, a Character may only possess a number of Mimicked Powers equal to his APs of Mimic.

Example: A Character with 10 APs of Mimic and BODY of 5 APs tries to Mimic another Character's Energy Blast. The Character with Mimic makes an Action Check using 10/10 (his APs of Mimic) as the AV/EV against the target's APs of Energy Blast as the OV/RV. If this Check gains positive RAPs, the Character with Mimic receives 5 APs of the Energy Blast Power (the Link Attribute of Energy Blast is BODY), plus the RAPs received on the Mimic roll (up to a total equal to the APs of Power possessed by the target). The Character can use the Mimicked Energy Blast for 10 APs of time (the APs of Mimic).

MUTATION

Link: STR
Range: Touch **Type:** Dice
Base Cost: 200 **Factor Cost:** 10

This Power allows a Character to evolve or devolve a target into a new life form. The user must make an Action Check with his DEX/APs of Power as the AV/EV and the target's DEX/BODY as the OV/RV. If the Check is successful, the user then rolls again on 2D10 to determine the mutative results, as presented on the table below:

Roll	Effect (target receives)
2	2 APs of Claws
3-10	2 APs of Growth
11	+2 APs of STR
12	2 APs of Flight
13	+2 APs of INT
14	+2 APs of BODY
15	2 APs of Skin Armor
16	2 APs of Energy Blast
17	2 APs of Superspeed
18	2 APs of Shrinking
19	2 APs of X-Ray Vision
20	2 APs of any Power selected by the GM

Mutated creatures automatically possess the Strange Appearance Drawback. The Power user can bestow multiple mutations upon a target, but they do not add if the same mutation is rolled; in such cases, roll again. If the target of the Mutation already possesses the Power rolled, it is increased by 2 APs. Mutations last for a length of time (in APs) equal to RAPs gained on the Mutation attempt.

This Power can be purchased with a special +2 Factor Cost Bonus: User Can Choose Mutation instead of rolling.

OMNI-ARM

Link: STR
Range: Self **Type:** Auto
Base Cost: 10 **Factor Cost:** 5

The Omni-Arm Power allows a Character to transform the physical shape of his own limbs into anything desired. Material and mass of the transformed object remain the same but shape and function can vary. Arms can be converted into lobster claws, hammers, or giant scissors, for example.

When using Omni-Arm, a Character may substitute the APs of Power for STR (including EV) when performing an action.

Metamorpho, of Justice League International fame, has this Power, as does the flexible Plastic Man.

PARALYSIS

Link: STR
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 3

This Power allows a Character to physically restrict an opponent. AV/EVs for such an attack equal the Character's APs of Paralysis while OV/RVs equal the opponent's DEX/BODY; positive RAPs indicate success, with the opponent held fast and unable to move (DEX= 0).

A Paralyzed opponent may attempt to free himself through an Action Check with AV/EVs equal to the opponent's STR/STR against OV/RVs equal to the RAPs of the successful Paralysis attack. If cumulative RAPs from this Action Check equal or exceed RAPs from the Paralysis attack, the opponent is released.

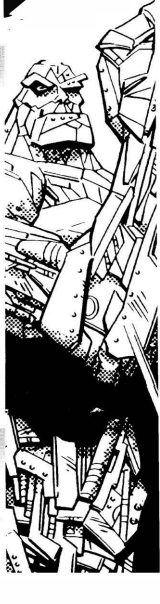
POISON TOUCH

Link: STR
Range: Touch **Type:** Dice
Base Cost: 30 **Factor Cost:** 3

A Character with this Power is able to generate a substance which irritates the skin on contact, causing damage to an opponent. Initial attack is made with the user's DEX/APs of Power as AV/EV and the opponent's DEX/BODY as OV/RV, respectively, the opponent sustaining RAPs of damage.

In successive phases, the opponent is further attacked by the APs of Poison Touch as the AV/EV against the victim's BODY/BODY as the OV/RV. These attacks continue each phase until one of them fails. These continuing attacks simulate the spread of the poison through the opponent's body. The attacker may not make another attempt to Poison Touch the victim until the previous attack fails. Cumulative attacks are not possible.

Poison Ivy has this Power.



PROJECTILE WEAPONS

Link: STR
Range: Normal **Type:** Dice
Base Cost: 15 **Factor Cost:** 2

This Power allows a Character to fire projectiles from his own body at an opponent or target. The AV/EVs of an attack using Projectile Weapons equal DEX/APs of Power while OV/RVs equal the opponent's DEX/BODY.

Shrapnel has this Power.

RUNNING

Link: DEX
Range: Self **Type:** Auto
Base Cost: 0 **Factor Cost:** 2

This Power allows a Character to move across level ground (and /or other surfaces that are normally traversable by the Character) at extreme speeds. The distance per phase that a Character who possesses Running can move is equal to his APs of the Power.

SEALED SYSTEMS

Link: BODY
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 5

This Power allows a Character to sustain himself in any style atmosphere or environment, even those in which the Character could not normally survive. Sealed Systems lastsf or a length of time in APs equal to the Character's APs of the Power. Beyond this time, the Power fails and must be Recovered normally (see page 100).

In addition, a Character with Sealed Systems can add the APs of Power to his RV against gas or radiation attacks. Sealed Systems can be purchased with special -2 Factor Cost Limitations: Power Ineffective Against Gas Attacks; Power Ineffective Against Radiation Attacks.

SELF MANIPULATION

Link: DEX
Range: Self **Type:** Auto
Base Cost: 75 **Factor Cost:** 10

This Power allows a Character to shape his own body into that of any object he desires. The Character must divide his APs of Self Manipulation (as desired) between the Physical Attributes and Powers of any objects assumed. However, any object formed retains the using Character's BODY and damage done to the object is sustained by the Character.

Example: Plastic Man (Self Manipulation of 15 APs) can turn himself into a boat or truck that possesses a STR of 8 APs and a speed of 7 APs (the Swimming or Running Powers). Similarly, he could assume the form of a spring with a STR of 6 APs and also possessed 9 APs of the Jumping Power.

The volume of any object assumed through the use of Self Manipulation cannot exceed the Character's APs of Power.

As previously mentioned, Plastic Man has this Power, as do the amazing Metal Men.

SHADE

Link: BODY
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 4

This Power provides a Character with protection from sudden changes in lighting conditions, such as the use of the Flash Power. The APs of Power are added to the Character's RV against any and all such attacks.

SHRINKING

Link: STR
Range: Self **Type:** Auto
Base Cost: 15 **Factor Cost:** 5

This Power allows a Character to decrease his size. For each AP of Shrinking that such a Character engages, one AP is added to his OV against Physical Attacks and one AP is subtracted from his movement speed. A Character need not use the full APs of Shrinking; he may choose how much to shrink. A Character's Attributes are not affected by the use of Shrinking.

In addition, a Character with Shrinking might be hard to notice in certain situations, depending on the Character's size. If a Perception Check is made to notice a shrunken Character, the APs of Power which the Character has engaged serve as the OV/RV to the Perception attempt. The APs of Shrinking reduce the character in size as detailed on the following chart:

APs	Size
2	Small Human
3	Dog
5	Cat
6	Small Bird
8	Mouse
11	Insect
13	Tiny Insect
25	Virus
32	Atom

This Power may be purchased with a special -2 Factor Cost Limitation: Character's STR and Weight Are Reduced By The APs of Shrinking Engaged.

Salu Digby (Shrinking Violet) of the Legion of Super-Heroes has this Power.

SKIN ARMOR

Link: BODY
Range: Self **Type:** Auto
Base Cost: 50 **Factor Cost:** 5

This Power allows a Character to add his APs of Skin Armor to the RV (BODY) against those Physical Attacks that cause injury through force or impact. Possession of this Power makes a Character extremely resistant to these forms of Physical Damage. However, Skin Armor has not effect against Physical Attacks such as gas or radiation.

Cyborg has this Power.

SNARE

Link: STR
Range: Normal **Type:** Dice
Base Cost: 15 **Factor Cost:** 4

This Power allows a character to entangle a target in rope-like bonds. To Snare a target, a Character makes an Action Check using the APs of Power as the AV/EV against the target's DEX/STR as the OV/RV. Positive RAPs indicate that the target has been caught in the Snare, and has his DEX (and Initiative) reduced by the RAPs of the Snare Attack until he can break free.

If the Character wishes the Snare to restrict the target's movement (by enwrapping his legs, wings, etc.) he must use a Trick Shot, suffering a +2 Column Shift modifier to the OV. If the attack is successful, however, RAPs are subtracted from both the target's DEX *and* his movement speed.

In order to break free, a snared Character must make a successful Action Check (i.e., gain one or more RAPs) using STR as both the AV and EV against OV/RVs equal to the RAPs gained by the original Snare attack.

SOLAR SUSTENANCE

Link: BODY
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 1

This Power allows a Character to derive nourishment directly from the sun. Before this Power can take effect, a Character must be exposed to sunlight for 10 APs of time, at which point he will feel immediately replenished.

No other form of sustenance (neither food or water) is required by a Character while this Power is in effect. The APs of Power equal the length of time in APs a Character can remain sustained without either traditional nourishment or exposure to sunlight.

Starfire of the New Titans and Swamp Thing have this Power.

SONIC BEAM

Link: STR
Range: Normal **Type:** Dice
Base Cost: 15 **Factor Cost:** 4

A Sonic Beam is a coherent stream of sonic energy which has the ability to shatter solid objects. Projection of a Sonic Beam against a living being is treated as a Physical Attack with an AV/EV equal to the APs of the Power. If Sonic Beam is projected against an inanimate object, the target will vibrate, crack, and finally shatter upon receiving damage equal to twice its BODY.

If a Sonic Beam is directed against a Character using a hearing Power (Extended Hearing, Super Hearing, etc.), the RV of the attack receives a special -2 Column Shift modifier. If an inanimate object is destroyed by a Sonic Beam Trick Shot (see page 103), the resulting vibrations can cause the object to explode with a force equal to its original BODY APs. If no Trick Shot is utilized, no explosive damage is inflicted by this Power.

A Sonic Beam must have a medium through which to travel. This Power does not work in a vacuum.

The villain Sonar has this Power.

SPLIT

Link: DEX
Range: Self **Type:** Auto
Base Cost: 50 **Factor Cost:** 10

This Power allows a Character to separate himself into two or more complete beings. Each Split being possesses the same Attributes, Powers, and Skills as the original Character at the Character's AP-level, minus one (1) for each Split.

Example: A Character with all his Attributes at 6 APs, Split of 2 APs, and an Energy Blast of 8 APs could Split twice, resulting in three separate beings, each of whom would possess all Attributes at 4 APs and 6 APs of Energy Blast. Duplicates created through the Split Power do *not* possess the Split Power themselves.

A Character can Split a total number of times equal to the APs of Power. Rejoining of duplicates is instantaneous at the original Character's will, at which point the Character sustains the greatest amount of damage taken by any one of the duplicates. Dead duplicates cannot rejoin with the original Character; additionally, for every duplicate which dies, the original Character automatically loses one AP from each of his Attributes, Powers, and Skills.

Triad of the Legionnaires has this Power.

STRETCHING

Link: DEX
Range: Self **Type:** Auto
Base Cost: 10 **Factor Cost:** 6

This Power allows a Character to elongate his own body a number of APs of distance equal to the APs of Power (allowing the Character to make hand-to-hand attacks, see items more closely, pick up objects at this range, etc.).

In addition, a Character with Stretching can absorb most Physical Attacks by stretching under the impact, thus slowing the force of a punch or projectile. In this manner, a Character adds the APs of Stretching to his RV. However, to utilize this aspect of the Stretching Power, a Character must announce that he is defending during the phase and taking no other action.

Elongated Man has this Power, as does Plastic Man.

SUPER BREATH

Link: STR
Range: Normal **Type:** Dice
Base Cost: 10 **Factor Cost:** 4

This Power allows a Character to exhale a powerful stream of air. The Character can attack all targets within a one AP-wide corridor extending from the site of origin with no Multi-Attack penalties (i.e., the attack is made against each target separately).

Use of Super Breath is a Physical Attack with the APs of Power serving as AV/EVs and the target's DEX/BODY as OV/RVs. However, the target does not sustain damage from this attack; instead, the target is Knocked Back a number of APs distant equal to the RAPs received minus the target's weight in APs (most humans weigh 2 APs, see **Knockback,** page 100).

Note: When a Character is Knocked Back in this fashion, he may sustain auxiliary damage from contact with objects (buildings, the ground, etc.). This damage is considered as being sustained in Killing Combat, although the Character using Super Breath is not penalized as such during the distribution of Standard Awards unless the resulting damage actually killed a Character.

Superman had this very noisy Power.

SUPERSPEED

Link: DEX
Range: Self **Type:** Auto
Base Cost: 25 **Factor Cost:** 5

Superspeed gives a Character the ability to move, run, type, read, or perform any other physical action faster than is humanly possible. A Character with this Power can do a number of things:

- Add the APs of Power when calculating Initiative to perform any action,
- Travel at a speed equal to the APs of Power, and
- Subtract the APs of Power from the time (in APs) necessary to perform some task. For example, if it takes 13 APs of time (8 hours) to read a book, a Character with 8 APs of Superspeed could read the book in 5 APs of time (2 minutes).

In addition, a Character with Superspeed has the option each phase of substituting the APs of Power for DEX (using Superspeed APs as the AV/OV for/against Physical Attacks) or substituting Superspeed APs for the EV when performing a physical action.

The Flash has this Power.

SWIMMING

Link: STR
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 2

This Power allows a Character to move through water and other fluids at a speed equal to his APs of Swimming. This Power does not provide the Character with the ability to breathe underwater (as would Sealed Systems or Water Freedom).

Aquaman has this Power.

SYSTEMIC ANTIDOTE

Link: BODY
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 4

This Power gives a Character a limited immunity to Physical damage caused by any chemical, poison, or drug attack. In such a case, the APs of Systemic Antidote are added to the Character's RV against such attacks.

Poison Ivy has this Power.

TWO-DIMENSIONAL

Link: DEX
Range: Self **Type:** Auto
Base Cost: 75 **Factor Cost:** 5

This Power allows a Character to move along the surface of an object like a shadow. While a Character using Two-Dimensional can only be Physically Attacked by another Two-Dimensional Character (and, as such, is completely immune to normal Physical Attacks with forceful results), the Character will still sustain damage/effects from all gas and radiation attacks such as Flash, Fog, etc.

A Character using this Power is invisible when viewed from the side. In such situations, the Character is treated as if he had the Invisibility Power (to Sight only; see page 47) rated at an AP level equivalent to the Two-Dimensional Power.

The Shadow Thief and Obsidian have this Power.

VIBE

Link: Str
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 4

Vibe gives the user the ability to vibrate nearby objects at frequencies great enough to damage those objects. Such an attack is a Dice Action using the APs of Vibe as the AV/EV against OV/RVs equal to the target's DEX/BODY (if the target is a living being or Gadget) or against the target's BODY/BODY (if the target is an inanimate object). RAPs earned equal the damage from the attack.

Reverb of the Conglomerate has this Power.

WATER FREEDOM

Link: Dex
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 3

This Power allows a Character to move through water and other liquids as easily as the average human moves through air. A Character with Water Freedom does not suffer any underwater combat penalties (see page 105).

While submerged, a Character with this Power can breathe freely and may substitute his APs of Water Freedom for DEX (recalculate Initiative score).

Aquaman has this Power.

Mental Powers

Unless otherwise stated, all attacks made by Mental Powers are Mental Attacks with affected OV/RVs of INT/MIND, respectively.

ADAPTATION

Link: INT
Range: Special **Type:** Auto
Base Cost: 1000 **Factor Cost:** 10

This Power allows a Character to duplicate any existing Power or Skill from any other Character. To utilize Adaptation, a Character must have witnessed the use of the Power/Skill to be Adapted, and must be within Normal Range of that Character to adapt any number of Powers and/or Skills, provided the cumulative APs do not exceed his APs of Adaptation.

A Character utilizing Adaptation must concentrate for one phase prior to utilizing the Adapted Power/Skill, at which point he receives APs of the Adapted Power equal to those of the Character from whom the Power was Adapted; if the Adapted Power was linked, the Adapting Character receives APs of Power equal to his APs in the Adapted Power's link Attribute. (Remember, the total APs of all Adapted Powers and Skills cannot exceed the Character's APs of Adaptation.)

Once a Character has Adapted certain Powers and/or Skills, he can keep them until he replaces them with other Powers or Skills (although he may also intentionally "lose" them at will without adding new ones).

Note: Powers and Skills with Base Costs greater than 100 Hero Points can never be Adapted using this Power.

This Power can be purchased with the following special Limitations: Cannot Adapt Skills (-1 Factor Cost); Cannot Adapt Powers (-3 Factor Cost).

Amazo, the "One-Man Justice League," had this Power.

AIR CONTROL

Link: INT
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 9

This Power allows a Character to control the movement of a volume of air. A Character with Air Control may utilize this Power toward a number of applications:

- The User may aim forceful wind gusts at an opponent in an attempt to damage him/it. This is treated as a Physical Attack using the APs of Air Control as AV/EV and the target's DEX/BODY as OV/RV.
- The user may summon strong winds to buffet about opponents. This is treated exactly like attacks made via the Super-Breath Power, except the winds affect everyone and everything (except the user) within a volume equal to the APs of Power (rather than the 1-AP-wide corridor of Super Breath). The user may shape this volume as desired. In addition, the Power user may choose the direction in which to Knock Back each of the targets, not necessarily choosing the same direction for each target. Damage sustained through Knockback is considered Killing Combat: see page 98..
- The user can remove existing volumes of air to create a vacuum. This attack requires a successful Action Check with the user's APs of Air Control as the AV/EV against an OV/RV equal to the volume of air to be displaced. The OV/RV receives a special +2 Column Shift modifier due to the difficulty of creating a vacuum. Characters caught in a vacuum lose 1 AP of Current Body Condition per phase of exposure (considered Killing Combat in most Genres, see page 176).
- The user may propel himself via gusts of air, moving at a distance per phase equal to the Character's APs of Air Control.
- Finally, the user may simply move a volume of air. OV/RVs of such an attempt are the APs of volume to be moved; RAPs equal the distance the volume is displaced. For example, a Character with Air Control could use the Power to push a cloud of poisonous or radioactive air away from a crowd of spectators or toward a group of villains.

The Red Tornado, Earth's air elemental, has this Power.

AIR WALKING

Link: WILL
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 2

This Power allows a Character to walk, fight, and run on the air itself as if it were solid ground. While airbound, the Character can move at normal land movement rate in any direction (including straight up and straight down).

The APs of Power equal the maximum height from ground level that the user can attain by Air Walking. Some form of atmosphere must be present for this Power to function: Air Walking will not work in outer space or in a vacuum.

The Trickster's Air Walker Shoes give him this Power.

ANALYTICAL SMELL/TRACKING SCENT

Link: INT
Range: Normal **Type:** Dice
Base Cost: 10 **Factor Cost:** 4

The *Analytical Smell* portion of this Power allows a Character to identify an item or person by scent alone following a successful Action Check using the APs of Power as AV/EV. The OV/RVs of particular scents vary: common scents have OV/RVs of 0; uncommon scents have OV/RVs from 2 to 4; rare or masked scents have OV/RVs from 6 to 8; and unique, faint, or alien scents have OV/RVs of up to 15.

If three or fewer RAPs are earned on an Analytical Smell Action Check, the Character will possess a basic idea of what or where the smell is coming from. If 4 or more RAPs are earned, the Character can identify the source of the smell precisely.

A Character with Analytical Smell also possesses the Power of *Tracking Scent*, which allows the Character to track a being or object by scent alone. Once the Character has encountered a scent, he may use this Power to track the scent. OV/RVs of such a Tracking attempt are at 6/6 for a generic type of scent (such as human, horse, or cypress tree) and 8/8 for an individual scent (such as Jimmy Olsen, Secretariat, or the dusty smell of the villain's warehouse).

On Tracking Scent attempts, RAPs received on the Check equal the length of time (in APs) a Character can follow the movements of his quarry without needing to reroll on the Tracking attempt. Inclement weather can increase OVs to an attempt from 1 (fog or a light wind) to as much as 8 (torrential rains and high winds).

This Power may be purchased with a special -1 Factor Cost Limitation: Power Limited to Either Analytical Smell or Tracking Scent.

ANIMAL MIMICRY

Link: WILL
Range: Self **Type:** Auto
Base Cost: 50 **Factor Cost:** 5

This Power allows the user to mimic the Power, Skills, and Physical Attributes of any animal. However, Animal Mimicry does not give the user the shape of the animal or its natural weaponry (tusks, horns, claws, etc.). Statistics and abilities of many animals can be found in **Appendix B**.

The APs of Animal Mimicry are the maximum APs an original animal can possess if its ability is to be Mimicked (a Character with 4 APs of Animal Mimicry cannot Mimic an eagle's 5 APs of Flight). A Character Mimicking an animal may choose to take on any of the animal's Powers, Skills, and Physical Attributes (provided he has sufficient APs), but need not Mimic all of the animal's Attributes, Powers, and Skills, only those desired.

A Character choosing to Mimic more than one ability must split up his APs of Mimic between these abilities as desired (a Character cannot possess full Mimic APs in several abilities).

This Power may be purchased with a special -2 Factor Cost Limitation: Power Only Mimics Animals Up to 8 APs Distant from User.

Animal Man has this Power with the special Limitation.

ATTRACTION/REPULSION

Link: MIND
Range: Normal **Type:** Dice
Base Cost: 15 **Factor Cost:** 4

This Power allows a Character to attract and repel creatures and objects toward or away from the Character's own body. This attack requires a successful Action Check with AV/EVs equal to the APs of Attraction/Repulsion.

The OV of an Attraction/Repulsion attempt is equal to the target's DEX or STR (whichever is higher) if the target is a living creature or the target's speed or BODY (whichever is higher) if the target is an inanimate object; the RV is equal to the target's weight in APs (most human Characters weigh 2 APs). RAPs indicate the distance which the target was moved closer to or further from the Power user.

This Power may be purchased with a special -1 Factor Cost Limitation: Power is Limited to Either Attraction or Repulsion Alone.

BROADCAST EMPATH

Link: WILL
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 5

This Power allows a Character to make another Character feel any emotion the user wishes. For example, the user could make an opponent run in total fear, feel too sad to do anything, or feel blissful and calm.

The use of Broadcast Empath is treated as a normal Mental Attack with AV/EVs equal to the user's APs of Power; however, a successfully attacked victim takes no Mental damage. Instead, if the RAPs earned by the attack roll are greater than or equal to the opponent's MIND, the opponent succumbs to whatever emotion the user broadcasts. This emotional state will last for RAPs of time (or the Power user may choose to release the opponent at any time beforehand).

A Character affected by Broadcast Empath can break free of the effect by making a successful Action Check with INT/WILL as AV/EV and the RAPs of the Broadcast Empath attack as OV/RV.

The Psycho-Pirate had this Power.

CELL ROT

Link: WILL
Range: Touch **Type:** Dice
Base Cost: 20 **Factor Cost:** 3

This Power gives a Character the ability to cause any formerly living material to decompose. For this purpose, "formerly living material" is defined as any natural substance derived from a once living source, including leather, hemp rope, cloth, paper, and wood products.

A Character with Cell Rot can completely decompose an inanimate object in an amount of time equal to the object's BODY minus the Character's APs of Power. For example, a Character with 8 APs of Cell Rot can destroy an object with a BODY of 10 APs in 2 APs of time, or 16 seconds (10 - 8 = 2). An object need only be touched once for this continual Cell Rot effect to occur. An object with a BODY less than or equal to the Character's APs of Power can be completely decomposed in a single phase.

Cell Rot can also be used as a normal Physical Attack against living creatures. In such a case, AV/EVs are equal to the Character's DEX/APs of Power, while OV/RVs are equal to the opponent's DEX/BODY. Damage from this Cell Rot attack is normal Physical damage, ceasing at that phase with no continuing damage in subsequent phases (unless target is reattacked).

The Batman's nemesis, Clayface III, has this Power.

CHAMELEON

Link: INT
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 3

A Character with this Power can alter his appearance to resemble any other Character. For greatest effectiveness, the impersonated Character should be roughly the same height, weight, and build as the Power user (within one foot and sixty pounds). Normally, the Chameleon's clothing also transforms to resemble that of the target, although weapons and special gear are not duplicated.

The APs of Chameleon act as the OV/RV of any Perception Check (see page 107) made to penetrate the user's disguise. This OV/RV automatically receives a -2 Column Shift modifier if the user is attempting to impersonate a member of the opposite sex or someone with a radically different build.

Note: Chameleon does not include the ability to duplicate a target's voice or personality, as does the Actor Subskill of Artist.

This Power may be purchased with a special -1 Factor Cost Limitation: User's Clothing Does Not Transform to Resemble Target's Clothing.

Martian Manhunter and Starman have this Power.

COMPREHEND LANGUAGES

Link: MIND
Range: Self **Type:** Dice
Base Cost: 5 **Factor Cost:** 2

A Character with this Power may attempt to communicate with another intelligent being who speaks a different language.

The AV/EVs of such a communication attempt are equal to the Character's APs of Power; OV/RVs are determined relative to the degree of difference between the user's language and the target creature's language, as summarized in the following chart. Positive RAPs indicate the Character can understand and communicate in the language completely.

Language Relation	OV/RV
Same Group (e.g., Spanish and French)	2/2
Same World (e.g., German and Swahili)	8/8
Alien Language	12/12

This Power can be purchased with a special +1 Factor Cost Bonus: Comprehend Written Languages.

The Power Rings of the Green Lantern Corps possess this Power.

CONTINUUM CONTROL

Link: WILL
Range: Normal **Type:** Auto
Base Cost: 550 **Factor Cost:** 10

Phenomenally potent, this Power provides a Character with the ability to alter the very nature of matter and, thus, control over the time/space continuum. A Character with the Power of Continuum Control is able to automatically mimic the effects of each of the following Powers: Damage Transference, Energy Blast, Matter Manipulation, Regeneration, Teleportation, and Time Travel.

The APs of Continuum Control function as the APs of any Power that the user wishes to mimic. A user wishing to mimic more than one Power at a time must divide the APs of Continuum Control between the Powers as desired.

A Character using Continuum Control must spend one full phase to "activate" the Power (performing no other action during this phase). Beginning with the next phase, the Continuum Control is activated and the user can mimic other Powers. All uses of Powers mimicked with Continuum Control during a phase are treated as a single Dice Action when determining the number of actions in that phase (thus, regardless of the number of Powers mimicked via Continuum Control, the collective attacks serve only as the Character's Power use action for that phase).

Note: When mimicked via Continuum Control, Teleportation has a Range of Normal instead of its usual +7. However, the user may Teleport any target within Normal Range, not just those within 0 APs.

Darkseid has this Power.

CONTROL

Link: WILL
Range: Normal **Type:** Dice
Base Cost: 50 **Factor Cost:** 7

This Power allows a Character to mentally attack an opponent and then dictate all of the opponent's actions. When a Character successfully uses this Power on another, he is able to completely control the victim's body.

To control a target, the user must make an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the target's INT/MIND. If RAPs exceed the opponent's MIND, the opponent falls under the user's control and will remain controlled until the user voluntarily releases the opponent, falls unconscious, or the opponent succeeds in breaking free of the control.

While controlled, a victim's actions are entirely dictated by the Power user. The user must expend an Automatic Action each phase to transmit instructions to any and all Characters under control, with no need for direct communication (instructions are given mentally with an unlimited range).

A victim of Control is entitled to combat the effect each phase with an AV/EV equal to the victim's INT/WILL against an OV/RV equal to the controller's APs Power. Hero Point expenditure on the OV/RV is not allowed. If/when the victim's cumulative RAPs from these attempts exceed the user's APs of Control, the victim breaks free.

Imra Ardeen-Ranzz (Saturn Girl) of the Legion of Super-Heroes has this Power.

DAMAGE TRANSFERENCE

Link: WILL
Range: Touch **Type:** Auto
Base Cost: 15 **Factor Cost:** 5

This Power allows a Character to heal physical wounds. With the Damage Transference Power a Character can heal up to his APs of Power in BODY damage to any other Character. (When this Power is initially purchased, the Player may choose to have it affect MIND or SPIRIT instead of BODY.) Use of Damage Transference takes one minute (4 APs, or 15 phases).

The Character using this Power runs the risk of injury each time he uses Damage Transference. The number of APs of damage the user heals in any phase becomes the AV/EV of an Action Check against OV/RVs equal to the user's INT/MIND. RAPs from this Action Check equal the amount of damage sustained by the user, who may distribute this damage between MIND and BODY in any fashion desired.

This Power can be purchased with special Bonuses that allow the user to heal an additional type of damage for +1 Factor Cost each (for example, to heal BODY and SPIRIT would be a Factor Cost of 6).

Raven has this Power.

DANGER SENSE

Link: INT
Range: Normal **Type:** Dice
Base Cost: 25 **Factor Cost:** 3

This Power allows a Character to sense the fact that he is in imminent danger. When such a Character is in a situation where some person, item, or presence poses an immediate threat, the GM must make an Action Check using the Character's APs of Danger Sense as AV/EVs against OV/RVs determined by the intensity of the danger (as summarized on the following table).

If this Action Check earns between 1 and 7 RAPs, the GM must indicate that the Character is in danger. If the Action Check receives 8 or more RAPs, the GM must reveal the exact source of the danger.

Note: A Character may never spend Hero Points to increase his Danger Sense in any fashion. Also, use of this Power never costs the Character an Action in combat: the Power automatically activates if danger is present.

Danger Intensity	OV/RV
Critical Threat (e.g., attack by a superior foe, imminent accident to cause death, etc.)	2/2
Major Threat (e.g., attack by an evenly matched foe, imminent accident to cause serious damage, etc.)	4/4
Minor Threat (e.g., attack by a weaker foe, imminent accident to cause minor damage, etc.)	8/8

Timber Wolf has this Power.

DENSITY INCREASE

Link: WILL
Range: Self **Type:** Auto
Base Cost: 10 **Factor Cost:** 5

This Power allows a Character to increase his mass at will. Each AP of Density Increase engaged by the Character initiates the following effects:

• One AP is added to the Character's RV against Physical Attacks.

- One AP is added to the Character's weight (human Characters begin with a weight of 2 APs).
- One AP is subtracted from the Character's DEX for every two APs of Density Increase engaged.

The APs of Power equal the maximum amount of density the Character can increase. The Character need not activate all of his APs of Density Increase at any given time.

This Power can be purchased with a special +3 Factor Cost Bonus: APs Of Density Increase Engaged Add To STR.

Nuklon of Infinity Inc. has this Power.

DETECT

Link: INT
Range: Normal **Type:** Auto/Dice
Base Cost: 10 **Factor Cost:** 3

This Power gives a Character the ability to detect any one specific item, presence, or quality (termed IPQ). Exactly what it is the Character can detect must be specified when the Power is purchased (i.e., Detect Evil, Detect Lies, Detect Radiation, etc.). The IPQ selected must be fairly specific and is subject to GM approval.

Detect is treated as an Automatic Action unless there is an intelligent creature attempting to mask the IPQ from the Power user. In such a case, Detect becomes a Dice Action where the detector must make an Action Check using the APs of Power as AV/EVs against OV/RVs equal to the opponent's INT/MIND. Positive RAPs indicate success.

For example, Detect Radiation is normally an Automatic Action because there is little anyone can do to hide radioactivity, while Detect Lie is always a Dice Action because the liar is obviously trying to hide the truth from the Character.

Detect may be purchased as often as desired. However, the Power *must* be purchased with a **+1** Factor Cost Bonus for each additional IPQ the Character can Detect past the first.

DIRECTIONAL HEARING

Link: INT
Range: Normal **Type:** Auto
Base Cost: 5 **Factor Cost:** 3

This Power allows a Character to pinpoint the exact location of the source of a sound. This is an Automatic Action unless the source of the sound is a Character or Gadget with the Stealth Subskill of Thief or some Power which allows silent movement. In such a case, the use of Directional Hearing is a Dice Action, with OV/RVs equal to the opponent's Skill or Power (positive RAPs indicating success).

This Power does not allow the Character to hear sounds at an increased distance, as does Extended Hearing, it merely locates the exact location of a normally audible sound.

Superman had this Power.

DISPERSAL

Link: WILL
Range: Self **Type:** Auto
Base Cost: 10 **Factor Cost:** 6

This Power allows a Character to disperse his atoms to become intangible to the point of being able to pass through solid objects. Each AP of Dispersal engaged by the user has the following effects:

- One AP is added to the Character's OV/RV against Physical Attacks.
- One AP is subtracted from the Character's STR (to a minimum of 0 APs) and weight.

In addition, a Character with APs of Dispersal greater than or equal to the BODY of an object may freely pass through the object, meeting with no resistance whatsoever.

A Character with Dispersal may use it as a Physical Attack by putting his hand inside his target and then partially solidifying. This attack is dangerous to *both* attacker and defender; both suffer attacks with AV/EVs equal to the attacker's DEX/APs of Power. The OV/RV for the attacker is his BODY/BODY, while the defender's is his DEX/BODY. The only Powers that will aid either Character against this attack are Density Increase and Dispersal, which will add their APs to the OV *and* RV against this attack.

Dispersal makes a Character harder to spot with Radar Sense and Sonar. In order to locate a Dispersed Character with one of these Powers, a Perception Check must be made with the APs of sense as the AV/EV and the APs of Dispersal as the OV/RV.

If two Dispersed Characters attack one another, only the Character with the higher APs of Dispersal receives any modifier to his STR and RV. The modifier is equal to his APs of Dispersal minus the other Character's APs of Dispersal. If both Characters have the same APs, they treat each other as though neither of them had any Dispersal.

This Power may be purchased with a special **+1** Factor Cost Bonus: Partial Dispersal Allowed. This Bonus allows the Character to solidify parts of his body while keeping the rest Dispersed. When partially Dispersed, the Character does not lose any points from his STR score, and gets to keep the RV bonus. However, the solid parts of his body may be targeted with a Trick Shot, the number of Column Shifts varying depending on how much of the body is solid (GM's discretion).

Phase of the L.E.G.I.O.N. has this Power with the special Bonus.

EARTH CONTROL

Link: INT
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 7

This Power allows a Character to cause and control the movement of a volume of earth, rock, or soil. A Character with Earth Control may utilize the Power toward a number of applications, including:

- The Power user may fling earth at an opponent in an attempt to damage him/it. This is treated as a Physical Attack with AV/EVs equal to the user's APs of Earth Control and OV/RVs equal to the opponent's DEX/BODY.
- The Power user may create a powerful dirt storm in an attempt to blind Characters within a volume equal to the user's APs of Power. In this case, the Player must make an Action Check with an AV/EV equal to the APs of Earth Control while the OV/RV is equal to each target's DEX/DEX. RAPs earned are then subtracted from each target's DEX (and Initiative total) for a number of phases equal to the RAPs of the attack. All targets within an affected volume are attacked separately and without the usual Multi-Attack penalties.
- The Power user may simply move a volume of Earth. This requires an Action Check with AV/EVs equal to the APs of Earth Control and OV/RVs equal to the mass of earth the user wishes to move. RAPs equal the distance the user may move the volume of earth.

Terra of Team Titans has this Power.

EMPATHY

Link: WILL
Range: Normal **Type:** Dice
Base Cost: 10 **Factor Cost:** 3

This Power allows a Character to feel the emotions of others and determine the person's exact emotional quality: happy, sad, angry, afraid, or experiencing any other basic emotion.

A successful Action Check with OV/RVs equal to the target's INT/MIND is necessary for this Power to function. Positive RAPs indicate the Character "tunes in" on the target's emotions. If the Check earns 5 or more RAPs, the Character also discovers the cause of the target's emotions.

The results of a successful Empathy Check will reveal actual feelings and emotions; no method of masking true feelings (such as a Character utilizing the Actor Skill) will subvert this Power.

Raven has this Power.

EXTENDED HEARING

Link: INT
Range: Normal **Type:** Auto
Base Cost: 5 **Factor Cost:** 1

This Power allows a Character to increase the range of his normal hearing. A Character with active Extended Hearing subtracts the APs of Power from the distance between him and a sound, the result being the apparent distance between the Character and the sound.

For example, a Character with 8 APs of Extended Hearing who is listening to a sound 9 APs away (one-half mile) will hear that sound as if it were only 1 AP away (20 feet). Normally, a whisper can be clearly discerned at a range of 0 APs, normal conversation at a range of 3 APs, and loud shouts at a range of 7 APs.

If someone shouts within an effective 1 AP distance of a Character using Extended Hearing, the Character is temporarily deafened, an effect which will last for a number of phases equal to the APs of Extended Hearing which were active.

Superman had this Power.

FLAME CONTROL

Link: INT
Range: Normal **Type:** Dice
Base Cost: 10 **Factor Cost:** 6

This Power allows a Character to control both the intensity and spread of flames. Flame Control does not, however, give the Character the ability to generate fire (as does Flame Project), only the ability to manipulate pre existing flames. Flame Control can be used each phase toward one of the following effects:

- The user may increase or decrease the intensity of a volume of flame. Flame intensities are measured in terms of their AV/EV, as indicated on page 106. A normal fire might have an AV/EV of 6/6, while the flame at the heart of a volcano might have an AV/EV of 12/12. Any Character within such flames is automatically Physically Attacked by this AV/EV each phase.

  A Character with Flame Control can make an Action Check with AV/EVs equal to the APs of Power against OV/RVs equal to the flame's indicated AV/EVs; add or subtract (as desired) the RAPs earned by the roll from both the AV and the EV of the flames. For example, a Character with 10 APs of Flame Control who rolls a 13 against a normal fire (AV/EV of 6/6) will receive 8 RAPs. The Character could then increase the AV/EVs of the flames to 14/14, or extinguish the flames altogether.

  This aspect of Flame Control affects all the flames within a volume equal to the user's APs of Power.
- The user can simply move a volume of flame. The OV/RVs of such an attempt are equal to the AV/EVs of the flame; RAPs earned indicate the distance (in APs) which the flames may be moved.

Firestorm has this Power.

FORCE MANIPULATION

Link: WILL
Range: Normal **Type:** Auto
Base Cost: 75 **Factor Cost:** 10

This Power gives a Character the ability to shape energy into solid constructs. The Character can create any object desired out of this formidable energy. Created objects have total APs in Physical Attributes and Powers equal to the Character's APs of Force Manipulation. The Character may divide the Power APs between the object's Physical Attributes and Powers as desired. Created objects have a maximum volume in APs equal to the APs of Power.

Example: Green Lantern Hal Jordan's Power Ring (Force Manipulation of 25 APs) can create a boat with 10 APs of BODY, 10 APs of STR, and a speed of 5 APs (the Swimming Power). Alternately, he might make a club with a STR of 25.

A Character may create more than one object at one time, but his APs of Force Manipulation must be split up among all created objects, and of course, he can only make one Dice Action per phase, regardless of how many objects he has created.

Usually, objects created can only possess APs of Physical Attributes and Powers, but they may have Mental Powers if those Powers have an obvious physical derivation. For example, Green Lantern could create a huge magnifying glass that focuses the rays of the sun into the Heat Vision Power, but could not make a laser gun that accomplished the same effect, since it would not have an obvious physical source.

Mental Powers that can be mimicked by Force Manipulation include (but are not limited to): Air Control, Extended Hearing, Heat Vision, Magnetic Control, Microscopic Vision, Reflection/Deflection, Remote Sensing, Sensory Block, Telescopic Vision, and Water Control.

Objects created with Force Manipulation need not be given APs of BODY, but in such cases, the created object immediately disappears upon physical contact with another solid object.

Note that when making an attack using an object created by Force Manipulation, the AV of the attack is *not* equal to the APs of Power; it is determined by the Powers possessed by the object, or its DEX where appropriate. In some cases, the Character's DEX or Weaponry Skill can be used as the AV, subject to GM discretion.

Green Lantern Power Rings have Force Manipulation with a Power Restriction: Power Not Functional On Yellow Objects.



FULL VISION

Link: INT
Range: Normal **Type:** Auto
Base Cost: 5 **Factor Cost:** 1

This Power allows its user to see anything within a full 360-degree sphere around his person. It is impossible to Blindside someone with the Full Vision Power (see page 105), unless the attack originates at a distance (in APs) greater than

the Character's APs of Full Vision. For example, a Character with 6 APs of Full Vision would be unable to notice an Energy Blast originating 7 APs away in time to react.

The APs of Full Vision is the maximum Range at which an object can be seen using the Power.

GRAVITY DECREASE

Link: INT
Range: Normal
Type: Auto
Base Cost: 75
Factor Cost: 4

This Power allows a Character to decrease the pull of gravity on any given object. The Character can subtract the APs of Gravity Decrease from the weight of any object (most human Characters weigh 2 APs).

An object whose weight has been completely negated through the use of this Power will float in place unless somehow propelled. If fewer than the full APs of Power are needed to cancel the weight of an object, the Character can propel the object at a speed equal to the remaining APs of the Power.

For example, Geo-Force (Gravity Decrease of 11 APs) can propel an object weighing 2 APs (such as himself) at a speed of 9 APs per phase (11 - 2 = 9).

GRAVITY INCREASE

Link: INT
Range: Normal
Type: Dice
Base Cost: 20
Factor Cost: 4

This Power allows a Character to increase the pull of gravity on any given object. If the target is an inanimate object, the Character simply adds the APs of Power to the target's weight. If the target is another Character, the Power user must make an Action Check against an OV/RV equal to the target's STR/BODY.

If the Action Check succeeds with RAPs equal to or exceeding the target's STR, the target is considered to be Grappled with a STR equal to the APs of Gravity Increase (see page 101). In addition, any RAPs that exceed the target's STR are taken as damage to the target's Current BODY Condition.

Thom Kallor (Star Boy) and Geo-Force have this Power.

HEAT VISION

Link: INT
Range: Normal
Type: Dice
Base Cost: 15
Factor Cost: 3

This Power allows a Character to heat, burn, or melt objects through the projection of intense beams of light from the Character's eyes. The APs of the Power are use as the AV/EV in a normal Physical Attack. Beings or objects using cold-based items or Powers as defenses (an iceberg or a Character with Icing, for example) suffer a -2 Column Shift penalty to their RV against Heat Vision.

Superman had this Power.

HYPNOTISM

Link: WILL
Range: Normal
Type: Dice
Base Cost: 50
Factor Cost: 6

This Power allows a Character to mesmerize a victim. The use of Hypnotism is an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's INT/MIND. The Character may then implant suggestions as he wishes, up to the number of RAPs received on the Check.

The Character must divide the RAPs earned between each of the implanted suggestions as desired. The completion of each suggestion is then treated as separate a Action Check with AV/EVs equal to the RAPs allocated by the Character, and OV/RVs equal to the opponent's INT/MIND. If an Action Check succeeds, the suggestion is carried out by the victim.

A Hypnotism victim will not do anything completely against his motivations or beliefs, but a clever Character can often get around this restriction. If someone attempted to Hypnotize Batman into injuring Commissioner Gordon, for example, the attempt would fail; but the person could possibly Hypnotize Batman into believing that Commissioner Gordon was actually the Joker, probably creating the same result.

Example: A Character with 10 APs of Hypnotism tries to Hypnotize another Character, who has an INT/MIND of 3/2. First, the Power user makes an Action Check and receives 10 RAPs. The user then tries to implant three suggestions, allocating 3 RAPs to each of the first two suggestions, and 4 RAPs to the third.

The first suggestion is that the victim will carry a bomb (made by the Power user) into the victim's office; the second suggestion is that the victim will activate the bomb and leave the office; and the third suggestion is that the victim will forget everything which occurred. Each of these suggestions must be resolved as a separate Action Check.

The Power user first rolls to see if the victim will take the bomb into the office (AV/EVs of 3/3, OV/RVs of 3/2, 1 RAP necessary for success); the user then rolls to see if the victim will activate the bomb and leave the room (similar AV/EVs and OV/RVs); and finally, the user rolls to see if the victim will forget everything which occurred (AV/EVs of 4/4, OV/RVs of 3/2). If any of these suggestions is failed, the victim will break the Hypnosis and all ensuing suggestions will be obliterated.

ICE CONTROL

Link: Int
Range: Normal
Type: Dice
Base Cost: 5
Factor Cost: 8

This Power allows a Character to move and control volumes of ice. Ice Control does not, however, give the Character the ability to generate ice (as does Ice Production), only the ability to control and manipulate pre existing ice formations.

Ice Control has a number of useful effects, including:

- The ability to hurl ice at a target to cause damage. This is treated as a Physical Attack with AV/EVs equal to APs of Power and OV/RVs equal to the target's DEX/BODY.
- The ability to surround oneself with ice formations which will provide defense against Physical Attacks (APs of Ice Control being added to the Character's RV).
- The ability to move volumes of ice. AV/EVs are equal to the APs of Power while OV/RVs are equal to the APs of ice volume to be moved. RAPs equal to distance (in APs) which the ice is displaced.

ILLUSION

Link: WILL
Range: Normal
Type: Auto
Base Cost: 50
Factor Cost: 10

This Power allows a Character to make others see what he wants them to see. The Illusion Power does not create matter where there is none, but it may alter the appearance of existing matter. An illusory staircase could not be climbed, but a rickety staircase could be made to look as good as new. Since an illusion is unreal, it cannot negate material reality. A wall could be disguised or made invisible, but anyone who tried to pass through the wall would still hit it.

The APs of the Illusion Power serve as both the amount of time an illusion will remain believable and the maximum volume the illusion can occupy. The Power user could, however, create an identical illusion just before an illusion was to expire, effectively "resetting the clock" on the illusion's believability.

The APs of Illusion also serve as OV/RVs to any Perception Checks made to determine whether or not an object is real. If a Character suddenly saw a huge golden city in the middle of the desert where a moment ago there was none, he could make a Perception Check to determine whether the city was real or illusory.

The GM should make all Perception Checks for the Character in secret, determining the number of Hero Points the Character wishes to spend on AV/EVs before rolling the dice. In this manner, a Character who attempts to detect an illusion and fails will be unable to tell if the object truly exists or if it is simply beyond his powers of detection to penetrate the illusion.

An illusion itself cannot cause Physical damage but a living target can believe that he has been hurt, causing great mental strain (RAPs of the illusion doing normal Mental Damage). If the Illusion Power is used to create an illusion of a living creature or anything else capable of damaging an opponent, the creature or object created will fight with Attributes, Powers, and Skills equal to the user's APs of Illusion (an illusory dragon cast by someone with 10 APs of Illusion would have a 10 DEX, 10 STR, 10 BODY, 10 APs of Flight, and 10 APs of Flame Project; an illusory bomb would have 10 APs of the Bomb Power).

Damage from illusory objects is sustained by the target's MIND although the target may believe the damage to be Physical.

Projectra (Sensor Girl) has this Power.

IRON WILL

Link: WILL
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 3

This Power allows a Character to resist all forms of Mental control Powers, including (but not limited to) Broadcast Empath, Control, and Hypnotism. The APs of Iron Will are added to the Character's RV against such Powers.

This Power does not protect a Character from Mental Attacks (such as Aura of Fear and Mind Blast).

Imra Ardeen-Ranzz (Saturn Girl) has this Power.

LIFE SENSE

Link: WILL
Range: Normal **Type:** Auto/Dice
Base Cost: 35 **Factor Cost:** 4

This Power allows a Character to detect the exact locations of any living beings within Range. The Character may attempt to detect the location of a specific living being or merely the presence of life in general. In the former case, the Character is informed of the target's exact location; in the latter, the Character is informed of the number of life forms within Range and their type (i.e., three humans and one dog).

Life Sense becomes a Dice Action if the Character is attempting to detect the location of someone who is avoiding detection. In this case, the Character must make an Action Check with AV/EVs equal to the APs of Life Sense against OV/RVs equal to the target's INT/MIND.

Positive RAPs indicate success and the Character is then entitled to the appropriate information. A specific living being who avoids detection and is unfamiliar to (never encountered by) the detecting Character receives a +2 Column Shift modifier to his OV/RV.

This Power may be purchased with a special -1 Factor Cost Limitation: Detection is of either Specific Life Forms or Life in General.

MAGNETIC CONTROL

Link: WILL
Range: Normal **Type:** Dice
Base Cost: 15 **Factor Cost:** 10

This Power allows a Character to create and then control the flow of magnetic fields around his person. A Character with Magnetic Control may utilize the Power toward a number of applications, including:

- The ability to hurl metallic objects at a target to cause Physical damage. For such an attack to occur, metallic objects must be present. AV/EVs of the attack are equal to the Character's APs of Power while OV/RVs are the target's DEX/BODY.
- The ability to defend oneself from attacks involving metallic objects (swords, bullets, Physical Attacks by Characters in metal battlesuits, etc.). In this case, the Character adds the APs of Power to his OV.
- The ability to move metals and metallic objects. AV/EVs are equal to APs of Power, while OV/RVs are equal to the weight of the object(s). RAPs will equal the distance (in APs) that the metallic mass may be displaced.

Cosmic Boy of the Legionnaires has this Power.

MATTER MANIPULATION

Link: INT
Range: Normal **Type:** Dice
Base Cost: 100 **Factor Cost:** 10

This Power allows a Character to temporarily alter both the basic shape and the molecular structure of non-organic (i.e., non-living) matter. The Character could, for example, turn lead into gold or create an iron cage out of thin air.

To use Matter Manipulation, the Character must make an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to *either* the BODY of the object to be manipulated *or* the BODY of the new object the Character is trying to make, whichever is *higher*. If this Action Check succeeds, the Character can create a new object, assigning the APs of Matter Manipulation as desired to the object's Physical Attributes and Powers. The volume of the created object (in APs) must equal the Volume of the original object, plus or minus the number of RAPs scored on the check. A Character may not affect an object which has more volume than he has APs of Matter Manipulation.

Usually, objects created can only possess APs of Physical Attributes and Powers, but they may have Mental Powers if those Powers have a physical derivation. Mental Powers that can be possessed by objects created by Matter Manipulation include (but are not limited to): Air Control, Extended Hearing, Heat Vision, Magnetic Control, Microscopic Vision, Radar Sense, Reflection/Deflection, Remote Sensing, Sensory Block, Sonar, Telescopic Vision, Thermal Vision, Ultra Vision, and Water Control (It is up to the GM to decide which Powers can and cannot be possessed by created objects, as appropriate for each object).

Manipulated matter automatically returns to its original form following a time (in APs) equal to the Character's APs of the Matter Manipulation Power.

Examples: Firestorm (Matter Manipulation of 18 APs) could make a steel cage out of thin air. The AV/EV of the attempt would be 18/18, and the OV/RV would be 12/12 (the BODY of steel, since it is higher than the BODY of air at 0/0). If the Action Check succeeded, Firestorm would give the cage a BODY of 12 APs, as well as other Attributes and Powers totaling no more than 18 APs.

If Firestorm wanted to create a speedboat from a pile of bricks, the AV/EV would be 18/18 while the OV/RV would be 8/8 (the BODY of brick). If the Action Check succeeded, Firestorm could give the boat a STR of 4, a BODY of 4, and the Swimming Power rated at 10 APs (or any combination thereof, provided the BODY did not exceed 8 and the total was 18 or less). If Firestorm wanted to turn a section of a reinforced bank wall into air so he could pass through it, the OV/RV would be 14/14 (the BODY of a bank vault).

Matter Master, an old foe of Hawkman's, also has this Power.

MENTAL BLAST

Link: WILL
Range: Normal **Type:** Dice
Base Cost: 15 **Factor Cost:** 3

This Power allows a Character to project a bolt of force from his mind which is capable of causing physical harm. This force strikes as a Physical Attack with AV/EVs equal to the APs of Mental Blast and OV/RVs equal to the target's DEX/BODY. RAPs equal the amount of Physical (BODY) damage taken by the target.

Brainiac has this Power.



MENTAL FREEZE

Link: WILL
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 3

This Power allows a Character to mentally restrict an opponent. AV/EVs for such an attack equal the Character's APs of Mental Freeze while OV/RVs equal the opponent's INT/MIND; positive RAPs indicate success, with the opponent held fast and unable to move (DEX= 0).

A Mentally Frozen opponent may attempt to free himself through an Action Check with AV/EVs equal to the opponent's INT/WILL against OV/RVs equal to the RAPs of the successful Mental Freeze attack. If cumulative RAPs from this Action Check equal or exceed RAPs from the Mental Freeze attack, the opponent is released.

Maxima has this Power.

MENTAL ILLUSION

Link: WILL
Range: Normal **Type:** DIce
Base Cost: 50 **Factor Cost:** 6

This Power allows its user to alter the perception of its target, causing him to perceive (see, hear, smell, etc.) whatever the user wishes. The mental illusion is visible only to its target, but that person will react to it as if it were real.

To project a mental illusion, the user must make an Action Check with AV/EVs equal to the APs of Mental Illusion against OV/RVs equal to the target's INT/MIND. If the RAPs exceed the victim's MIND, the victim perceives whatever the user wishes (no telepathic or verbal contact is necessary). The illusions will endure for a time in APs equal to the amount of RAPs which exceeded the victim's MIND. A subsequent check can be made before this time is up to continue the illusion.

A victim of Mental Illusion can subconsciously combat its effects each phase by making an Action Check using his INT/WILL as the AV/EV against OV/RVs equal to the APs of the user's Mental Illusion Power. Hero Point expenditure on the OV/RV is not allowed. If the victim's cumulative RAPs exceed the user's APs of Mental Illusion, the victim's perception returns to normal.

A target under the effects of Mental Illusion can sustain damage if he is "attacked" by the illusion he is experiencing. Any illusory danger created will fight with Attributes, Skills, and Powers equal to the user's APs of Mental Illusion. Damage done by illusory assailants is sustained by the target's MIND, though the target may perceive it as physical damage.

Doctor Psycho has this Power.

MICROSCOPIC VISION

Link: INT
Range: 0 APs **Type:** Auto
Base Cost: 5 **Factor Cost:** 1

This Power allows a Character to see extremely small objects. Following is a table which lists the objects that become visible at the various activated AP levels of Microscopic Vision:

APs	Object Visible
1	Cloth Weave
3	Hair Follicles
5	Tiniest Insects
8	Human Cells
10	Metal Fatigue
12	Bacteria
23	Viruses
26	DNA Structure
28	Molecules
30	Atoms
35	Electrons

Superman had this Power.

MIND BLANK

Link: MIND
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 4

This Power allows a Character to negate any and all mind-reading or mind-scanning attempts made upon him. The Character adds the APs of Mind Blank to the RV against attacks utilizing Powers such as Life Sense, Mind Probe, and Telepathy.

The Appellaxians have this Power.

MIND BLAST

Link: WILL
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 3

This Power allows a Character to launch a powerful psionic attack upon another Character. The AV/EVs of this attack are equal to the user's APs of Mind Blast while OV/RVs equal the target's INT/MIND. RAPs from the attack represent the Mental Damage sustained by the target from the attack.

Maxima has this Power.

MIND DRAIN

Link: WILL
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 3

This Power allows a Character to drain MIND APs from his opponent and add those APs to his own MIND. Use of Mind Drain is treated as a Mental Attack with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's INT/MIND. RAPs are subtracted from the opponent's MIND and added to the attacker's MIND.

Results of a Mind Drain are treated as normal Mental damage (the victim's Current MIND Condition must be Recovered, as explained on page 99). A Character may never use this Power to increase his own MIND higher than its normal AP level.

The villain Sleez has this Power.

MIND FIELD

Link: WILL
Range: Self **Type:** Auto
Base Cost: 20 **Factor Cost:** 6

This Power allows a Character to create a field of mental energy to protect himself. When using this Power, a Character addsthe APs of Mind Field to his RV against Mental Attacks.

A Mind Field is spherical in form and is centered around the Character of origin. A field shelter may be generated at the same APs of volume as the Power's APs and protects any Characters located within that volume from exterior Mental Attacks. No Mental Attacks with exterior targets may be made from within the field.

This Power may be purchased with a special -2 Factor Cost Limitation: Field Protects Power User Only.

This Power can be purchased with a special Bonus: Can Attack Through Field. This Bonus allows Mental Attacks with exterior targets to be made within the Field. It doubles the Base Cost of the Power (to 40) *and* adds +1 to the Factor Cost.

MIND PROBE

Link: WILL
Range: Normal **Type:** Dice
BaseCost: 20 **Factor Cost:** 3

This Power allows a Character to read the thoughts and memories of other Characters. When using Mind Probe, a Character must be searching for a specific subject or memory. There is no limit to how far into a target's memory a Character may search.

Use of Mind Probe requires an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the target's INT/MIND. RAPs are the number of Knowledge Points gained by the probing Character. Examples of potential information received are summarized in the following chart:

Knowledge Points	Information Learned
1 RAP	Target's surface thoughts on the subject (*"Yes, I know the Joker. I don't like him much."*)
1/2 RV	Thoughts easily recalled by the target (*"The Joker is hiding out near Clark and Addison. I always thought his complete irrationality was his greatest weakness."*)
Full RV	Distant thoughts or memories (*"The Joker and I first met on May 21, seven years ago. We were in a warehouse in Manchester."*) and items the target may not even realize he knows about the subject (*"The Joker's left leg twitches when he is nervous. It would make logical sense for him to kill me after our next heist."*)

Gorilla Grodd has this Power.

MIND OVER MATTER

Link: MIND
Range: Self **Type:** Auto
Base Cost: 15 **Factor Cost:** 1

This Power allows a Character to neutralize the effects of damage sustained in Physical Attacks for a short period of time. After sustaining Physical damage sufficient to render him unconscious, a Character possessing Mind Over Matter may continue combat for a number of phases equal to the APs of the Power. At the end of this time, the Character will fall unconscious as the Mind Over Matter automatically fails. The Power must then be Recovered normally (see page 100).

If a Character possessing Mind Over Matter ever sustains damage sufficient to kill him, this Power will automatically fail.

MIND SHIELD

Link: WILL
Range: Normal **Type:** Auto
Base Cost: 10 **Factor Cost:** 5

This Power allows a Character to create a shield of mental energy which provides protection from Mental Attacks. Anyone protected by a Mind Shield has the APs of Power added to his RV against Mental Attacks.

This Mind Shield called into being is circular in shape, possesses an approximate diameter of four feet, and can be projected at Range. Such a shield is useless against attacks which originate from behind the Character unless the Character establishes the shield there, in which case the Character is defenseless against frontal assault.

Imra Ardeen-Ranzz (Saturn Girl) has this Power.

MOLECULAR CHAMELEON

Link: WILL
Range: Self **Type:** Auto
Base Cost: 75 **Factor Cost:** 10

This Power gives a Character the ability to restructure his own molecules into any material touched. A Character may use Molecular Chameleon to assume the shape of any existing gas, liquid, or solid.

When Molecular Chameleon is activated, both the Character's STR and BODY instantly assume AP levels equal to the BODY of the substance touched, but neither may be raised higher than the Character's APs of Molecular Chameleon. For example, if a Character with 8 APs of Molecular Chameleon were to touch reinforced steel with 12 APs of BODY, his STRand BODY would each become 8 APs, not 12 APs.

A liquid or gaseous Character is treated as having the Dispersal Power rated at the same APs as his Molecular Chameleon Power (his BODY stays at its original AP level). However, a Character in such a form cannot actually "pass through" solid objects, although he can "flow" through them if there are sufficient gaps or openings.

A Character using Molecular Chameleon has complete control over his body. The Character's molecules do not "leak away" if they change to fluid nor are they completely rigid if the Character changes into a solid.

This Power may be purchased with a special +3 Factor Cost Bonus: Needs No Material To Copy.

Metamorpho of Justice League International has this Power with the special Bonus.

NEUTRALIZE

Link: WILL
Range: Normal **Type:** Dice
Base Cost: 25 **Factor Cost:** 4

This Power allows a Character to negate one of his opponent's Powers. Such an attack requires an Action Check with an AV/EV equal to the opponent's APs of the Power to be negated. RAPs are then temporarily subtracted from the

opponent's APs of the Power. Powers neutralized in this manner must be Recovered normally (see page 100).

Neutralize can also negate Powers possessed by a Gadget and a Character's STR Attribute (to a minimum of 5 APs). This Power may be purchased with a special -2 Factor Cost Limitation: Power Only Effective Against One Specific Power.

OBJECT AWARENESS

Link: WILL
Range: Normal
Type: Auto
Base Cost: 20
Factor Cost: 1

This Power allows a Character to tune in on any familiar object and become aware of its location and surroundings provided the object was in physical contact with the Character within twenty four hours of Power use.

Only one object may be "tuned in" by the Character at any one time. Once the object is tuned in, the Character can use any sense (sight, hearing, smell, etc.) as if he were standing alongside the object. The APs of Object Awareness equal the maximum distance over which an object can be detected. The mental presence of the Character using Object Awareness cannot be sensed in any way at the object's location. Further, no attack of any kind can be projected or received through the object.

This Power may be purchased with a special +2 Factor Cost Bonus: Powered Senses Operable Through Object Awareness.

PERSONALITY TRANSFER

Link: WILL
Range: Normal
Type: Dice
Base Cost: 30
Factor Cost: 8

This Power allows a Character to take possession of an opponent's body. Use of the Personality Transfer Power requires an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's INT/MIND. RAPs must be greater than or equal to the opponent's MIND for Personality Transfer to succeed.

While possessing an opponent, the Character moves his own Mental and Mystical Attributes, Powers, and Skills, and his own Physical Skills into the opponent (temporarily replacing the opponent's own). Physical Attributes and Powers of the Character are not transferred to the opponent.

While this Power is active, the body of the Character using Personality Transfer temporarily disappears. When the Character leaves the opponent, the body reappears within 10 feet (0 APs) of the released opponent.

A Character successfully using Personality Transfer possesses total control over all of the opponent's Physical Attributes, Powers, and Skills. However, none of the opponent's Mental or Mystical Attributes, Powers, or Skills can be used by either the possessing Character or the opponent while this Power is active unless such usage results in a Physical effect.

A victim of Personality Transfer can subconsciously combat its effects each phase by making an Action Check using his INT/WILL as the AV/EV against OV/RVs equal to the APs of the user's Personality Transfer Power. Hero Point expenditure on the OV/RV is not allowed. If the victim's cumulative RAPs exceed the user's APs of Personality Transfer, the user is forced out of the victim's body.

This Power can be purchased with a special -3 Factor Cost Limitation: Body Left Behind While Transferred. After a successful Personality Transfer with this Limitation, the user's body is left behind, immobile and apparently lifeless. While the Character is "possessing" another person, he remains aware of his original body in only the vaguest sense; any time the body is moved, spoken to, or attacked, he can make a Perception Check (see page 107) against OV/RVs equal to the range in APs to his body to sense what is going on. Of course, the user always has the option of dropping the Power and retreating to his own body at any time.

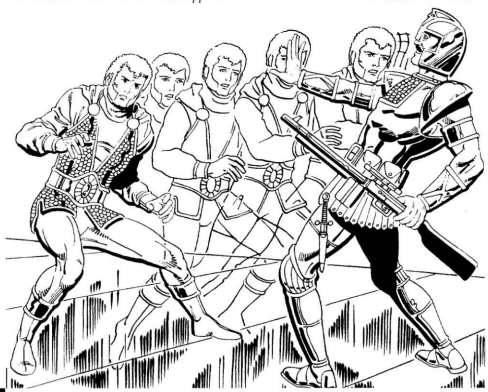
This Power can be purchased with a special -1 Factor Cost Limitation: Personalities Switch. In this case, the personality of the user and the target switch bodies after a successful attack.

Jericho of the New Titans had this Power with the following Limitation: The user cannot control the vocal cords of his victim unless he transfers into him after he is already unconscious.

PHOBIA

Link: WILL
Range: Normal
Type: Dice
Base Cost: 15
Factor Cost: 4

This Power allows a Character to create a great irrational fear in the mind of an opponent. Use of Phobia automatically manifests an illusion of whatever is most feared by the opponent (this illusion can only be seen by the opponent).



Use of Phobia requires an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's INT/MIND. RAPs must equal or exceed the opponent's MIND for the attack to succeed, in which case the opponent can do nothing but quiver in fear for a time (in APs) equal to the RAPs earned by the Phobia Action Check. The effects of Phobia are instantly cancelled if the using Character exits Range, is knocked unconscious, or decides to voluntarily release the opponent.

A Character subject to Phobia can attempt to free himself from the effects of the Power each phase by making a Mental Attack with AV/EVs equal to his INT/MIND against OV/RVs equal to RAPs scored by the original Phobia Action Check. If one of these rolls succeeds, the Character is released from the Phobia with no residual effects.

Appropriately, the villain Phobia has this Power.

POSTCOGNITION

Link: INT
Range: Touch **Type:** Dice
Base Cost: 15 **Factor Cost:** 2

This Power allows a Character to touch an object and sense what has happened to that object in the past. Such an attempt requires an Action Check with AV/EVs equal to the APs of Postcognition and OV/RVs equal to how far back (APs of time) the Character wishes to probe.

RAPs from a Postcognition Check equal the number of Knowledge Points gained by the user; 1 RAP would be a series of fuzzy impressions; while RAPs equal to one-half (1/2) the Check's RV would give a fairly detailed picture and RAPs equal to or greater than the Check's RV would give the Character a mental image as strong and clear as if the object had eyes to see the events.

Example: A Character with 9 APs of Postcognition wants to know what happened to a bullet two hour ago. The AV/EV would be 9/9 while the OV/RV would be 11/11 (two hours in APs). A successful Action Check might reveal that the bullet was loaded into a revolver by a man with scarred hands, darkness was followed by an explosion, and then the bullet impacted with a young person.

Postcognition is a measure of the "psychic imprints" left on an object; as such, unless the object was handled by someone, no information can be derived from use of this Power. A bullet which has been sitting in a gun on the dresser for five months could elicit no information regarding a crime which occurred in the same room.

Bloodwynd of Justice League America has this Power.

POWER DRAIN

Link: WILL
Range: Normal **Type:** Dice
Base Cost: 40 **Factor Cost:** 9

This Power allows a Character to absorb the Powers of an opponent. Such an attack necessitates an Action Check with AV/EVs equal to the APs of Power Drain and OV/RVs equal to the victim's: DEX/BODY if the Character is attempting to absorb a Physical Power, INT/MIND if the Character is attempting to absorb a Mental Power, or INFL/SPIRIT if the Character is attempting to absorb a Mystical Power. The Character then receives a number of APs of the opponent's drained Power equal to the RAPs received from the Action Check; an equivalent number of APs are also temporarily subtracted from the opponent's APs of the drained Power.

The Character using Power Drain maintains any drained APs for a time equal to the RAPs of the Power Drain Action Check. The opponent must regain lost Power APs through normal Recovery (see page 99).

This Power may be purchased with the following special +1 Factor Cost Bonuses: Can Drain Physical Attributes; Can Drain Mental Attributes; Can Drain Mystical Attributes.

This Power may be purchased with a special -1 Factor Cost Limitation: Can Only Drain Limited Range Of Powers (Fire Powers, Mental Powers, etc.), or it can be purchased with a special -2 Factor Cost Limitation: Can Only Drain One Specific Power.

The villain Parasite has this Power.

POWER RESERVE

Link: WILL
Range: Self **Type:** Auto
Base Cost: 150 **Factor Cost:** 10

This Power allows a Character to establish a "pool" of APs which he can later divide as desired and add directly to specific Attributes and Powers. APs allocated to various Attributes and Powers through Power Reserve can be redistributed by the Character at any time. Doing so in combat is an Automatic Action.

Example: A Character with a STR of 8 APs, 8 APs of Force Field, 8 APs of Flight, and 8 APs of Power Reserve could enter battle with a STR of 12 APs, Force Field of 10 APs, and Flight of 10 APs. During the next phase, the Character could use an Automatic Action to place the entire Power Reserve into his Force Field, raising it to 16 APs, and returning his STR and Flight to 8 APs.

When Power Reserve is purchased, the Character must specify exactly what Attributes and Powers are eligible for augmentation by the Power Reserve. Five Hero Points must be added to the Base Cost of Power Reserve for each eligible Power or Attribute past the second.

This Power can be purchased with a special Limitation: Must Be Fueled By Energy Absorption. This Limitation can only be used if the Character also has the Energy Absorption Power with the special Bonus "Absorbed Energy Adds To Power Reserve" (see page 44). With this Limitation, the AP rating of the Power Reserve only represents the maximum RAPs that can be absorbed at one time. Without any absorbed energy, the Power Reserve is empty (0 APs). This is a -5 Factor Cost Limitation, and reduces the Base Cost of Power Reserve to 75.

Booster Gold's battlesuit had this Power.

PRECOGNITION

Link: WILL
Range: Self **Type:** Dice
Base Cost: 75 **Factor Cost:** 3

This Power allows a Character to view the future. AV/EVs to such an attempt are equal to the APs of Precognition while OV/RVs are equal to how far into the future (APs of time) the Character is trying to see. RAPs from a Precognition attempt equal the number of Knowledge Points earned.

Example: A Character with 7 APs of Precognition tries to see what will occur to him in one hour (10 APs). The AV/EV is equal to 7/7, while the OV/RV is equal to 10/10.

A Character may only use the Precognition Power to learn what will happen to himself or another living being. Images perceived will represent a truthful image of the most important event in which the appropriate Character will be involved during the time period probed. Clarity of the vision is determined by the number of Knowledge Points (RAPs) earned on the attempt: 1 RAP reveals an extremely fuzzy representation; 1/2 RV in RAPs gives a fairly detailed picture, yet one which is still difficult to interpret; and full RV RAPs means the Character receives a crystal clear vision of future events.

Events which are perceived through Precognition represent a likely version of the future but one that is by no means absolute. Exact details could resolve quite differently. Once a period of a Character's future has been subject to Precognition (whether the attempt was successful or not), no further Precognition attempts may be made by the Character on that particular event.

Nura Nal (Dream Girl) has this Power.

PYROTECHNICS

Link: WILL
Range: Normal **Type:** Dice
Base Cost: 15 **Factor Cost:** 3

Pyrotechnics is the Power to use one's mind to accelerate a target's molecular motion. If the Power user so desires, this motion can be increased to the point where the target becomes uncomfortably hot and possibly to the point where the target bursts into flames.

In DC HEROES terms, this is an attack using the attacker's APs of Pyrotechnics as the AV/EV against OV/RVs equal to the target's DEX/BODY.

The young Metropolis hero Sinbad has this Power.

RADAR SENSE

Link: INT
Range: Normal **Type:** Auto
Base Cost: 5 **Factor Cost:** 1

This Power allows a Character to emit radar waves and "see" objects and persons in the vicinity as detailed outlines. When in use, Radar Sense will automatically be detected by Characters in Normal Range with 3 APs or more of Super Hearing or Radio Communication.

A Character with Radar Sense projects a radar beam in the direction he is facing. Any object greater than 1/2 inch in size located along this beam (and within Normal Range) is automatically distinguished by the Character (even if the area is darkened, the object is invisible, etc.).

Radar Sense may be jammed electronically. OV/RVs to such an attempt are equal to the Character's APs of Radar Sense.

RADIO COMMUNICATION

Link: INT
Range: +5 **Type:** Auto
Base Cost: 10 **Factor Cost:** 3

This Power allows communication over radio waves. A Character with this Power can receive any radio signal and transmit to any radio (or Character with this Power) within Range. Locating a specific frequency requires an Action Check using INT as the AV and the APs of Radio Communication as the EV against OV/RVs determined by the GM (using the *Universal Modifier Table*). The OV/RV to locate a Scrambled signal is equal to its APs, modified by the GM if necessary.

This Power may be purchased with the special +1 Factor Cost Bonus: Scrambled. This makes the signal more difficult to locate and impossible to accidentally stumble across on the dial.

This Power may also be purchased with the following -1 Factor Cost Limitations: Transmit Only; Receive Only; Signal Only. A Signal Only radio can send and receive only an alarm tone and general indication of range and direction to the signaling Character.

RECALL

Link: MIND
Range: Self **Type:** Auto/Dice
Base Cost: 5 **Base Factor:** 1

This Power allows a Character to mentally retain vast amounts of information (i.e., he has a photographic memory). The amount of information which can be retained is effectively limitless; the APs of Power represent how good the Character is at utilizing this storehouse of memory.

In order to remember a specific fact, an Action Check must be made using the APs of Recall as the AV/EV against OV/RVs equal to the Character's own INT/INT. Column Shifts are applied to this attempt by the GM based on the obscurity of the information being sought (using the *Universal Modifier Table*). Positive RAPs are treated like the results of a Detective/Clue Analysis Skill Check (see page 76) in terms of what is remembered.

Note that although a Player can never use this Power to "remember" something which his Character did not know in the first place, it can be used in some instances to come up with trivia such as license plate numbers, newspaper headlines, etc. that the Character could have picked up in passing (GM's discretion).

Captain Comet of the L.E.G.I.O.N. has this Power.

REFLECTION/DEFLECTION

Link: WILL
Range: Self **Type:** Dice
Base Cost: 40 **Factor Cost:** 5

This Power allows a Character to deflect incoming Physical Attacks (excluding any normal hand-to-hand combat blows). The use of Reflection/Deflection consumes both the Character's Movement and Dice Actions for the phase.

Using this Power requires an Action Check with AV/EVs equal to the APs of Reflection/Deflection and OV/RVs equal to the APs of the incoming attack. Positive RAPs indicate the attack is automatically deflected away from the Character and does not strike him. The Character then has the option of attempting to Reflect this attack toward the original attacker. in which case AV/EVs of the counterattack will equal the RAPs which were earned from the original Reflection/Deflection roll. The medium (Power) of this attack is the same as the originally Deflected attack and can never be at a higher AP level than the original attack.

A Character attacked Physically who has not declared the use of Reflection/Deflection for the phase has the option of cancelling his declared actions for that phase and using Reflection/Deflection instead, provided he has yet to act during that phase.

This Power may be purchased with a special -1 Factor Cost Limitation: Power Limited to Deflection only.

REGENERATION

Link: WILL
Range: Self **Type:** Auto
Base Cost: 25 **Factor Cost:** 8

This Power allows a Character to accelerate his own natural recuperative powers, enabling him to regenerate Current BODY, MIND, and SPIRIT Conditions at an exceptional rate. The Character's APs of Regeneration are added to the APs of time spent Recovering (see page 99), meaning that the Character can make Recovery Checks with increased frequency and thus heal more quickly.

A Character with 10 APs of Regeneration can make a Bashing Recovery Check each phase during combat (doing so counts as a Dice Action). A Character with 11 APs of Recovery can make two Bashing Recovery Checks each phase, one with 12 APs can make three Checks, etc.

Likewise, a Character with 15 APs of Regeneration can make a Killing Recovery Check each phase during combat (doing so counts as a Dice Action). A Character with 16 APs can make two Checks, etc.

Attempting multiple Recovery Checks during one phase counts as a single Dice Action regardless of how many Checks are made. A Character with Regeneration need not be conscious to utilize this Power.

Re-Animage of the Wanderers has this Power.

REMOTE SENSING

Link: INT
Range: Normal **Type:** Auto
Base Cost: 35 **Factor Cost:** 4

This Power allows a Character to use senses (sight, hearing, touch, taste, etc.) to observe an area from afar. Such a Character may choose any specific location within Normal Range to remotely sense, receiving sensory input just as if he were actually at that location.

The maximum amount of total time (in APs) that Remote Sensing may be used to observe an area equals the Character's APs of Remote Sensing minus the APs of distance over which the Character is using the Power. At the conclusion of this time, the Power will fail and must be Recovered normally (see page 100).

Example: Hector Hammond has Remote Sensing of 45 APs. The Range of his Power, therefore, is equal to 45 APs of distance. If Hammond were in prison on Earth, he could observe what was occurring on Saturn (39 APs away). Hammond could then see, hear, and smell everything that happened on Saturn for four minutes (6 APs of time) as if he were actually present. Similarly, Hammond could observe the events in the cell next to his (1 AP away) for 2,097,152 years (44 APs of time).

SENSORY BLOCK

Link: WILL
Range: Normal **Type:** Dice
Base Cost: 30 **Factor Cost:** 7

This Power allows a Character to totally obstruct the senses of an opposing Character. Such an attempt requires an Action Check with AV/EVs equal to the APs of Sensory Block and OV/RVs equal to the opponent's INT/MIND. If RAPs exceed the opponent's MIND, his senses will be completely blocked for an amount of time (in APs) equal to the RAPs earned (or until the using Character either falls unconscious, voluntarily releases the opponent, or moves out of Range).

A Character with blocked senses has the OV/RV of any Action Check he attempts increased by the RAPs earned by the Sensory Block attack. In addition, such a Character suffers a -2 Column Shift modifier to his OV against Physical Attacks.

This Power may be purchased with a special -2 Factor Cost Limitation: Power Only Blocks One Particular Sense.

Projectra (Sensor Girl) has this Power.

SHAPE CHANGE

Link: WILL
Range: Self **Type:** Auto
Base Cost: 35 **Factor Cost:** 10

This Power allows a Character to alter his shape into that of any known and pre existing animal. The Character automatically gains the animal's Attributes, Powers, Skills, and natural attack forms, while also maintaining all of his own Powers and Skills. Note that a Character's Mental and Mystical Attributes are *never* affected by Shape Change. Statistics and abilities of many animals can be found in **Appendix B**.

There is a limit to the size of the animal form assumed. The Character's APs of Shape Change represent both the maximum limit of the BODY of forms assumed (for large animals), and their APs of Shrinking (for small animals).

In addition to assuming animal form, the Character may add the APs of Shape Change to any of the animal's Attributes, Powers, or Skills (or divide the APs of Power between several different Attributes, Powers, and Skills, as desired) provided no ability is raised to more than twice its initial value.

A Character with this Power can assume a new animal form (and thus new statistics) each phase, if desired, although each change does count as an Automatic Action. Any damage taken by one animal form is carried over to any other forms assumed, including reversion to the Character's original form.

Example: Changeling of the New Titans has Shape Change of 8 APs. If he becomes a gorilla, Changeling could add 3 APs to the gorilla's DEX (doubling it to 6) and 5 APs to the gorilla's STR (doubling it to 10).

This Power may be purchased with a special +3 Factor Cost Bonus: Can Assume Any Imagined Animal Form (not just known, preexistingones).

This Power may also be purchased with the following special Limitations: Power APs Cannot Be Divided When Increasing Statistics *or* Power APs Only Increase Highest Statistic Available (-2 Factor Cost); Can Only Assume Limited Range Of Forms (birds, reptiles, creatures of the night, etc.) (-2 Factor Cost) *or* Can Only Assume One Specific Form (polar bear, white shark, etc.) (-4 Factor Cost).

As previously noted, Changeling has this Power.

SONAR

Link: INT
Range: Normal **Type:** Auto/Dice
Base Cost: 10 **Factor Cost:** 2

This Power allows a Character to "see" nearby objects through the emission of high frequency sound pulses. Sonar is accurate enough for a Character to receive all information normally received through sight, with the exception of color.

Sonar provides a full 360-degree awareness around the Character to a Range equal to the Character's APs of the Power. It is impossible to Blindside a Character possessing Sonar (see page 105), with the exception of the Character being attacked by a Power that originates outside of his Range. For example, a Character with 8 APs of Sonar would not be able to detect a Character attacking with Flame Project from 12 APs away in enough time to react. Sonar may be used to detect invisible objects or beings (see Invisibility on page 47).

This Power can be blocked by a Character or device emitting sharp sounds at the same frequency upon which the Sonar operates. In this case, Sonar is treated as a Dice Action with an OV/RV equal to the APs of the Power used in the jamming attempt.

Note: This use does not count as an Action when determining the number of Actions the Character may perform each phase.

The Man-Bat has this Power.

SPEAK WITH ANIMALS

Link: INT
Range: 1 AP **Type:** Auto
Base Cost: 5 **Factor Cost:** 2

This Power gives a Character the ability to speak with all animals in their native tongues although it does not guarantee the animals will be friendly, just understandable. It should be noted that some animals, particularly smaller creatures and those that eat plants, are not very intelligent. Speak With Animals does not make animals smarter, it simply allows a Character to communicate. The APs of Power equal the APs of time during which an animal may be questioned.

Aquaman has this Power with the Limitation: Only Usable On Marine Life.

SUPER HEARING

Link: INT
Range: +3 **Type:** Auto
Base Cost: 5 **Factor Cost:** 1

This Power allows a Character to hear sounds of extremely high or low frequency. A Character with Super Hearing can detect sounds well outside the normal range of human hearing including dog whistles, radio and television transmissions, and radar waves.

Superman had this Power.

SUPER VENTRILOQUISM

Link: INT
Range: Normal **Type:** Auto
Base Cost: 5 **Factor Cost:** 2

This Power allows a Character to "throw" his voice a distance (in APs) equal to the APs of the Super Ventriloquism Power.

The Gotham City crimelord Ventriloquist has this Power.

SUSPENSION

Link: WILL
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 1

This Power allows a Character to enter into a deep, trance-like state. A Character who uses Suspension must state the specific amount of time he wishes to remain in this trance or what event will trigger his revival. While under the effects of Suspension, a Character may subtract the APs of Power from the amount of "subjective time" that passes for him. Such a Character will age, heal, and consume food and air at the same subjective rate.

Characters in Suspension cannot attack in any manner but will sustain Physical, Mental, and/or Mystical damage if so attacked.

Example: Merlin the Mighty has Suspension of 20 APs and wishes to remain Suspended for 1000 years (33 APs of time).

During this time, Merlin will age approximately 8 hours (33 - 20 = 13 APs, or 8 hours).

Dag Wentim (Stone Boy) of the Legion SUBS has this Power.

TELEKINESIS

Link: WILL
Range: Normal
Type: Auto/Dice
Base Cost: 15
Factor Cost: 6

This Power allows a Character to move objects with mind power alone. The APs of Telekinesis equal the weight (in APs) of any objects moved plus the distance (in APs) that those objects may be moved in a single phase. A Character with Telekinesis need not use the full APs of Power at any one time; he may choose to move an object less than the maximum distance available.

A Character or object may resist being moved by Telekinesis if he or it has an appropriately resistant Power (as a Character with Flight could subtract the APs of Flight from the distance moved by Telekinesis).

Telekinesis may be used to fling objects at a target to cause Physical damage. Such an attempt is a Dice Action with AV/EVs equal to the Character's APs of Telekinesis/the weight of the object thrown; OV/RVs equal the target's DEX/BODY. A Character may also use Telekinesis as a means of self-propulsion, travelling a distance per phase equal to the APs of Power minus the Character's weight (most humans weigh 2 APs).

Gorilla Grodd has this Power.

TELEPATHY

Link: INT
Range: Normal
Type: Auto
Base Cost: 20
Factor Cost: 4

This Power allows a Character to establish mental contact with another sentient being. A telepath may automatically establish a mental link with any other Characters within Range. Each additional Character past the first included in the mental link reduces the maximum telepathic Range between the linked Characters by 1 AP.

Characters in mental link may communicate as if they were able to speak to each other as long as contact is maintained with the linking telepath. Telepathy only allows free communication; this Power does not allow a Character to read the thoughts of another against his will (as does Mind Probe).

Characters who are mentally linked through Telepathy may engage in mind-to-mind combat. Attacks made in this fashion (a form of Mental combat) do Mental Damage using the attacker's Mental stats or Powers as AV/EVs and the defender's Mental stats or Powers as OV/RVs.

The Character possessing the Telepathy Power may automatically disengage anyone from the mental link at any time desired. A mentally linked Character may attempt to sever the link using his INT/WILL as the AV/EV against the APs of Telepathy as the OV/RV. Positive RAPs indicate success, do damage to the telepath's Current MIND Condition, and are subtracted from the telepath's APs of the Telepathy Power. Telepathy APs lost in this manner must be Recovered: see page 100.

Telepath of the L.E.G.I.O.N. has this Power.

TELEPORTATION

Link: WILL
Range: +7
Type: Auto/Dice
Base Cost: 50
Factor Cost: 4

This Power allows a Character to instantaneously travel from one location to any other without passing through intervening space. Range for Teleportation refers to the maximum distance (in APs) through which a Character can travel in this manner.

The maximum weight which a Character may teleport equals the APs of Teleportation. All objects or persons to be Teleported must be within 0 APs (10 feet) of the Character, who may choose which objects/persons within the 0 AP radius to Teleport. No "partial" teleportings are possible; a Character must teleport all of a specific object or none of it.

A Character who does not wish to be Teleported may resist, which requires another Action Check the following phase by the Character with Teleportation. The AV/EV of this additional Check equals the APs of Power, while the OV/RV equals the target's INT/MIND. Positive RAPs greater than or equal to the resisting Character's MIND indicate that he is automatically Teleported; otherwise, the Character remains where he is.

This Power can be purchased with a special +1 Factor Cost Bonus: can Teleport Targets In Normal Range.

This Power can also be purchased with the following -1 Factor Cost Limitations: Range Is Normal rather than +7; Self Only.

Ambush Bug possesses this Power.

TELESCOPIC VISION

Link: INT
Range: Special
Type: Auto
Base Cost: 5
Factor Cost: 1

This Power allows a Character to see objects at a distance. When using Telescopic Vision to view a distant object, a Character is allowed to subtract the APs of Power from the distance to the viewed object, the result being the apparent distance between the Character and the object.

Example: A Character with Telescopic Vision of 5 APs is looking at an object 6 APs distant. Using this Power, the Character will see the object as if it were only 1 AP away from him.

Objects the size of a car are generally visible at one unobstructed mile (10 APs), while man-size objects are visible at one-quarter mile (8 APs), and a small, hand-held item (such as a calculator) might be visible at 150 feet (4 APs).

Superman had this Power.

THERMAL VISION

Link: INT
Range: Normal
Type: Auto
Base Cost: 5
Factor Cost: 1

This Power allows a Character to see the variations of temperature across a given area. A Character using Thermal Vision will see variations of the color red in warm areas and variations of blue in cool areas.

For example, while uniformly cool surfaces such as a cave wall would not register on Thermal Vision, if someone had recently touched the wall, a red, blurred handprint would be visible. Footprints are detectable with Thermal Vision for a time equal to the Character's APs of Power. A source of intense heat, such as a torch/flame, will completely "white out" all Thermal Vision in its vicinity.

A Character can use Thermal Vision to detect Invisible Characters or objects (see Invisibility). However, all items viewed through this Power will be blurry and lack detail, making definitive identification difficult.

Superman had this Power.

TIME TRAVEL

Link: WILL
Range: Special
Type: Auto
Base Cost: 500
Factor Cost: 4

This Power allows a Character to venture forward or backward along the time stream. The APs of Time Travel is the maximum length of time distance (in APs) a Character may travel in either direction. A Character may also Time Travel any persons or objects within 0 APs (10 feet) of himself, to a maximum weight equal to the Character's APs of Power.

Any Character within the 0 AP radius of the effect who does not wish to Travel may resist, provided the Character has

not committed an action during the Time Travel phase. Such resistance requires an Action Check with AV/EVs equal to that Character's INT/WILL and OV/RVs equal to the RAPs of the Time Travel attempt. If this Check succeeds, earning RAPs greater than or equal to the RAPs of the Time Travel attempt, the Character remains at that point in time. Characters who have already acted during the Time Travel phase are automatically Travelled.

Note: Under all but the most extraordinary circumstances (GM's discretion), a Character affected by Time Travel is merely sent to an alternative timeline. As such, there will be no opportunity for the Character to commit actions that would affect his own timeline. A Character cannot Time Travel back to when an opponent was a child and imprison him, neither could a Character travel back in time to warn himself of an imminent attack. An infinite number of these timelines exists.

It is impossible for any Character using Time Travel to travel forward or backward in time and meet himself in a future incarnation.

Waverider has this Power.

TRUESIGHT

Link: WILL
Range: Normal **Type: Auto**
Base Cost: 5 **Factor Cost: 3**

This Power allows a Character to see through any illusion or other Mystical or Mental concealment (including an Invisible Character). If a Character's APs of Truesight are greater than or equal to the RAPs of Illusion (or other concealment), the Illusion fails to fool the Power user, although others with the Character may believe the illusion.

If a Character's APs of Truesight are insufficient to automatically penetrate an illusion (or concealment), the Character's APs are added to the AV of any Perception Check aimed at revealing the illusion. Use of Truesight will have no effect on natural (non-Powered) forms of concealment such as the Subskills of Camouflage or Stealth from the Military Science and Thief Skills, respectively.

ULTRA VISION

Link: INT
Range: Normal **Type: Auto**
Base Cost: 10 **Factor Cost: 1**

This Power allows a Character to see at night or in the dark just as if it were daylight. This effect is created through the intensification of existing luminary sources (radio waves, electrical impulses, etc.). A Character can use Ultra Vision to spot Invisible objects (see Invisibility).

Superman had this Power.

WARP

Link: WILL
Range: Special **Type: Dice**
Base Cost: 100 **Factor Cost: 5**

This Power allows a Character to open an extra-dimensional rift between two points of real space, with instantaneous travel then possible by stepping through the warp. A Warp may not be opened into solid matter.

While a warp is open, there is no limit to the number or weight of objects which may pass through the warp. A warp collapses the instant the Power user steps through the rift, wills it to close, or falls unconscious.

The OV/RVs to an attempt to open a warp equal the distance (in APs) between the locations connected by the warp. If a Character were trying to open a warp one thousand miles long, for example, OV/RVs would be 20/20. RAPs from the Warp Action Check equal the length of time (in APs) the warp will remain open (unless the Power user steps through, wills it to close, or falls unconscious, as previously explained).

A warp may be used to attack another Character after the warp has been created. In such a case, RAPs from the roll which opened the warp function as AV/EVs of the attack with the target's DEX/BODY serving as OV/RVs. If RAPs from this attack equal or exceed the distance (in APs) between the target and the warp, the target is instantly drawn into the rift.

Warp of the Society of Sin has this Power as do the Boom Tubes from Apokolips and New Genesis.

WATER CONTROL

Link: INT
Range: Normal **Type: Dice**
Base Cost: 35 **Factor Cost: 8**

This Power allows a Character to control the movement and flow of water. Water Control does not give a Character the ability to create water, however, only the ability to control pre existing water. A Character with Water Control may utilize the Power toward a number of applications, including:

- The ability to summon a large wave to attack an opponent. This is a Physical Attack with AV/EVs equal to the Character's APs of Power and OV/RVs equal to the opponent's DEX/BODY.
- The ability to sweep an opponent underwater in an effort to drown him. This attack requires an Action Check with an AV/EV equal to the Character's APs of the Power against an OV/RV equal to the opponent's DEX/STR. If this Check yields positive RAPs, the target is dragged underwater and suffers the appropriate penalties (see page 105). To resurface, the opponent must gain positive RAPs on an Action Check, using his DEX/STR as the AV/EV and the RAPs from the original Water Control Attack as the OV/RV.
- The ability to automatically summon forth a large wave for propulsion. In this manner, a Character can travel at a speed equal to the APs of Water Control (maximum movement is 8 APs per phase, regardless of the Character's APs of Power).
- The ability to move volumes of water. AV/EVs to such an attempt equal the Character's APs of Water Control while OV/RVs equal the volume of the water to be displaced. RAPs indicate the distance the volume of water may be moved.

Mera has this Power.

X-RAY VISION

Link: INT
Range: Normal **Type: Dice**
Base Cost: 15 **Factor Cost: 3**

A Character with this Power can see through virtually any material. OV/RVs of an X-Ray Vision attempt equal the BODY of the object which the Character is attempting to see through. When purchasing this Power, a Character ***must*** select a common substance through which the X-Ray Vision will never function.

Superman had this Power.

Mystical Powers

Unless otherwise indicated, all attacks made by Mystical Powers are Mystical Attacks with affected OV/RVs of INFL/SPIRIT, respectively.

Mystic Link appears first in this section because it is a very special Power which permits Physical and Metal Powers to be linked to a Character's Mystical Attribute. The remainder of the Mystical Powers section is in alphabetical order.

MYSTIC LINK

Link: AURA
Range: Self **Type: N/A**
Base Cost: +10 **Factor Cost: N/A**

Mystic Link is not a distinct Power that functions alone; rather, it allows a Character to purchase a Physical or Mental Power and utilize that Power to cause Mystical effects. Mystic

Link must be purchased in conjunction with a Physical or Mental Power. To do so, a Character must spend 10 Hero Points (the Base Cost of Mystic Link) in addition to the Base Cost of the Power to be linked. The Character then purchases individual APs of the Mystically Linked Power at that Power's normal Factor Cost; the Character does not purchase individual APs of Mystic Link.

Once a Power has been purchased through Mystic Link, it functions exactly as described in its own Power description, with the exception that the Power now has AURA as its Link Attribute. For example, Flame Project would still function as a Dice Action with OV/RVs equal to the opponent's DEX/BODY, and would still cause Physical Damage in a successful attack.

Note that there is a difference between "Mystic Link" and "link." A Power that is Mystically Linked has AURA as its Link Attribute, but is *not* automatically linked to AURA. If a Player wishes to link the Power, he may do so using AURA as the Link Attribute, receiving all of the usual advantages and penalties for doing so (see page 22).

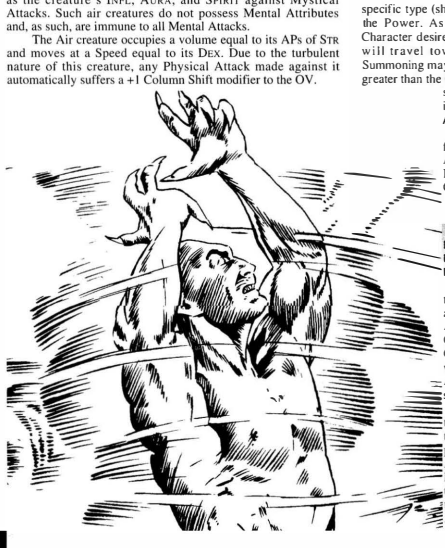
AIR ANIMATION

Link: AURA
Range: Normal **Type: Auto**
Base Cost: 30 **Factor Cost: 8**

This Power allows a Character to summon into existence a swirling whirlwind creature who will follow the Power user's instructions for a length of time equal to the Character's APs of Air Animation. At the end of this time, the creature will disperse into normal air.

A Character using Air Animation divides the APs of Power into two numbers as desired. The first number serves as the air creature's DEX, STR, and BODY while the second number serves as the creature's INFL, AURA, and SPIRIT against Mystical Attacks. Such air creatures do not possess Mental Attributes and, as such, are immune to all Mental Attacks.

The Air creature occupies a volume equal to its APs of STR and moves at a Speed equal to its DEX. Due to the turbulent nature of this creature, any Physical Attack made against it automatically suffers a +1 Column Shift modifier to the OV.



ANIMAL CONTROL

Link: INFL
Range: Normal **Type: Dice**
Base Cost: 25 **Factor Cost: 7**

This Power allows a Character to gain control over and cooperation from members of the animal kingdom. To take control of an animal, a Character must make an Action Check with an AV/EV equal to the APs of Animal Control and an OV/RV equal to the target animal's INFL/SPIRIT. Any RAPs earned indicate the length of time (in APs) that the animal will serve the Character. Animal statistics can be found in **Appendix B**.

A controlled animal will never perform an action contrary to the Character's wishes. However, for the Character to actually instruct the animal, he must have a method of communication with the animal (such as Speak With Animals). Control over an animal is lost when the Character's RAPs of time expire, or whenever the Character either willingly relinquishes control, falls unconscious, or moves out of Range.

Animal Control gives the Character control over all forms of animals, categorized as follows: Amphibians, Birds, Fish, Insects, Mammals, and Reptiles. Animal Control will not function on humans.

This Power may be purchased with a special -2 Factor Cost Limitation: Power Only Usable On One Animal Category.

Aquaman has this Power with the Limitation: Only Usable On Marine Life.

ANIMAL SUMMONING

Link: INFL
Range: Normal **Type: Auto**
Base Cost: 35 **Factor Cost: 2**

This Power allows a Character to convoke animals of a specific type (sharks, falcons, rabbits, etc.) within the Range of the Power. As many animals of the specified type as the Character desires will answer the summons automatically and will travel toward the Character at best speed. Animal Summoning may not be used to summon an animal with a BODY greater than the Character's APs of Power, nor may it be used to summon creatures with human or greater intelligence. Animal statistics can be found in **Appendix B**.

This Power may be purchased with the following Bonuses: Summon a Category Of Animals (birds, mammals, sea life, etc.) (+1 Factor Cost); Summon Any Animal (+3 Factor Cost).

Aquaman has this Power.

ANIMATE DEAD

Link: AURA
Range: Normal **Type: Dice**
Base Cost: 25 **Factor Cost: 6**

This Power allows a Character to animate the corpses of dead creatures and call upon them as servants. Animation of the dead requires an Action Check with AV/EVs equal to the Character's APs of Animate Dead against OV/RVs equal to the INFL/SPIRIT of the corpse when it was alive (most normal humans have Attributes of 2). Positive RAPs indicate successful animation.

A corpse will remain animated and serve the Character for a length of time (in APs) equal to the RAPs earned. An animated corpse will possess all of the Physical and Mystical Attributes it had in life, including Physical Powers, except that three (-3) is subtracted from the corpse's DEX (to a minimum of one) and three (+3) is added to the corpse's BODY. Animated corpses possess no Mental Attributes,

Mental or Mystical Powers, or any Skills, and suffer a -2 Column Shift modifier to their RV when attacked by fire.

Animated dead are extremely stupid, mindless creatures who can take no actions without direct orders from the Character, who must spend one Automatic Action each phase to maintain the animation. The maximum number of dead that a Character may animate at any time equals the APs of the Power.

Papa Midnight uses Ritual Magic to mimic this Power.

ANIMATE IMAGE

Link: AURA
Range: Normal **Type:** Auto
Base Cost: 35 **Factor Cost:** 7

This Power allows a Character to turn an existing two-dimensional image (such as a cartoon figure, billboard painting, or an image on a television screen) into an exact three-dimensional duplicate figure which will obey the Character's commands. There must be an existing two-dimensional image for Animate Image to function; a Character cannot simply summon a figure from his imagination.

The three-dimensional figure created by Animate Image will possess Physical, Mental, and Mystical Attributes. The Character with Animate Image must divide the APs of Power between these Attributes as desired to determine the image's statistics.

An animated image will possess all Powers and Skills of the figure it represents. For example, an animated bird would have Flight, an animated singer would have the Singer Subskill of Artist, and an animated Superman would have all of Superman's Powers and Skills. Each of an Animated Image's Powers and Skills is at an AP level equal to the Link Attribute of the respective Power or Skill (just as if the Power/Skill were linked).

An animated image will exist for a length of time (in APs) equal to the Power user's APs of Animate Image or until the Character voluntarily dispels the image.

Superman's nemesis, Mr. Mxyzptlk, has this Power.

ANIMATE OBJECTS

Link: AURA
Range: Normal **Type:** Auto
Base Cost: 30 **Factor Cost:** 6

This Power allows a Character to cause inanimate objects to move and behave as if they were alive. Animated objects are always under the total control of the Power user. The APs of Animate Objects equal both the maximum BODY of any individual object which can be animated and the maximum number of objects which can be animated at any one time.

An animated object will possess a DEX and STR equal to the Character's APs of Power but retains its own BODY. The object also possesses Mystical Attributes equal to the Character's APs of Animate Objects. An animated object possesses no Mental Attributes and is immune to Mental Attacks.

Animated objects cannot change shape but if the object has any limbs or appendage-like constructs, these can function as arms and legs, allowing the object to move and fight.

Brother Power the Geek has this Power.

AURA OF FEAR

Link: AURA
Range: Normal **Type:** Dice
Base Cost: 30 **Factor Cost:** 5

This Power allows a Character to generate an aura which causes opponents to feel extreme fear. The aura extends to a distance (in APs) equal to the Character's APs of Power. Any Character within Range of Aura of Fear is attacked separately with no Multi-Attack penalty. The Character utilizing Aura of Fear may voluntarily exclude Characters from the Power's effects.

To use Aura of Fear, a Character must make an Action Check with AV/EVs equal to the APs of Power against OV/RVs equal to the opponent's INFL/SPIRIT. If RAPs scored are greater than or equal to an opponent's SPIRIT, the opponent will simply stand in place and quiver with fear for the duration of the Power. Otherwise, if positive RAPs were scored, the opponent will flee the scene. In either case, the effect lasts for a length of time (in APs) equal to the RAPs earned.

A Character Affected by Aura of Fear may attempt to overcome the fear. Each phase following the attack, the Character can make an Action Check with AV/EVs equal to his INFL/AURA against OV/RVs equal to the RAPs of the successful Aura of Fear Attack. Positive RAPs from this Check indicate the Character is free of the Power's effects.

The Spectre has this Power.

AWARENESS

Link: Infl
Range: Special **Type:** Dice
Base Cost: 5 **Factor Cost:** 1

This Power allows a Character to be "in tune" with the cosmos while possessing a certain faculty for anticipating events on the cosmic scale and recognizing when the cosmos is threatened.

Whenever a cosmic event or catastrophe is imminent, the GM should allow a Character with Awareness to make an Action Check with AV/EVs equal to the APs of Power and OV/RVs as determined relative to the following examples (normally, the more calamitous the catastrophe or significant the event, the lower the OV/RVs). Positive RAPs on an Awareness attempt indicate the Character has a "feeling" something is destined to occur and knows who the primary participants in the event will be.

Note: Awareness may only be used to detect events on the "cosmic scale" (i.e., those that could potentially affect life across an entire planet or cosmos), and only events that are the result of the conscious manipulation of sentient beings. For instance, Awareness would not enable a Character to detect that the Earth was to be struck by a giant meteor, unless some exterior force purposely aimed the meteor at the Earth. Awareness also has no effect upon events with no Mystical significance.

Examples of events within the DC Universe which could have been detected through the use of the Awareness Power include:

THE CRISIS ON INFINITE EARTHS (OV/RV: 1/1) - A Character would have felt that the most terrible tragedy ever to rock the multiverse was about to occur and the Anti-Matter Universe of Qward was somehow involved.

THE COMING OF THE MILLENNIUM (*Millennium Mini-Series*; OV/RV: 6/6) - A Character would have felt that mankind was suddenly heading toward some fantastic destiny which involved the Guardians of the Universe and the beings known as the Chosen.

THE BRUJERIA'S ATTEMPT AT UNLEASHING THE HAND OF DESTRUCTION (*"The American Gothic Saga," Swamp Thing #41-50*; OV/RV: B/8) - A Character would have felt that new power was forming in the cosmos, a power which was connected neither to Heaven nor Hell.

THE DEPARTURE OF THE LORDS OF ORDER (*Doctor Fate Mini-Series*; OV/RV: 12/12) - A Character would have felt that the Lords of Order were suddenly absent in this universe.

THE WAR BETWEEN THE RESURRECTION CRUSADE AND THE DAMNATION ARMY (*Hellblazer #1-12*; OV/RV: 12/12) - A Character would have felt that splinter forces of Heaven and Hell were locked in some sort of struggle, with Earth as their battleground.

See **Appendix A** for further explanation of some of these events. Most members of DC's mystic community has this Power.

DIMENSION TRAVEL

Link: AURA
Range: Special
Type: Dice
Base Cost: 500
Factor Cost: 6

The Dimension Travel Power allows its user to travel between the various dimensions comprising the DC Multiverse. By definition, these dimensions are separate planes of existence that parallel each other without connecting. There are three types of Dimension Travel: Banishment, Summoning, and Travel.

BANISHMENT: Dimension Travel can be used to strand an object or a living being in a dimension of the Power user's choice. The user first determines the dimension to which he is attempting to send the target, then makes an Action Check with an AV/EV equal to his APs of Power and an OV/RV equal to the target's INFL/SPIRIT (or BODY/BODY if the target is an inanimate object). If the RAPs earned during this Action Check are greater than or equal to the target's RV, the target is Banished.

A Banished Character cannot leave the dimension to which he was Banished without using a Dimension Travel Power with an AP rating exceeding the RAPs earned during the Banishment Action Check. A Character who is Banished to the Realm of the Just Dead with 14 RAPs, for instance, cannot leave that realm without using a Dimension Travel Power rated at 15 APs or higher. (An item with 15 APs of Dimension Travel, mimicking Dimension Travel with 15 APs of Sorcery, or being Summoned with 15 APs of Dimension Travel or greater are all acceptable.)

Banishment may never be used against a Character or item with a weight or volume exceeding the user's APs of the Power. A Sorcerer with 3 APs of Dimension Travel, for example, cannot attempt to Banish a battle tank that weighs 11 APs.

SUMMONING: Summoning is the opposite of Banishment. It allows the user to pull a person or object from another dimension onto the user's own plane. A Summoning attempt requires an Action Check using the Summoner's APs of Power as the AV/EV against an OV/RV equal to the target's INFL/SPIRIT (or BODY/BODY if the target is an inanimate object). If the RAPs earned during this Action Check equal or exceed the target's RV, the Summoning is successful. Summoning a Character who has been Banished, remember, requires at least as many APs of Dimension Travel as the RAPs earned during the Banishment Action Check.

Like Banishment, Summoning may never be used to target a Character or item with a weight or volume exceeding the user's APs of Power.

Summoning a Willing Target: An attempt to Summon a willing target uses the Travel Distance (see below) between the target and the summoner, rather that the target's INFL/SPIRIT as the OV/RV of the Summoning Action Check.

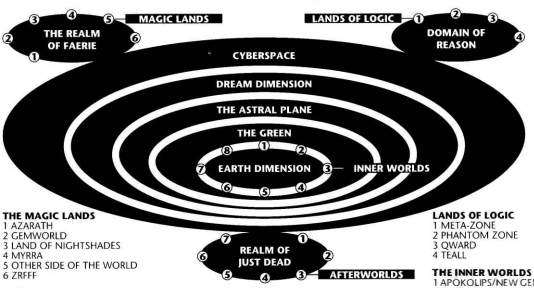
TRAVEL: Dimension Travel is most often used to allow the user to Travel between dimensions. Traveling in this fashion requires a successful Action Check using the Traveler's APs of Power as the AV/EV and the Travel Distance (see below) between the user and his destination as the OV/RV. A Character using Dimension Travel in this fashion may bring along any willing Characters within 0 APs (10 feet) of his location. Unwilling Characters must be Banished as described previously. Neither the combined weight nor the combined volume of all Traveling Characters may exceed the user's APs of Power.

A Character with both the Dimension Travel Power and Area Knowledge of an individual dimension may automatically travel to that dimension without making an Action Check as long as the Travel Distance between his current location and the destination is less than or equal to his APs of Dimension Travel. Area Knowledge in no way affects Banishment or Summoning attempts.

Limitations: Dimension Travel may be purchased with a special -1 Factor Cost Limitation for each of the three basic functions that are stripped of by the purchaser (users capable of Travel only, for instance, purchase Dimension Travel at a Factor Cost of 4). Furthermore, the Base Cost of Dimension Travel can be reduced to 100 Hero Points if the Character is only capable of Traveling back and forth between two specific dimensions (user who can Travel only between the Earth and the Green, for example).

Travel Distances: Look at the *Dimension Travel Guide* Below. To calculate the Travel Distance, treat each of the bands and circles as squares on a checkerboard and count the number of spaces between the Traveler's location and his destination. The Travel Distance between the Earth Dimension and any of the Inner Worlds, for example, is 1, since the Earth and the Inner Worlds are adjacent. The Travel distance between the Earth

DIMENSION TRAVEL GUIDE



THE MAGIC LANDS
1 AZARATH
2 GEMWORLD
3 LAND OF NIGHTSHADES
4 MYRRA
5 OTHER SIDE OF THE WORLD
6 ZRFFF

THE AFTERWORLDS
1 HEAVEN
2 HELL
3 MOUNT OLYMPUS
4 ASGARD
5 LIMBO
6 DOMAIN OF THE LORDS OF ORDER
7 HELIOPOLIS

LANDS OF LOGIC
1 META-ZONE
2 PHANTOM ZONE
3 QWARD
4 TEALL

THE INNER WORLDS
1 APOKOLIPS/NEW GENESIS
2 BGTZL
3 THE CONTROLLERS' DIMENSION
4 DARKWORLD
5 THE HIDDEN LAND
6 MERA'S WORLD
7 THEMYSCIRA
8 SKARTARIS

Dimension and the Heavens is 10: one for the band between the Earth and the Green, plus one for the Green, plus one for the band between the Green and the Astral Plane, plus one for the Astral Plane, plus one for the band between the Astral Place and the Dream Dimension, plus one for the Dream Dimension, plus one for the band between the Dream Dimension and Cyberspace, plus one for Cyberspace, plus one for the Realm of the Just Dead, plus one for the Heavens equals 10. The Travel Distance between Azarath and Mount Olympus is 4: one for the Realm of Faerie, plus one for Cyberspace, plus one for the Realm of the Just Dead, plus one for Mount Olympus equals 4.

A Character who is using Dimension Travel does not necessarily physically pass through the intervening dimensions when he uses the Power. It is possible, for instance, to travel directly from the Earth dimension to Gemworld without passing through the Green, the Astral Realm, the Dream Dimensions, Cyberspace, and Faerie. The map is simply a guide for determining Travel Distances for the various planes of the multiverse.

The Travel Distance of a Dimension Travel attempt is used as the OV/RV of the necessary Dimension Travel Action Check when using the Travel function or Summoning willing targets. Travel Distance modifies the OV/RV of a Banishment attempt or an attempt to Summon an unwilling target as follows:

Distance	Difficulty	OV/RV Mod.
1	Challenging	+1
2-7	Difficult	+2
8+	Strenuous	+3

Subdimensions: Many dimensions are surrounded by a number of smaller realms known as subdimensions. Ares' private realm, the Areopagus, for example, is a subdimension of Mount Olympus. Hell contains a subdimension where the Predead, who once ruled Earth, were imprisoned by the Timeless Ones. Subdimensions are at a Travel Distance of 1 from their parent dimensions. Thus, the Earth Dimension is at a Travel Distance of 11 from the Areopagus: 10 for the distance between Earth and Mount Olympus, plus 1 for the distance between Mount Olympus and the Areopagus. Any two subdimensions with the same parent dimension are always at a Travel Distance of 2 from each other: one for the distance between the first subdimensions and the parent, plus one for the distance between the parent and the second subdimension.

DUMB LUCK

Link: INFL
Range: Self
Type: Dice
Base Cost: 200
Factor Cost: 7

This Power allows a Character to invoke unknown Mystical forces which cause the Character to be exceptionally fortunate in his actions, the use of which is the game equivalent of rubbing a rabbit's foot.

To use Dumb Luck, a Character must make an Action Check against his own Mystical statistics. The AV/EV is the APs of the Power, while the OV/RV is the Character's own INFL/SPIRIT. RAPs from this Action Check, if any, may be added to the Character's AV, EV, OV, or RV the following phase (Player's choice). This effect occurs regardless of the type of the Dice Action that follows (attack, defense, clue analysis, Perception, etc.).

The Dumb Luck Power may be used cumulatively, adding the RAPs from one Dumb Luck attempt to the AV or EV of another attempt; however, should a Character ever fail such a cumulative roll, the RAPs gained to that point will be subtracted from either the Character's AV, EV, OV, or RV (GM option) for the following phase.

Example: A Character with Dumb Luck of 8 APs and an INFL/SPIRIT of 7/6 wishes to "get lucky" on his next Energy Blast attack. The Character makes an Action Check using 8/8 (his APs of Dumb Luck) as the AV/EV and 7/6 (his INFL/SPIRIT) as the OV/RV. The Character rolls a 13, which provides him with an additional 4 APs to utilize on either AV or EV next phase.

Plastic Man has this Power.

EARTH ANIMATION

Link: AURA
Range: Normal
Type: Auto
Base Cost: 25
Factor Cost: 8

This Power allows a Character to summon into existence an actual creature of living earth and rock who will follow the Power user's instructions for a length of time (in APs) equal to the Character's APs of Earth Animation. At the end of this time, the creature will disperse into normal earth.

A Character using Earth Animation divides the APs of Power into two numbers as desired. The first number serves as the earth creature's DEX, STR, and BODY while the second number serves as the creature's INFL. AURA, and SPIRIT against Mystical Attacks. Earth creatures do not possess Mental Attributes and, as such, are immune to all Mental Attacks.

An earth creature occupies a volume equal to its APs of STR and moves at a speed equal to its DEX.

ENCHANTMENT

Link: AURA
Range: Normal
Type: Auto
Base Cost: 200
Factor Cost: 10

This Power allows a Character to bestow upon another Character a temporary but dramatic increase in Powers. The Character may add his APs of Enchantment to any one of another Character's pre existing Attributes, Powers, Skills (or the other Character may divide the APs between several different Attributes, Powers, and Skills).

A Person will remain Enchanted for a length of time (in APs) equal to the Character's APs of Enchantment or until the user voluntarily removes the effect. Enchantment may only be performed upon one individual at any given time.

EXORCISM

Link: SPIRIT
Range: 1 AP
Type: Dice
Base Cost: 5
Factor Cost: 3

This Power allows a Character to remove a person from the effects of mind control or possession (i.e., Control, Hypnosis, and the Personality Transfer Powers). The Character must make an Action Check with AV/EVs equal to the APs of Exorcism against OV/RVs equal to RAPs from the original control or possession Action Check. Positive RAPs indicate success, with the target no longer affected by the control or possession Power.

EYE OF THE CAT

Link: AURA
Range: Normal
Type: Auto
Base Cost: 20
Factor Cost: 2

This Power allows a Character to see through the eyes of an animal. Eye of the Cat will not function unless an animal exists within the Power's Range. If more than one animal is within Range, the Character may choose which animal to use for purposes of the Power.

Once Eye of the Cat is active, the Character can see everything the animal sees, including things the animal can see only through the use of special vision Powers, such as a cat's Ultra Vision. Statistics for various animals can be found in **Appendix 8**. Eye of the Cat will not allow a Character to see through the eyes of a human.

FLAME ANIMATION

Link: AURA
Range: Normal **Type:** Auto
Base Cost: 25 **Factor Cost:** 8

This Power allows a Character to summon into existence an actual creature of living flame who will follow the Character's instructions for a length of time (in APs) equal to the Character's APs of Flame Animation. At the end of this time, the creature will disperse into thin air.

A Character using the Flame Animation Power divides the APs of Power into two numbers as desired. The first number serves as the flame creature's DEX, STR, and BODY while the second number serves as the creature's INFL, AURA, and SPIRIT against Mystical Attacks. Flame creatures do not possess Mental Attributes and are therefore immune to all Mental Attacks.

The flame creature occupies a volume equal to its APs of STR and moves at a Speed equal to its DEX. In addition, an animated flame creature suffers a -2 Column Shift modifier to its RV against cold-based attacks.

ICE ANIMATION

Link: AURA
Range: Normal **Type:** Auto
Base Cost: 25 **Factor Cost:** 8

This Power allows a Character to summon into existence an actual creature of living ice who will follow the Character's instructions for a length of time equal to the Character's APs of Ice Animation. At the end of this time, the creature will disperse into ice and water.

A Character using Ice Animation divides the APs of Power into two numbers as desired. The first number serves as the creature's DEX, STR, and BODY while the second number serves as the creature's INFL, AURA, and SPIRIT against Mystical Attacks. Ice creatures do not possess Mental Attributes and are therefore immune to all Mental Attacks.

The ice creature occupies a volume equal to its APs of STR and moves at a Speed equal to its DEX. In addition, an animated ice creature suffers a -2 Column Shift modifier to its RV against heat-based attacks.

JOINED

Link: AURA
Range: Self **Type:** Auto
Base Cost: 5 **Factor Cost:** 1

This Power allows Character to "join" himself to the Earth. While so joined (normally at the feet), a Character cannot be Knocked Back, blown away, or otherwise moved easily. A Character with this Power adds the APs of Joined to his RV against potential Knockback attacks made against the Character (the Planned Knockback maneuver, Super Breath, etc.).

Swamp Thing has this Power.

MAGIC BLAST

Link: AURA
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 3

This Power allows a Character to emit a powerful bolt of Eldritch energy from his body (the blast normally emanating from the hands or fingertips). Magic Blast is treated as a Mystical Attack with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's INFL/SPIRIT.

MAGIC FIELD

Link: AURA
Range: Self **Type:** Auto
Base Cost: 20 **Factor Cost:** 6

This Power allows a Character to create a field of arcane energy to protect his own body. The APs of Power are added to the Character's RV against Mystical Attacks. A Magic Field is spherical in form and is centered around the Character of origin. A field shelter may be generated at the same APs of volume as the Power's APs and protects all Characters within the field's volume. No Mystical Attacks with exterior targets can be made from within the field.

This Power may be purchased with a special -2 Factor Cost Limitation: Field Protects Power User Only.

This Power may be purchased with a special Bonus: Can Attack Through Field. This Bonus allows Mystical Attacks with exterior targets to be made by Characters within the Magic Field. It doubles the Base Cost of the Power (to 40) *and* adds +1 to the Factor Cost.

MAGIC SENSE

Link: INFL
Range: Normal **Type:** Auto
Base Cost: 5 **Factor Cost:** 1

This Power allows a Character to automatically detect all magic and magic-using creatures within Range. Use of Magic Sense will only reveal that an item or Character has some form of Mystical abilities; no information will be available relative to what those abilities might be or how powerful they are.

MAGIC SHIELD

Link: AURA
Range: Normal **Type:** Auto
Base Cost: 10 **Factor Cost:** 5

This Power allows a Character to create a shield of arcane energy which provides protection from Mystical Attacks. Anyone protected by a Magic Shield has the APs of Power added to his RV against Mystical Attacks.

The Magic Shield called into being is circular in shape, possesses an approximate diameter of four feet, and can be projected at Range. Such a shield is useless against attacks which originate from behind the Character unless the Character establishes the shield there, in which case the Character is defenseless against frontal assault.

MYSTIC FREEZE

Link: AURA
Range: Normal **Type:** Dice
Base Cost: 25 **Factor Cost:** 3

This Power allows a Character to magically restrict an opponent. AV/EVs to such an attack equal the Character's APs of Mystic Freeze while OV/RVs equal the opponent's INFL/SPIRIT; positive RAPs indicate success, with the opponent held fast and unable to move (DEX= 0).

A Mystically Frozen opponent may attempt to free himself through an Action Check with AV/EVs equal to the opponent's INFL/AURA against OV/RVs equal to the RAPs of the successful Mystic Freeze Attack. If cumulative RAPs from this Action Check equal or exceed RAPs from the Mystic Freeze Attack, the opponent is released.

PLANT CONTROL

Link: AURA
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 6

This Power allows a Character to take complete control over local plant life. A Character with Plant Control may utilize the Power toward a number of applications, including:

- The ability to cause an appropriate plant (vine, tree, etc.) to whip out one of its appendages to attack an opponent. This is treated as a Physical Attack with AV/EVs equal to the APs of Plant Control and OV/RVs equal to the opponent's DEX/BODY.
- The ability to cause an appropriate plant to wrap itself around an opponent in order to restrain him. This is treated as a

Grappling Attack (see page 101), with the AV being equal to the APs of Plant Control and STR equal to the plant's BODY.

- The ability to move a mass of plants from one area to another. AV/EVs of such an attempt equal the APs of Plant Control while OV/RVs equal the volume of plants to be displaced. RAPs indicate the distance the plants may be moved.

Note: Plant Control only controls pre-existing plant life. It does not summon new plant life into being, as does Plant Growth. In addition, appropriate plants must be present for a Character to implement any of the attack forms previously described. A Character could not attempt to Grapple someone with the short grass of a putting green, for instance.

Poison Ivy has this Power.

PLANT GROWTH

Link: AURA
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 5

This Power allows a Character to rapidly increase the growth rates of natural plant life. AV/EVs of such an attempt equal the APs of Plant Growth while OV/RVs equal the volume of plants to be grown. RAPs are instantly added to the plants' volume (either increasing the plants' sizes or the area over which they grow, Character's choice). Plants grown through this Power will remain grown until the user voluntarily returns them to their original condition and can later be controlled using Plant Control.

Example: A Character with Plant Growth of 30 APs is attempting to use his Power on a 20 AP volume forest (the AV/EV is 30, the OV/RV is 20/20). If the Character were to roll an 11, he would net 15 RAPs, and the forest could grow up to a volume of 35 APs, at the Player's discretion.

In addition, a Character with Plant Growth of 15 APs or more can make a special Physical Attack in which he causes the microscopic plant life which resides in the intestines of a living creature to expand, thus damaging the opponent. The Character must decide how many APs of Plant Growth to use in the attack (between one (1) and full APs). This number is used as AV/EVs of the attack, with OV/RVs equalling the opponent's STR/BODY. Depending on the Genre Rules being used (see **Appendix C**), this type of attack may be considered Killing Combat.

Swamp Thing has this Power.

SORCERY

Link: AURA
Range: Varies **Type:** Auto
Base Cost: 750 **Factor Cost:** 10

Characters with the Sorcery Power have complete control over the mana stream and can refocus its energies to produce a staggering variety of magical results. In game terms, Sorcery allows its user to mimic the effects of other Powers, subject to certain basic restrictions.

Using the Sorcery Power is commonly known as casting a spell, which is a three-step process:

1. The caster decides what effect he wishes to achieve and determines which Power most closely resembles that effect. Powers invoked through Sorcery must be approved by the Gamemaster before they can be used. The Player or the GM may also determine what Bonuses or Limitations on the selected Power are appropriate for the desired effect, such as casting Invisibility with the Usable on Others Bonus.

2. The Sorcerer decides how many APs of Sorcery to use while invoking the effect (anywhere between 1 AP and the caster's full APs of Sorcery). Since spell casting is extremely taxing on the psyche, the caster must then immediately cross-reference the number of APs of Sorcery he is invoking (as an EV) against his SPIRIT (as an RV) on the *Result Table*. The resulting RAPs (if any) are immediately inflicted upon the caster as Mystical Bashing Damage and subtracted from his Current SPIRIT Condition. Damage earned in this fashion may not be eliminated through the use of Last Ditch Defense (see page 99), nor may Hero Points be spent to raise the caster's RV against such damage.

3. Finally, the caster resolves the effects of the mimicked Power using the appropriate rules. Powers invoked through the use of Sorcery function exactly like their natural counterparts except that their effects are automatically considered magical, meaning that such Powers will have a greater effect against characters who are particularly vulnerable to magic. They will be detectable with the Magic Sense Power, and so on.

A Power mimicked by Sorcery may be used as long as the caster likes. However, for every phase that a mimicked Power is used or remains in effect, the caster again suffers the appropriate Mystical Bashing Damage described above.

A Sorcerer may invoke more than one Power at a time using Sorcery, but the total number of APs the Sorcerer has placed in mimicked Powers may never exceed his Sorcery APs. Furthermore, the total AP value of al invoked Powers is used as the Effect Value when determining the Mystical Bashing Damage suffered by a Sorcerer with more than one invoked Power in effect. Sorcerers are allowed to drop invoked Powers at will in order to make room for others.

Example: A mage with 40 APs of Sorcery and a SPIRIT of 22 APs casts a spell mimicking the Energy Blast Power with an intensity of 20 APs (leaving 20 APs of Sorcery left over for other mimicked Powers). Cross-referencing an EV of 20 against the mage's RV of 22 yields an "N," so the mage would suffer no Bashing Damage for casting such a spell. Using the Energy Blast costs the mage a Dice Action, but he may continue to use it as long as he likes without taking any damage (until he decides to mimic one or more additional Powers).

During a later phase, the mage casts a spell mimicking the Skin Armor Power, rated at 6 APs. Cross-referencing an EV of 26 (20 for the Energy Blast plus 6 for the Skin Armor) against an RV of 22 yields a result of 8 RAPs. Each phase that the mage leaves both of these Powers in Effect at their current levels, he suffers 8 RAPs of Mystical Bashing Damage. At the beginning of any phase, he may drop one or both Powers voluntarily in order to avoid suffering the associated damage or to make room for other Powers.

A Sorcerer may duplicate as many Powers during a single phase as he sees fit but may only resolve those Powers subject to the usual restrictions found in **Chapter Five** under **Actions**.

Pushing Sorcery: The Sorcery Power may be Pushed to earn additional APs of invokable Powers, but Powers mimicked through Sorcery may not be Pushed themselves. In other words, a character with 20 APs of Sorcery who mimics Energy Blast and Skin Armor each at 10 APs may not boost his 10 APs of Skin Armor. Instead, he must Push his 20 APs of Sorcery and devote the gains to the mimicked Skin Armor.

SPEAK WITH PLANTS

Link: INFL
Range: Special **Type:** Dice
Base Cost: 35 **Factor Cost:** 5

This Power allows a Character to communicate with "the Green," which is the massive collective consciousness shared by all plants in the DC Universe. Speak With Plants has two primary applications:

- The Character may call upon the Green to track down an individual or object located anywhere on the surface of the Earth. AV/EVs of such an attempt equal the APs of Power while OV/RVs equal the distance between the Character and the target sought. The target of the search must be well-known to the user.

  RAPs are subtracted from the distance between the Character and the target to determine how long the search lasts (down to a minimum of 0 APs or 4 seconds). The Character using Speak With Plants need not remain inactive while the search is in progress; the Green will contact the Character when it has found the target.

Example: Swamp Thing has Speak With Plants of 25 APs. If he is in California and wants to locate Abby Cable, who is somewhere near Houma, Louisiana (22 APs away), he would need to make an Action Check with an AV/EV of 25/25 against an OV/RV of 22/22. If Swampy rolled an 11, he would receive 10 RAPs and it would take the Green 12 APs of time (22-10), or four hours to locate Abby.

Once the Green has located a target, it cannot constantly monitor that target. Taking the example, if Swamp Thing travelled to Louisiana, the Green could not tell him Abby's exact location had she moved. Swamp Thing would need to make another Action Check to relocate Abby.

- Second, the Character may call upon the Green for information about a given area. AV/EVs are again equal to the APs of Power and OV/RVs are equal to the distance between the Character and the area in question. RAPs are used to determine the amount of time that the query takes as previously stated.

  In this case, however, RAPs also equal the number of Knowledge Points gained. One RAP generally indicates the Character receives a fuzzy impression of the area; RAPs equal to 1/2 RV indicate a fairly detailed picture; and full RV RAPs indicate a crystal clear view of the location.

For Speak With Plants to function, plant life must exist around the individual or object sought or the area subject to inquiry. If the plant life around the target is sparse, the OV/RV of all attempts suffer +2 Column Shift modifiers.

Besides the Swamp Thing, Floro of the New Guardians also has this Power.

SPIRIT TRAVEL

Link: Aura
Range: Self **Type:** Auto
Base Cost: 20 **Factor Cost:** 2

This Power allows a Character to separate the spirit from his or her body. The spirit may then travel at a speed equal to the Character's APs of Spirit Travel. A separated spirit can only observe the physical plane and can make no attacks, but it can easily pass through any physical obstacles. A separated spirit is subject only to Mystical Attacks from the non-Spirit world while in this state. However, such a Character is subject to all normal effects (Physical, Mental, and Mystical) from other Spirit-Travelling Characters while in this state.

While the spirit is separated, a Character's body is left barely alive (it cannot move and possesses no consciousness). The body remains susceptible to Physical damage during this time (although the body's normal Physical defenses remain active and the Character may burn Hero Points to remove inflicted damage).

If a Character's body is destroyed while the spirit is separated, the spirit will be trapped in its free state and will begin to dissipate at the rate of 1 AP of Spirit per day until it dies (reaches a negative Spirit; a separated Character with a normal Spirit of 7 APs would die upon reaching -8 APs of Spirit).

SPIRITUAL DRAIN

Link: Aura
Range: Touch **Type:** Dice
Base Cost: 15 **Factor Cost:** 8

This Power allows a Character to absorb the APs of another Character's Spirit. An opponent must be touched for Spiritual Drain to take effect. To use this Power against an opponent, a Character must make an Action Check with AV/EVs equal to his Dex/APs of Spiritual Drain against OV/RVs equal to the opponent's Dex/Spirit.

If this attempt is successful, RAPs are temporarily subtracted from the opponent's Spirit and added to the attacking Character's Spirit. The Spiritually Drained APs will remain transferred in this way for a number of phases equal to the Character's APs of Power.

A victim of Spiritual Drain may not be drained again until the original effect ceases. A Character's Spirit cannot be elevated to higher than his normal AP level through the use of Spiritual Drain, while an opponent's Spirit may never be reduced to less than zero (0).

TRANSMUTATION

Link: Aura
Range: Normal **Type:** Dice
Base Cost: 15 **Factor Cost:** 8

This Power allows a Character to permanently turn any element or compound into any other element or compound. To be affected by Transmutation, an element or compound must be 90% pure; impurities remain unchanged.

To utilize Transmutation, a Character must make an Action Check with AV/EVs equal to the APs of Power against OV/RVs equal to the substance's Body/Body (the Body of most gasses is 0). RAPs indicate the volume of the chosen material which may be transmuted. Changes wrought through use of the Transmutation Power are permanent unless negated by another use of the Power. Transmutation will not function on organic (living) matter.

Additionally, some elements and compounds are more difficult to transmute than others. In these cases, refer to the *Universal Modifier Chart* for appropriate OV/RV Column Shift modifiers. Examples follow:

Plexiglass (+2) – Difficult. Plexiglass has a Body of 8.

Oxygen to Nitrogen (+3) – Strenuous. Turning all of the oxygen in an area into nitrogen is a common tactic employed to knock opponents unconscious. If Transmutation is successful, all Characters in the affected area are Physically Attacked with an AV/EV of 7/7 against an OV/RV that is equal to each Character's Body/Body. Multi-Attack penalties do not apply. Skin Armor does not affect such an attack but a Character with Sealed Systems may add the APs of Power to his RV.

Glass (+4) – Extreme.

Asbestos (+5) – Pushing the Limit. An article of clothing Transmutated into asbestos will provide the wearer with 6 APs of Flame Immunity.

Plutonium (+6) – Herculean. Any and all plutonium created through use of the Transmutation Power may become unstable and explode with each RAP from the Transmutation attempt equal to 1 AP of Bomb Power.

Kryptonite (+7) – Beyond the Limit.

Jan Arrah (Element Lad) has this Power.

VAMPIRISM

Link: Aura
Range: Normal **Type:** Dice
Base Cost: 35 **Factor Cost:** 9

This Power allows a Character to transfer APs of Body from an opponent to his own Body. Such an attempt requires an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's Dex/Body; RAPs equal the number of APs transferred through the Vampirism attack.

APs transferred through use of Vampirism will repair damage a Character has received. However, the total Body of a Character may never rise above his normal AP level through the use of this Power. A fully healed (Physically undamaged) Character may still use Vampirism as an attack form to damage an opponent.

VOODOO

Link: Aura
Range: Normal **Type:** Dice
Base Cost: 20 **Factor Cost:** 3

This Power allows a Character to inflict Physical damage upon an opponent by causing similar damage to a magical doll which contains an item belonging to the opponent (a lock of hair, a piece of clothing, etc.).

Use of Voodoo is a Mystical Attack with AV/EVs equal to the APs of Power against OV/RVs equal to the opponent's Infl/Spirit. RAPs are always taken by the opponent as Physical damage and are subtracted from the opponent's Body.

A Character with Voodoo can create a suitable voodoo doll in one minute (15 phases) provided he has access to an item which belongs to the opponent. If the attacking Character is separated from the doll, the voodoo effects will cease until the doll is recovered.

Houngan's Computer Fetish grants him this Power.

WATER ANIMATION

Link: Aura
Range: Normal **Type:** Auto
Base Cost: 25 **Factor Cost:** 8

This Power allows a Character to summon into existence an actual creature of living water who will follow the Character's instructions for a length of time equal to the Character's APs of Water Animation. At the end of this time, the creature will disperse into normal water.

A Character using the Water Animation Power divides the APs of Power into two numbers as desired. The first number serves as the water creature's Dex, Str, and Body while the second number serves as the creature's Infl, Aura, and Spirit against Mystical Attacks. Water creatures do not possess Mental Attributes, and are therefore immune to Mental Attacks.

The water creature occupies a volume equal to its APs of Str and moves at a Speed equal to its Dex. In addition, an animated water creature suffers a -2 Column Shift modifier to its RV when defending against cold- and heat-based attacks.

WEATHER CONTROL

Link: Infl
Range: +5 **Type:** Dice
Base Cost: 25 **Factor Cost:** 8

This Power allows a Character to manipulate and control patterns of local weather. Use of Weather Control requires an Action Check with AV/EVs equal to the APs of Power against base OV/RVs of 0/0. Final OV/RVs to a Weather Control attempt are modified according to the following table. Calculate the present weather conditions by adding the "Weather Levels" of precipitation, temperature, and wind for current weather. The difference between this calculated figure and the total Weather Levels of the condition the Character decides is the number of Column Shifts made to the OV/RV of the attempt, from the base OV/RV of 0/0.

Example: Central City is currently experiencing Dry, Cool weather with a Slight Breeze off the lake (total Weather Level of 2 + 2 + 2 = 6). A Character wants to change these conditions to Monsoons with Record Heat and Tornadoes (Weather Level of 5 + 5 + 6 = 16). In this case, the OV/RV would receive +10 Column Shifts (16 - 6 = 10), from the base 0/0, moving it to the 22to 24 Column.

RAPs from a Weather Control attempt indicate the length of time (in APs) the modified weather will persist, although a Character has the option of automatically returning conditions to normal at any time.

Additionally, a Character using Weather Control to create hurricane force winds can attack opponents within Range as if he possessed APs of Air Control equal to his APs of Weather Control. Similarly, a Character who summons monsoons can attack opponents in Range with APs of Weather Control (such attacks are at -2 to AVs for uncontrolled lightning bolts).

Weather Condition		Weather Level
PRECIPITATION	Drought	1
	Dry	2
	Muggy/Damp	3
	Rain	4
	Monsoon	5
TEMPERATURE	Record Cold	1
	Cool/Freezing	2
	Mild	3
	Hot	4
	Record Heat	5
WIND	Still	1
	Slight Breeze	2
	Windy	3
	Gale	4
	Hurricane	5
	Tornado	6

Special Powers

OMNI-POWER

Link: Special
Range: Varies **Type:** Auto
Base Cost: 500 **Factor Cost:** 10

This Power allows a Character to possess awesome control over the forces of the universe. Such a Character's Powers and abilities are limited primarily by the Character's own imagination.

APs of Omni-Power can be used to mimic any Power or Skill at any time. Whenever Omni-Power is invoked, however, the Character must pay a Hero Point fee equal to the Base Cost of the Power or Skill mimicked. A Character can mimic several Powers or Skills at the same time but must divide his APs of Omni-Power as desired between these Powers/Skills and pay each Base Cost.

Powers and Skills mimicked with Omni-Power are only available to the Character for one hour (15 APs), following which time the Character must again pay the respective Base Cost fee for continued Power/Skill use. A Character can automatically cancel the availability of any mimicked Power/Skill to provide for the use of another.

Note that Omni-Power is in a special Power classification in and of itself; it is not a Physical, Mental, or Mystical Power. Omni-Power may be linked to one half a Character's Will (round fractions down).

Example: Hal Jordan's Power Ring possesses linked Omni-Power. Since Hal's Will is 25 APs, he has 12 APs of Omni-Power (25 / 2 = 12 1/2, rounded down to 12). If Hal later increased his Will to 26 APs, his Omni-Power would increase to 13 APs (26 / 2 = 13).

If Green Lantern wished to use his Ring to turn himself invisible, he could automatically use Omni-Power to mimic 12 APs of Invisibility; doing this would cost Green Lantern 45 Hero Points (the Base Cost for Invisibility). Lantern could then remain invisible for one full hour, after which time he must again pay the 45 Hero Point Base Cost to continue the Invisibility for another hour.

SELF-LINK

Link: None
Range: Self **Type:** Auto
Base Cost: +50 **Factor Cost:** N/A

Self-Link is not a distinct Power which functions alone; rather it is purchased in conjunction with another Power and allows a Character to assume an actual form related to that Self-Linked Power. Unless the Self-Linked Power is purchased with the Power Always On Limitation, the Character may freely

switch from normal to Self-Linked form by using one Automatic Action. Self-Link automatically adds 50 Hero Points to the Base Cost of the Power with which it is purchased. The Character does *not* purchase individual APs of Self-Link.

There exists a limited number of Powers which may be Self-Linked. These Powers are:

PHYSICAL: Acid, Bomb, Darkness, Energy Blast, Flash, Fog, Lightning, and Projectile Weapons.

MENTAL: Warp.

MYSTICAL: Plant Growth and Spirit Travel.

The effects of Self-Linking these previously-listed Powers are as follows:

Attack Powers: (Acid, Darkness, Energy Blast, Flash, Fog, Lightning, And Warp). The user can become a living being composed of the attack form (i.e., Self-Linked Acid Characters are living pools of acid while Self-Linked Flash Characters are living balls of light). Such Characters possess their Self-Linked Power at a Range of Touch (if the user wishes to project the Power at its normal Range, he must purchase the Power twice: once with and once without the Self-Link). Characters with Self-Linked Powers can move at a per phase rate equal to one half (1/2) their APs of Self-Linked Power.

Characters with Self-Linked attack Powers possess no special protection against attack. Thus, Self-Linked Fog Characters can still be damaged by punches and gunshots normally, unless they possess the Dispersal Power as well.

Bomb, Projectile Weapons: The user is able to explode his own body at will (Self-Linked Projectile Weapons Characters fire away pieces of their own bodies). After "exploding," the user can automatically reform his body instantly at the beginning of the next phase, or remain discorporate for a maximum length of time (in APs) equal to his APs of the Self-Linked Power. Characters totally discorporate as a result of this Power (utilizing more APs of Bomb/ Projectile Weapons than their own Body's) are immune to Physical Attack. However, such Characters cannot perform any Dice Actions during the phase in which they reform.

Characters who have Self-Linked these two Powers do full normal damage upon explosion.

Plant Growth: These Characters can become living plant masses who can control the size of their own bodies through the use of the Self-Linked Plant Growth Power (Physical statistics do not alter unless Characters possess the Growth Power as well). Self-Linked Plant Growth does not cause other plants to grow (as does the Plant Growth Power itself).

A Character who possesses both Self-Linked Plant Growth and Self-Linked Spirit Travel can leave his plant body and grow a new body in any location reached by his spirit provided the destination possesses pre-existing plant life.

Spirit Travel: The Character can become a disembodied spirit with no physical body. He cannot be Physically or Mentally Attacked, except by other Spirit Traveling Characters; nor can he make such attacks.

Note: Self-Linked Characters are always susceptible to any special vulnerabilities inherent to their Self-Linked forms (Self-Linked Plant Growth Characters suffer damage from defoliants, Self-Linked Lightning Characters suffer damage from water, etc.)

> Ambitious GMs and Players can be more flexible with the application of Self-Linked Powers. With the GM's approval, nearly any Power can be Self-Linked. Some possibilities include: Air Control, Earth Control, Flame Control, Glue, Ice Control, Magnetic Control, Sonic Beam, and Water Control. The exact effects of unusual Self-Linked Powers are always up to the GM.

VII. Skills

Like Powers, Skills are special abilities which are measured in APs. The difference between Powers and Skills is that Powers are generally only possessed by super-humans, whereas nearly any normal human can possess a Skill. A locksmith might have a few APs of the Locks and Safes Subskill of Thief, while a doctor would possess the Medicine Skill.

Format

Skills are presented using the same format as Powers. Each Skill is given a Link Attribute, A Base Cost, and a Factor Cost. The Range of all Skills is "Self" and a Skill's "Type" is always a Dice roll, unless otherwise indicated.

Note: If the Skill's Link Attribute is followed by an asterisk (*), no portion of that Skill may be attempted in "Unskilled Use" (see explanation following).

Unskilled Use

A Character can often attempt to use a Skill or Subskill, even if he has not actually purchased that Skill/Subskill. A Character who is attempting Unskilled Use must substitute his Link Attribute for the APs of the appropriate Skill and add +2 Column Shifts to the OV and RV of the action.

Skills which have their Link Attributes followed by an asterisk ("*" - such as Martial Artist) can never be attempted through Unskilled Use. Particular Subskills which may not be attempted in Unskilled Use are denoted with asterisks prior to the Subskill's listing (one example would be * Forensics).

Example: A Character with an INT of 7 who does not possess the Gadgetry Skill is attempting to identify a Gadget, an Action which the GM decides has an OV/RV of 5/5. In this case, the Character would use his INT as the AV/EV of the Action Check and would receive a +2 Column Shift penalty to the OV/RV, resulting in an effective OV/RV of 9/9. The Character may still opt to spend Hero Points to increase his AV/EV when making an attempt at Unskilled Use.

Subskills

Finally, each Skill listed consists of two or more Subskills, independent abilities which are related to that particular Skill. A Character with a certain number of APs in a Skill automatically has that many APs in all of the Subskills.

A Character can exclusively purchase one or more Subskills without purchasing the entire Skill to which the Subskills relate. For example, a Character could purchase the Analysis Subskill of Scientist by itself, meaning the Character could not use his scientific abilities to Draw Plans. The advantage to this option is that purchasing individual Subskills is cheaper than purchasing an entire Skill.

When purchasing individual Subskills, subtract one from the Skill's Factor Cost for each Subskill the Character is unable to use. Detective (Law) by itself, for example, would have a Factor Cost of 3 (normal Factor Cost of 7 minus 4 Subskills) while Weaponry (Firearms, Melee Weapons) would have a Factor Cost of 3 (normal Factor Cost of 6 minus 3 Subskills).

ACROBATICS

Link: DEX
Range: Self **Type: Dice**
Base Cost: 15 **Factor Cost: 7**

Acrobatics is composed of three separate Subskills; these are Climbing, Dodging, and Gymnastics.

Climbing enables a Character to climb walls, trees, buildings, etc. Guidelines for determining the OV/RV of Climbing attempts can be found on the following chart:

Object Climbed	OV/RV
Tree	3/3
Telephone Pole	4/4
Brick Building	6/6
Sheer Cliff	8/8
Glass and Steel Skyscraper	10/10

A Climbing Action Check must be made prior to the climbing attempt. If this Action Check fails, the Character will fall when he reaches the half way point of the surface (1 AP below the surface's total height). The APs of Climbing equal the distance (in APs) a Character can travel in one phase (with a maximum of 3 APs unless the Character has the Superspeed Power, in which case the climbing speed equals the APs of Acrobatics or Superspeed, whichever is *lower*).

* ***Dodging*** enables a Character to avoid a blow or other Physical Attack. In order to use this Subskill, the Player must choose the Dodge maneuver in combat (see page 104). Instead of receiving a +1 Column Shift bonus to his OV for a Dodge, a Character with this Subskill may add the APs of Dodging to his OV.

* ***Gymnastics*** enables a Character to perform rolls, tumbles, flips, etc., and also allows a Character to juggle. This Skill gives no benefit in combat but will readily impress a crowd. An Olympic gymnast would possess 6 or 7 APs of this Subskill.

A normal tumbling routine has OV/RVs of 2/2 while an Olympic-caliber routine has OV/RVs of 6/6.

When a Character is attempting to juggle, each item beyond the third adds +1 Column Shift to the OV/RV of the attempt. The base OV/RV is 2/2. An attempt to juggle five items would have an OV/RV in the 5 to 6 Column. The OV/RV should be increased by +2 Column Shifts if the items are of different balances and weights, such as juggling tooth brushes and bowling balls. Positive RAPs indicate the Character may successfully juggle the items for a length of time (in APs) equal to the RAPs of the Action Check.

If a Character who is performing for an interested or neutral crowd receives 1-2 RAPs, the audience was pleased; 3-4 RAPs means they loved the performance; and 5 or more RAPs indicates that the audience burst into frenzied applause. eight or more RAPs gained indicates a truly electrifying performance that will be remembered for years.

ANIMAL HANDLING

Link: INFL
Range: Self
Type: Auto/Dice
Base Cost: 5
Factor Cost: 4

The Animal Handling Skill has two Subskills: Animal Training and Riding. The Animal Training Subskill of Animal Handling cannot be used Unskilled.

* ***Animal Training*** enables a Character to train animals with which he has daily contact. OV/RVs for an Animal Training attempt equal the animal's INFL/SPIRIT. RAPs reflect the number of simple commands the animal may be trained to perform (such as "attack," "fetch," "scout ahead," and "find home").

A command must be simple enough for an animal to act upon it with its native ability. A command such as "program the navigational computer with attack coordinates" given to a pet monkey, for example, would result in random monkey motions at the console of the navigational computer.

Following a successful Animal Training roll, an animal must be trained for one full week (18 APs). Only one animal may be trained at any given time and only one training attempt may be made per week. If so desired, a Character with this Subskill may train an animal to carry him, provided the animal is of sufficient size and strength.

Riding enables a Character to ride any sort of animal that has been trained for that purpose. This type of riding is Automatic. If the animal is untrained, the OV/RV of the Riding attempt equals the DEX/STR of the animal.

A Character who has made a successful Riding Action Check will not lose control of the mount unless an attack upon the animal is made which either knocks the beast unconscious or receives RAPs which exceed the Character's APs of Riding.

ARTIST

Link: INFL*
RANGE: Self
Type: Dice
Base Cost: 5
Factor Cost: 8

The Artist Skill has seven Subskills: Actor, Dancer, Musician, Painter, Photographer, Sculptor, and Writer, each of which has the potential to please an audience. A Hostile group does not constitute an audience; these Subskills will only impress willing and interested viewers.

When a Character uses Artist to perform or produce a work, OV/RVs are at 4/4 unless performed or produced for a specific person, in which case that person's INFL/SPIRIT acts as OV/RVs. If the person possesses the Artist Skill, the APs of Artist will act as OV/RV to the attempt. Multi-Attack penalties for Artist attempts are not applicable. RAPs on an Artist attempt indicate the following effects:

1-2	The performance or work is accepted.
3-5	The performance or work is well received.
6-9	The artist receives critical acclaim (equal to a standing ovation if it is a performance).
10+	The artist gives an immortal performance or creates a masterpiece which the audience will never forget.

An audience which liked a Character's performance or work will be Friendly toward the Artist. Utilizing Artist in this fashion during combat will be ineffectual.

A Character should remember that great works of art are not produced hourly. While no fixed time exists for the fruition of genius, a standard guideline is two months (21 APs) per major work. Saleable art works may be produced in the minimum times listed in the following Subskills:

Actor gives the Character the ability to act in dramas and become adept at portraying many different personae. This Subskill may be used to disguise a Character, in which case the APs of Actor serve as the OV/RV against a Perception Check to detect the impersonation. RAPs indicate the degree to which the opponent is able to see through the disguise if at all. See **Perception Checks** (page 107) for more information.

A Character who uses Actor to impersonate a well-known figure receives a +2 Column Shift modifier to the OV. The impersonation of a generic individual, such as a guard at a military installation, receives no OV modifier. Use of the Actor Subskill does not provide a Character with any information known by an impersonated Character, such as passwords or hide out locations.

The Actor Subskill may also be used to penetrate a disguise or to resist being fooled by another Character using the Actor Subskill. In such cases, the APs of the Actor serve as AV/EVs and OV/RVs, respectively.

Dancer allows a Character to perform intricate dance routines in a number of styles, including ballroom, jazz, ballet, etc.

Musician enables a Character to sing and play musical instruments.

Painter includes any of the graphic arts; comic book illustrators would fit into this category. Each particular work attempted by a Character is a separate action and takes at least one week (18 APs) to complete.

Photographer is the art of creating photographic works. Fashion photographers and film directors would fit into this category.

Sculptor includes the creation of any three-dimensional form of art. Each particular work attempted by a Character is a separate Action and takes at least one week (18 APs) to complete.

Writer enables a Character to produce novels, screenplays, comic books, prose, poetry, or any other creation involving the written word. Each particular work attempted by a Character is a separate Action and takes at least one week (18 APs) to complete.

CHARISMA

Link: INFL*
Range: Self
Type: Dice
Base Cost: 20
Factor Cost: 6

Charisma has three Subskills: Interrogation, Intimidation, and Persuasion. The use of Charisma is often a struggle of Mental or Mystical strength made between Characters.

A Character with Charisma can use his APs of the Skill as both the AV and EV for all Character Interaction attempts in place of the usual INFL/AURA. To use Charisma in this manner, a Character must possess the appropriate Charismatic Subskill which corresponds to the type of Character Interaction which is being attempted (see page 109).

DETECTIVE

Link: INT
Range: Self
Type: Dice
Base Cost: 10
Factor Cost: 7

The Detective Skill possesses five separate Subskills. these are Clue Analysis, Counterfeit Recognition, Identification Systems, Law, and Police Procedure.

Clue Analysis is the ability to glean information from physical clues left by a crime or criminal. RAPs equal the Knowledge Points gained, and some pieces of information may require more than a single Knowledge Point to uncover.

There is a three-tiered clue structure to the revelation of any clue. Each step contains a piece of information and has a Knowledge Point total necessary to reach it. Once a step is reached, all information available in preceding steps is automatically awarded as well.

Revelation of information from a Clue Analysis is dependent upon how many RAPs the Analysis gained: 1 RAP (little information), 1/2 the RV in RAPs (a good deal of information), or Full RV RAPs (everything there is to know about the clue).

AV/EVs to a Clue Analysis equal a Character's APs of Detective while OV/RVs vary depending on the situation; normally these are either the INT/MIND of the criminal leaving the clue or the criminal's APs of Thief Skill.

Example: A police detective with Detective of 3 APs finds a cigarette holder that has the following clue structure:

Knowledge Points	Clue
1 RAP	A
1/2 RV	B
Full RV	C

OV/RVs to the cigarette holder clue are at 3/3. The detective rolls an 11, succeeding but with no Column Shifts. The detective receives 1 RAP, sufficient information to discover A, the first clue, but 1 AP short of clue B. The detective discovers that the cigarette holder is a style used exclusively by women.

Batman, with a Detective of 12 APs, finds the same cigarette holder. Batman rolls a 13, succeeding with two Column Shifts and receiving 12 RAPs, more than enough to unravel the entire clue.

Batman discovers that:

(A) This style of cigarette holder is used exclusively by women.
(B) The cigarette holder has a narcotic residue and a small tube runs the length of the mouthpiece in which there are traces of a deadly poison, and
(C) The mouthpiece detaches from the rest of the holder, presumably to load the poison tube; the poison has an herbal base, which suggests the involvement of Batman's old enemy, Poison Ivy.

* *Counterfeit Recognition* enables a Character to identify phony money, fake art, forged signatures, or anything that is a fraudulent copy. The AV/EV of a Counterfeit Recognition attempt is equal to the Character's APs of Detective while the OV/RV is equal to the RAPs of the Thief (Forgery) Check which made the object being identified. If this Check gains positive RAPs, the object is uncovered as a fake; otherwise, the Character believes the article to be genuine.

* *Identification Systems* enables a Character to verify the identity of another Character from fingerprints, retinal or voice patterns, etc. if he has access to the proper equipment. If the target Character is unknown by any authority, there exists no chance to identify him through Identification Systems.

The AV/EV equals the Character's APs of Detective while OV/RVs equal the Thief Skill of the target Character. Positive RAPs reveal the identity of the Character sought.

* *Law* enables a Character to exercise jurisprudence to free himself and/or friends from legal constraints. The AV/EV of such attempts equals the Character's APs of Detective, while the OV/RV equals the APs of Law of the opposing lawyer.

OV Column Shift modifiers apply to Law attempts as follows: +6 Columns when the defendant is blatantly guilty; +3 to +5 if the defendant has been framed (if the framing Character is exposed, the OV modifier becomes a -2 Column Shift for Law use). An innocent defendant who has not been framed receives a -1 Column Shift modifier.

Positive RAPs on any Law attempt indicate successful defense or prosecution.

* *Police Procedure* enables a Character to avoid both police conflict and security. For example, such a Character could apprehend felons and gain access to a crime scene without being arrested for interfering with an investigation.

A Character with Police Procedure will be on Friendly or Neutral terms with the police unless the Character has the Mistrust Drawback. This Subskill may be substituted for the AV/EV of Persuasion when dealing with law enforcement personnel.

GADGETRY

Link: INT
Range: Self
Type: Dice
Base Cost: 25
Factor Cost: 8

Gadgetry is the ability to build, identify, and use technological devices. The Gadgetry Skill consists of two separate Subskills: Build Gadget and Identify Gadget.

* *Build Gadget* enables a Character to design and build new Gadgets. For further information on the Gadgetry rules and how to build Gadgets, see **Chapter Seven**.

Identify Gadget allows a Character to identify the functions of an unknown or unfamiliar Gadget. Identifying a Gadget is a normal Dice Action, using the Character's APs of Gadgetry as the AV/EV and the Gadget's single highest AP value as the OV/RV.

Attempts by a Character to identify a Gadget which is the product of an isolated or alien technology should be modified by the *Universal Modifier Table.* An attempt to identify a device built by aliens who are remarkably similar to humans might be Difficult, while an attempt to identify a device constructed by aliens so different from humans that their thought patterns are completely incomprehensible to the human mind might be Beyond the Limit.

If a Character attempting such identification receives 1 RAP, he possesses a rudimentary understanding of the device and can operate it with a +3 Column Shift modifier to all of its functions. If the Character receives RAPs equal to one half (1/2) the RV of the Identify Gadget attempt, he understands the device and can control all of its functions without penalty.

If the Character receives RAPs equal to or greater than the RV of the Identify Gadget attempt, he completely understands the device, can control its functions without penalty, and can even modify or repair the item, if necessary.

MARTIAL ARTIST

Link: Dex*
Range: Self **Type: Dice**
Base Cost: 25 **Factor Cost: 6**

A Character with the Martial Artist Skill is extremely proficient in hand-to-hand combat. Not all Characters who possess this Skill are actually trained in the Oriental Martial Arts; some merely excel in hand-to-hand combat or possess a unique fighting prowess.

Possession of the Martial Artist Skill bestows two abilities on the Character:

- The Martial Artist is allowed to permanently add two points (+2) to his Initiative score, an addition which reflects the Martial Artist's extreme physical agility and finely tuned presence.
- The Martial Artist is allowed to substitute his APs of Skill for either AV, EV, OV, or RV when engaged in hand-to-hand combat. The Martial Artist may only substitute his APs of Skill for one of these values each phase and must declare for which value (if any) he will substitute during the upcoming phase. Substitutions of this nature only affect hand-to-hand combat and attacks made with melee weapons (knives, swords, staves, etc.).

Example: A Martial Artist who had chosen to substitute APs of Skill for his RV is attacked by an Energy Blast; since this attack is neither hand-to-hand nor melee combat, he would defend with his normal RV, not with the APs of Martial Artist. Similarly, if the Martial Artist was planning to fire an Energy Blast during the upcoming phase, he could not use his APs of Skill as the AV or EV of the attack.

Note: A Character substituting Martial Artist APs for any value can only spend a number of Hero Points equal to his substituted Attribute value on the attempt. For example, if the Batman (STR of 5 APs, and Martial Artist of 9 APs) were to substitute his APs of Martial Artist for his EV, he could spend a maximum of 5 Hero Points on his EV, as this figure was the AP level of his substituted Attribute (STR).

MEDICINE

Link: INT
Range: Self **Type: Dice**
Base Cost: 5 **Factor Cost: 6**

The Medicine Skill is composed of four Subskills; these are First Aid, Forensics, Medical Treatment, and Surgery. First Aid and Surgery are only useful toward healing damage done to the BODY of a Character. Medical Treatment may be used to heal BODY, MIND, or SPIRIT. First Aid is the only Subskill of Medicine which may be attempted through Unskilled Use.

First Aid enables a Character to treat wounds inflicted in Killing Combat by reducing or delaying the resulting damage (bleeding may be stopped and the infection of wounds can be prevented). The AV/EV of a First Aid attempt is the APs of Medicine, while the OV/RV equals the total amount of damage to the Current BODY Condition of the Character being treated.

A successful First Aid attempt will halt the loss of Current BODY Condition APs sustained by a Character reduced to a negative Current BODY Condition by Killing Combat. The RAPs earned equal the length of time in APs that the bleeding has been stopped. At the end of this time, wounds will reopen and the injured Character will again sustain damage every 8 APs of time.

** Forensics* enables a Character to ascertain information regarding the manner of death by examining a body. Such analysis using this Subskill must be conducted in a laboratory in all but the most obvious of cases. In a laboratory, the exact cause and approximate time of death may be determined.

The time of death determined through a Forensics Check is accurate to within 5 APs of the length of time (in APs) the victim has been deceased. For example, if a body had been dead one week (18 APs), the time of death can be accurately determined to within 8 hours (13 APs).

If Knowledge Points may be gained from examination of a corpse, Forensics may be used to gather this information. The AV/EV of such an attempt equals the Character's APs of Medicine Skill, while the OV/RV equals 4/4 for a body dead one week to six months, and 10/10 for a body dead more than six months. Positive RAPs reveal Knowledge Points information normally.

** Medical Treatment* enables a Character to aid others in combating the effects of disease. Medical Treatment may only be attempted once per day on any one Character. RAPs are added directly to the patient's Recovery RAPs (see page 99) to determine how rapidly the Character heals. If Recovery is unsuccessful for any reason, Medical Treatment has no effect.

AV/EVs to Medical Treatment equal the Character's APs of Medicine while OV/RVs equal the absolute value of damage (in APs) sustained by the Character treated (if a Character's BODY is reduced to -6, OV/RVs to Medical Treatment are at 6/6).

Optionally, OV/RVs may equal the APs of the disease or poison which affected the Character. Positive RAPs from Medical Treatment indicate the patient Character stops losing points of BODY for a length of time (in APs) equal to the RAPs of the Medical Treatment.

If any Medical Treatment is administered to a Character who has sustained MIND damage, the patient may only be treated once per week, regardless of whether or not the treatment was successful (received positive RAPs).

Medical Treatment requires proper equipment and medicines, such as those available in hospitals and mental health facilities. If these are not available, Medical Treatment may not be administered and only First Aid may be given. A Character specializing in Medical Treatment must also possess the First Aid Subskill.

If a Character fails a Medical Treatment attempt and his APs of Medicine are less than the absolute value of the damage sustained by the patient (in APs), the Medical Treatment has made the condition worse and the patient loses his next Resting Recovery Roll. If a Character's APs of Medicine are greater than or equal to the absolute value of damage sustained, no additional damage is done to the patient; the Treatment was simply unsuccessful.

If damage sustained by a Character is to a specific organ or portion of the body and the Character's BODY has been reduced below 0, Medical Treatment is of no use; Surgery is required.

** Surgery* enables a Character to repair extensive Physical damage sustained by another Character. It also allows the surgeon Character to perform normal surgery up to and including transplant operations and implantation of artificial organs.

The AV/EV of a Surgery Attempt equals the Character's APs of Medicine, and the OV/RV equals the absolute value of the damage sustained by the patient. For example, if a Character with a BODY of 5 APs was reduced to a Current BODY Condition of -4, the OV/RV of Surgery would be 9/9. The OV/RV receives a +1 Column Shift modifier if vital organs such as the heart, lungs, or brain are subject to Surgery. A Character may undergo Surgery a maximum of once per day, although a Character may receive Surgery and other forms of Medicine, such as First Aid or Medical Treatment, on the same day.

Specific organs or limbs which have been damaged may be repaired through Surgery. RAPs on the Surgery attempt are added directly to the patient Character's BODY APs to repair damage sustained.

If a Character fails a Surgery attempt and his APs of Medicine are less than the absolute value of the damage sustained by the patient (in APs), the surgery has made the condition worse. The patient Character then sustains one (1) additional AP of damage from the failed surgery and loses his next Resting Recovery Roll.

If a Character's APs of Surgery are greater than or equal to the absolute value of the damage sustained by the patient (in APs), no additional damage was done to the patient; the surgery was simply unsuccessful.

A Character with the Surgery Subskill must also possess both the Medical Treatment and First Aid Subskills.

MILITARY SCIENCE

Link: INT
Range: Self
Type: Dice
Base Cost: 10
Factor Cost: 8

Military Science possesses six basic Subskills: Camouflage, Cartography, Danger Recognition, Demolition, Field Command, and Tracking. Camouflage, Cartography, and Tracking are the only Subskills of Military Science which may be attempted through Unskilled Use.

Camouflage enables a Character to alter the appearance of objects and equipment in an effort to conceal them from view. Perception Checks made in an attempt to spot Camouflaged items have OVs increased by the Camouflaging Character's APs of Skill.

Cartography enables a Character to draw and interpret complex maps and charts. An interpretive Cartography attempt is an Automatic Action provided the map's legend is in a language known by the Character. If the map is in an unknown but recognizable language, the attempt is a Dice Action with OV/RVs of 4/4. If the nature of the map is completely alien to the reader, OV/RVs are at 10/10.

RAPs from a Dice Action Cartography attempt are treated as Knowledge Points. 1 RAP indicates a vague understanding of the map; 1/2 RV RAPs indicate a general knowledge of the map's purpose; and Full RV RAPs indicate a correct interpretation of every symbol and relationship depicted on the map.

In any case, the amount of knowledge gained by a Character through a Cartography attempt is limited by the map's detail and accuracy; very little information could be learned about an individual city, for example, from a map of the entire United States.

Making a map is an Automatic Action for a Character with the Cartography Subskill. The time required to do so is equal to 5 APs plus the APs of information contained in the map. A map containing only 1 AP of information is a very rough sketch, while an 8-AP map is a highly accurate topographic map featuring buildings (represented in exact scale and providing information regarding the building's construction), the local soil types, and the native vegetation.

**** Danger Recognition*** allows a Character to avoid an ambush by identifying and recognizing subtle peculiarities in the battlefield environment. The APs of the Danger Recognition Subskill act as a Character's AV/EV when rolling to avoid the effects of Surprise (see page 105).

In addition, Danger Recognition functions exactly like the Danger Sense Power (see page 53) whenever the Skilled Character is operating on a military battlefield. In other words, Sgt. Rock can use his Danger Recognition Subskill to realize that there are German land mines on the road up ahead of him, but a superhero would need the actual Danger Sense Power to detect the presence of supervillains in the area. Sgt. Rock likes to refer to his Danger Recognition Subskill as his "combat antenna."

**** Demolition*** enables a Character to work safely with explosives and to achieve desired effects from a charge, provided that the charge is sufficiently powerful. In a Demolition attempt, the AV is equal to the user's APs of Skill and the EV is equal to the explosive's APs of the Bomb Power.

A Character using the Demolition Subskill must work with the explosive charge for roughly four minutes (6 APs) in order to achieve the desired result. A Character spending less time subtracts a number of APs from his AV equal to the mandatory time that was not spent (spending only two minutes, for example, subtracts 5 from the AV).

**** Field Command*** enables a Character to lead troops in battle. The Field Command Subskill dictates the number of Hero Points a troop commander may spend to affect a unit's dice rolls, as discussed in the rules for field battles found on page 91 of the *World at War Sourcebook*.

Tracking gives a Character the ability to follow the trail of another Character. The AV/EV of a Tracking attempt is equal to the tracker's APs of Skill. The OV/RV is equal to the quarry's DEX/DEX.

The OV of a Tracking attempt receives a +1 Column Shift modifier if the quarry is a Character without the Tracking Subskill who is consciously attempting to conceal his path. If more than one Character is being tracked simultaneously, the OV/RV of the attempt equals the lowest DEX/DEX of all the Characters being tracked.

A Character with Military Science who tries to obscure his own trail or the trails of others uses his Tracking APs as both OV/RV to any attempt to track the Characters. A Character need not obscure such a trail at full Tracking APs; he may choose to disguise the path at an AP value less than the APs of Tracking to "lead on" tracking Characters (in this case, a Character may assign OV/RVs to the tracking attempt up to his APs of the Tracking Subskill).

A quarry with the Tracking Subskill may make a special effort to conceal his own trail and that of his companions, substituting his APs of Tracking for DEX/DEX when computing the OV/RV of the attempt. Characters operating in this fashion do not have to obscure their trails at their full AP value in order to lead a tracker and obscure their own Skill level.

Positive RAPs on any Tracking attempt indicate the distance over which the tracker may follow the quarry's trail. At the end of this distance, the tracker must make another Tracking Check to pick up the trail again.

The OV of a Tracking attempt is modified by environmental circumstances, according to the *Universal Modifier Table*. Tracking a quarry through fresh mud or snow is an Easy action, while following a Character at night over concrete in a blinding rainstorm is Beyond the Limit.

OCCULTIST

Link: INT/PRE*
Range: Self
Type: Dice
Base Cost: 20
Factor Cost: 9

Characters with the Occultist Skill are intimately familiar with the world of the supernatural and all its paraphernalia. Skilled Occultists can identify and create mystical objects, perform magic rituals, and sense mystic energy. Occultist consists of five separate Subskills: Create Artifact, Identify Artifact, Occult Knowledge, Ritual Magic, and Premonition. None of these may be attempted with Unskilled Use.

Note: For a more detailed treatment of this Skill and magic in general, consult the *Magic* sourcebook.

Create Artifact enables the user to create mystical devices. In order to differentiate them from Gadgets, such occult devices are known as Artifacts. Artifacts are generated in the same fashion as Gadgets (see **Chapter Seven**) with the following exceptions:

1. Appropriate Skill: Characters constructing Artifacts use the Occultist (Create Artifact) Subskill in place of the Gadgetry Skill when calculating the AV/EV of an attempt to install an ability or make repairs. Objects constructed with the Gadgetry Skill may not be repaired with the Occultist Skill or vice versa.

2. Workshops: Occultists use Workshops instead of the Laboratories described on page 115. A Workshop costs as many Hero Points as a Laboratory with an identical AP rating (that is, a Factor Cost of 3). Due to the clash between magic and science, Characters attempting to construct a Gadget in a Workshop receive a +2 Column Shift penalty to the OV/RV of all their Gadgetry Checks. The same holds true for Characters who attempt to construct an Artifact in a Laboratory. Workshops are maintained in the same fashion as Laboratories.

3. Parts: The parts necessary for the construction of Artifacts are not as easy to obtain as the scientific components used to construct Gadgets. Instead of the Wealth Check necessary to purchase parts (**Step 4** of the Gadget-construction process), the Gamemaster might occasionally require a Character constructing an Artifact to obtain one or two special components during the course of his adventures. Generally, the difficulty of obtaining these components should relate to the potency of the Artifact the Character is constructing.

Identify Artifact enables a Character to identify the specific function of unknown or unfamiliar occult Artifacts. An Identify Artifact attempt is a Dice Action using the Occultist's APs as the AV/EV against an OV/RV equal to the Artifact's single highest AP value. The number of RAPs earned determines how much information about the Artifact the Occultist is able to discern, in the same fashion as the Identify Gadget Subskill of Gadgetry.

Any attempt to Identify a particularly complex or obscure Artifact should be modified according to the *Universal Modifier Table*. Identifying an Artifact created during another age, such as an Atlantean occult Artifact, would be a Difficult task, for example, while Identifying an Artifact created by a Sorcerer from another dimension would be Extreme.

A successful Identification only indicates that the Occultist has discerned the Artifact's function and can activate its abilities. It does not indicate that the Occultist recognizes the Artifact or knows its name and history. Only a successful use of the Occult Knowledge Subskill will provide this sort of information.

Occult Knowledge provides a Character with information and useful lore pertaining to occult history, occult personalities, and locations with an occult significance. The use of this Subskill is a Dice Action with an AV/EV equal to the Occultist's APs of Skill and an OV/RV relative to the obscurity of the information in question (GM's discretion). When appropriate, the RAPs earned on an Occult Knowledge Action Check are treated as Knowledge Points.

Ritual Magic enables a character to wield magical energy by performing mystical rituals. To perform a ritual, the Occultist must have learned the ritual at some point in his career. New rituals are learned by studying rare tomes and inscriptions, receiving instruction from other Occultists, or conducting Occult Experiments (see below).

The Parts of a Ritual

All Rituals consist of an Effect, a Casting Time, a list of Necessary Components, a list of Special Restrictions, and a Hero Point Cost.

The Ritual's ***Effect*** is a Power or Skill mimicked by the Ritual and its associated AP value. A rain dance, for instance, might have the Weather Control Power rated at 7 APs as its Effect. The Gadgetry and Scientist Skills, being inherently non-magical, may never be duplicated using Ritual Magic.

The ***Casting Time*** represents the length of time (in APs) actually required to perform the Ritual. Usually, this time is spent concentrating, chanting, making ritualistic hand motions, and generally preparing. If the Occultist is disturbed or distracted during the casting process, the Ritual automatically fails and must be attempted anew.

Necessary Components are special items the Occultist must possess in order to perform the Ritual without complication. Generally, these items are consumed during the casting process and must be reacquired before repeating the Ritual. Necessary Components are assigned both a description and a cost. A Transmutation Ritual, for example, might require an ounce of gold worth $400 (4 APs). Before a Ritual may be performed, the Occultist must make a Wealth Check to acquire its Necessary Components.

Special Restrictions are unusual conditions that the Occultist must meet before he may attempt to perform the Ritual or unusual limitations on the Ritual's Effect. A Restriction might require an Occultist to fast for several days before attempting a Ritual, for instance, or limit a Ritual with a Dimension Travel (Summoning) Effect to summoning a single, specific individual.

The Ritual's ***Hero Point Cost*** is the cost the Occultist must pay in order to learn the Ritual. An Occultist who comes across a new Ritual and refuses to pay its Hero Point Cost is entitled to perform that Ritual only if he is able to consult a written description of the Ritual during its actual casting.

Performing a Ritual

To perform a Ritual, the Occultist makes an Action Check with an AV/EV equal to his APs of Ritual Magic against an OV/RV equal to the Ritual's listed APs of Effect. A Character performing a Ritual with a Weather Control Effect rated at 15 APs, for example, would roll against an OV/RV of 15/15. One or more RAPs indicate that the Ritual has succeeded, and its Effect is immediately resolved. Failure indicates that the Ritual was improperly performed or somehow failed to take effect. In this case, the Occultist must reacquire any Necessary Components and perform the appropriate procedures before attempting the Ritual again.

Modifying a Ritual Magic Attempt

Casting Time: With the GM's permission, each AP of time an Occultist adds to a Ritual's listed Casting Time allows the Occultist to add 1 AP to his AV/EV when rolling to perform the Ritual. An Occultist who takes a full hour (10 APs) to perform a Ritual with a Casting Time of 1 minute (4 APs), for instance, may add 6 APs to both his AV and EV.

Necessary Components: With the GM's permission, Occultists may perform Rituals even though they have not acquired all of the Ritual's Necessary Components. Increase the OV/RV of such an attempt by an amount equal to the value of the Necessary Components, minus the value of the Components the Occultist did manage to acquire. A mage who acquires $200 (3 APs) worth of Components for a Ritual requiring $1,000 (6 APs) worth of Components, for example, increases the OV and RV of the attempt by 3 APs each.

Pushing a Ritual Effect: Once a Ritual has been successfully performed but before its Effect has been resolved, the caster may attempt to Push the Effect, as described on page 89. In this case, the AV/EV of the Push attempt is equal to the RAPs earned on the Ritual Magic Action Check that indicated that the Ritual had been successful. The OV/RV is the APs of Effect.

Hero Points and Rituals: Hero Points may not be spent to alter the AV/EV of a Ritual's Dice Effect. In other words, once a mage performs a Ritual with an Energy Blast Effect, he may not spend Hero Points to increase the AV/EV of the actual Energy Blast attack. Instead, the Effect must be Pushed using the rules described above. This is a special exception to the rules that generally prohibits Characters from Pushing a Dice Action.

Duration of a Ritual Effect

Rituals with a Dice Effect (such as Energy Blast, Exorcism, or Weather Control) last for one dice roll only (that is, one Energy Blast, one Exorcism attempt, or one Weather Control attempt). Rituals with an Automatic Effect normally last for an amount of time (in APs) equal to their Effect's APs ratings (A Ritual with a Skin Armor Effect rated at 10 APs protects the caster for one hour), but the GM is free to set other limits.

Occult Experimentation

Occultists may create new Rituals during play through a four-step process known as Occult Experimentation.

1. Design the Ritual: During this step, the Occultist designs the Ritual by determining its Effect, Casting Time, Necessary Components, and Special Restrictions. Before the process can continue, the GM must approve the Ritual, using the same criteria used to approve new Gadgets (see page 114).

2. Calculate Hero Point Cost: To calculate the Ritual's Hero Point Cost, use the rules in **Chapter Two** to determine the number of Hero Points necessary to purchase the Ritual's Effect as though the Power or Skill in question were being purchased for a new Character. Modify the Factor Cost of the Ritual's Effect by its Casting Time and the cost of its Necessary Components as indicated on the following tables:

Casting Time	Factor Cost Modifier
0-3 APs	+1
4-7 APs	0
8-11 APs	-1
12-15 APs	-2
16-19 APs	-3
20-23 APs	-4
24+ APs	-5

Necessary Components Cost	Factor Cost Modifier
0-3 APs	+1
4-5 APs	0
6-8 APs	-1
9-11 APs	-2
12-15 APs	-3
16-19 APs	-4
20+APs	-5

Under no circumstances can these tables reduce a Factor Cost to less than 1. Any modified Factor Cost that is reduced below 1 is treated as 1.

Once you have determined the modified cost of the Ritual's Effect, subtract 10 points for each of its Special Restrictions. Special Restrictions cannot reduce a Ritual's cost by more than 1/2 its modified cost. In other words, a Ritual with a modified Effect cost of 92 Hero Points and 5 Special Restrictions has its cost reduced to only 46 Hero Points.

Finally, after you've accounted for Special Restrictions, divide the total by a Ritual Bonus of 4 to calculate the Ritual's final Hero Point Cost. Round any fractions up.

3. Purchase Supplies: The process of occult experimentation requires ingredients, material components, reference books, and other basic supplies. Before the experimentation process may continue, the Occultist must gain positive RAPs on a Wealth Check with an OV/RV equal to the AP rating of the Ritual's Effect. If this Wealth Check fails, experimentation may not continue until the Occultist is entitled to another Wealth Check, per the rules found in **Chapter Eight**.

4. Create the Ritual: Finally, the Occultist makes a Ritual Magic Action Check against an OV/RV equal to the AP rating of the Ritual's Effect. If this Check gains positive RAPs, the attempt is successful and the Occultist may learn the new Ritual by paying its Hero Point Cost. If the Check fails, the attempt is unsuccessful and the Occultist must begin the whole process all over again.

The base time necessary to create a Ritual is one month (20 APs of time). This base time may be altered upward or downward using the same rules found on page 115.

Premonition is the ability to sense omens and subtle portents. Characters with this Subskill have three special abilities:

1. By paying a fee of 50 Hero Points, a Character with the Premonition Subskill is allowed to ask the Gamemaster for the results of an action before he actually commits to performing that action. If the action is a Dice Action, the dice are rolled normally to determine a result.

Occultists with the Premonition Subskill may not use this Power to foresee the results of an action performed by another Character.

2. Characters with the Premonition Subskill may also pay a fee of 50 Hero Points in order to determine whether a being or object is aligned with the forces of good, the forces of evil, or neither. Once the fee has been paid, the Occultist makes an Action Check using his APs of Premonition against an OV/RV equal to the target's INFL/SPIRIT (if the target is a living being) or against an OV/RV determined by consulting the ***Universal Modifier Table*** (if the target is an object).

3. Finally, Characters with the Premonition Subskill can detect waves of synchronicity energy and the entrances to synchronicity "highways." Such an effort requires a successful Action Check using the Occultist's APs of Premonition as the AV/EV against an OV/RV that is determined by consulting the ***Universal Modifier Table***. Detecting a powerful wave of synchronicity energy, such as that produced by a very serious and immediate mystical crisis is a Challenging action, for example, while detecting the minute amounts of energy left behind by an amazing coincidence or a recently performed Occultist Ritual is a Herculean task. Note that this ability only allows the Occultist to detect synchronicity energies in his immediate vicinity. Detecting a distant mystical crisis or synchronicity concentration requires the Awareness Power.

SCIENTIST

Link: INT
Range: Self
Type: Dice
Base Cost: 10
Factor Cost: 5

The Scientist Skill possesses two distinct Subskills: Analysis and Drawing Plans.

Analysis enables a Character to identify the structure of any physical object, ranging from an electronic computer console to an alien genetic code. A Character with this Subskill can discover how such objects are designed and can recognize even minor structural flaws.

The AV/EV of Analysis attempts is the Character's APs of Scientist, while the OV/RV equals either the Scientist or Gadgetry Skill of the Character who designed the object. RAPs are interpreted in Knowledge Points as described below:

1 RAP: The Character possesses a rudimentary understanding of the object sufficient to operate the object (if applicable) with a +4 Column Shift modifier to the OV of such an attempt (with Gadgetry or Scientist APs acting as the AV/EV). This penalty replaces Unskilled Use modifiers.

1/2 RV: The Character possesses a working knowledge of the object and can use it with a +1 Column Shift modifier to the OV of such an attempt. Further, the Character is knowledgeable of any hidden weaknesses inherent to the object, allowing the Character to discover a Physical or Mental Attack form to which the object is vulnerable and the location most likely to cause the greatest damage. The object's OV is reduced by the APs of Scientist Skill (to a minimum of 1) for one attack only.

Full RV: The Character possesses complete knowledge of the object and may operate it with no penalties whatsoever. A Character possessing the Drawing Plans Subskill may also devise plans to duplicate the object, which will function once created at an AP level equivalent to the original object.

* ***Drawing Plans*** allows a Character to devise blueprints for objects. Use of this Subskill is an Automatic Action. Plans drawn using this Subskill provide the potential for objects to be more effective upon their construction, by giving a -2 Column Shift modifier to the OV of a Character using such plans to build an object. Alternately, a Character's APs of Scientist could be substituted for the EV in another Character's Build Gadget attempt, in which case the -2 Column Shift modifier is not used.

A Character possessing Scientist may Draw Plans for any device of a Physical or Mental nature. The Character must specify the object's properties according to Gadgetry categories (see **Chapter Seven**), such as a normal device or an Omni-Gadget. Each plan takes one week (18 APs) to design and costs 2 Hero Points to develop.

THIEF

Link: Dex
Range: Self
Type: Dice
Base Cost: 10
Factor Cost: 8

The Thief Skill possesses six specific Subskills: which are Escape Artist, Forgery, Locks and Safes, Pickpocketing, Security Systems, and Stealth.

Escape Artist enables a Character to escape from close restraints: ropes, chains, handcuffs, etc. The AV/EV of such attempts equals the Character's APs of the Skill. The OV/RV for typical restraints can be found on the table below. Positive RAPs indicate a successful escape.

Restraint Type	OV/RVs
Quick Binding	2/2
Tightly Bound	4/4
Handcuffs	6/6
Chained to Wall	8/8
Locked in Jail Cell	10/10
Locked in Safe	15/15

**** Forgery*** enables a Character to create excellent copies of signatures or works of art. The AV/EV of Forgery equals the forger's APs of Thief. The OV/RV for signature duplication is 4/4; the OV/RV for copying a work of art equals the original creator's APs of Artist; and the OV/RV for monetary counterfeiting is 8/8.

The RAPs from a successful Forgery Check act as the OV/RV against Detective (Counterfeit Recognition) and/or Perception Checks made to expose the Forgery.

Locks and Safes enables a Character to open locks, with an AV/EV equal to the Character's APs of Thief and an OV/RV equal to the Gadgetry APs of the locksmith who designed the lock or safe.

Simple locks, such as those found in normal houses have OV/RVs of 2/2. Complicated locks (time locks, for example) may possess OV/RVs of 10/10 or higher, providing for the locksmith's Gadgetry AP level.

A simple safe has OV/RVs of 4/4 while extremely complicated and secure safes would have OV/RVs of 15/15 or higher, providing for the creator's Gadgetry AP level.

Positive RAPs on a Locks and Safes attempt indicate success. It takes at least one phase (4 seconds/0 APs) to open a lock and at least one minute (4 APs) to open a safe.

Pickpocketing enables a Character to take valuables from another Character without that person's knowledge. The AV/EV is equal to the APs of Thief, the OV/RV is equal to the target's DEX/INT and could be increased by as much as +3 Column Shifts if the valuable sought is in an inaccessible location, such as the inside jacket pocket of a man wearing an overcoat (GM's discretion).

**** Security Systems*** allows a Character to override electronic security alarms. The AV/EV equals the Character's APs of Thief against an OV/RV equal to the creator's Gadgetry or Thief (Security Systems) Skill, whichever is higher. Positive RAPs indicate success in overriding the system.

A standard security system has OV/RVs of 5/5 while complex systems have OV/RVs of 15/15 or higher, providing for the creator's Gadgetry AP level. It takes at least one minute (4 APs) to override a device through Security Systems.

Stealth is a Character's ability to move silently and without being seen by other Characters. The APs of Thief are used as the OV/RV against Perception Checks made to discover the stealthful Character.

Positive RAPs indicate success in locating the stealthful Character. Use of Stealth is most common at night or under other visually-obscuring conditions. Following are cumulative OV/RV column modifiers to detection of Stealth attempts pertaining to environmental conditions.

Circumstance	OV/RV Modifier
Intruder Alert Activated	-1
Day/Bright Area	-2
No Cover Exists	-3

VEHICLES

Link: DEX
Range: Self
Type: Dice
Base Cost: 5
Factor Cost: 5

Vehicles has four Subskills: Air Vehicles, Land Vehicles, Water Vehicles, and Space Craft. Each Subskill functions in an identical manner with the exception of the type of craft controllable through use of the Subskill.

Each Vehicle Subskill enables a Character to safely operate the respective vehicle under normal conditions. Use of on-board weaponry while operating a vehicle has an AV equal to the operating Character's Vehicles Skill. If firing at another vehicle, the OV equals the Vehicles Skill of the opposing operator.

A Character who attempts a trick maneuver, such as leaping a canyon or avoiding a collision in an asteroid field, receives a Column Shift modifier to the OV for the Vehicles attempt based on the ***Universal Modifier Table***. A +1 Column Shift would modify a simple motorcycle jump over a car, while a +7 Column Shift would modify a flight on the event horizon of a black hole.

Air Vehicles includes use of fixed wing (airplanes), rotary wing (helicopters), lighter-than-air (dirigibles) craft, etc.

Land Vehicles includes use of cars, trains, trucks, tanks, hovercraft, and so forth.

Water Vehicles includes use of sailboats, aircraft carriers, submarines, tugboats, and so on.

**** Space Craft*** includes use of transport intended to function in deep space or to convey objects or persons from any planetary surface into space.

WEAPONRY

Link: DEX
Range: Self
Type: Dice
Base Cost: 5
Factor Cost: 6

Weaponry has five Subskills: Firearms, Exotic Weapons, Melee Weapons, Missile Weapons, and Heavy Weapons. Each Subskill functions in an identical manner with the exception of the type of weapon wieldable through use of the Subskill. Unskilled Characters may not use the Exotic Weapons subskill.

The AVs for attacks made with Weaponry equal a Character's APs of the Skill, substituted for DEX, with EVs equal to damage inflicted by the weapon itself. Weaponry Skill also enables a Character to repair weapons which become damaged or malfunction: a gun which jams or a bowstring which breaks may automatically be repaired by such a Character in one minute (4 APs).

**** Exotic Weapons*** includes the use of specially-designed and commercially unavailable weaponry, most notably weapons designed expressly for a particular hero or villain.

Use of an exotic weapon by a Character for whom the weapon was not designed requires an Action Check with AV/EVs equal to the Character's APs of Weaponry. OV/RVs to this attempt equal the weapon's highest Attribute or Power as rated in APs.

Firearms includes use of all weapons that fire chemically powered projectiles or beam weapons. Guns, basically.

Heavy Weapons includes use of all violently explosive projectile weapons from grenade launchers to tank gun artillery to rockets.

Melee Weapons includes use of knives, clubs, swords, or any other manner of weapon employable in hand-to-hand combat. Melee weapons do not normally include projectile weapons, but a Character swinging a rifle with the intent of clubbing an opponent would utilize the Melee Weapons Subskill rather than the Firearms Subskill to resolve the attack.

Missile Weapons includes use of all manually-propelled objects from thrown rocks and grenades to long bows.

Chapter Three: The Rules

This chapter reiterates and expands upon the "eight ideas" found in the **Introduction to DC Heroes**. Much of the information here will be familiar to you, but some of it is new, including several optional rules for advanced Players. If you are already comfortable with the **DC Heroes** rules, feel free to skip this section and go on to **Chapter Four**. However, when questions arise regarding the rules of the game, refer back to this section rather than the **Introduction**.

The Gamemaster and the Players

Each of the participants in the **DC Heroes RPG** has a vital role to play. One of the participants is always the "Gamemaster" (GM for short), while the others are "Players."

Each of the Players takes on the role of one of the heroes from DC Comics. In effect, the Players temporarily become the heroes. They decide what the heroes will do in a series of situations. Should Batman swing down on his Batrope to knock the thug unconscious or should he just throw down a Batarang to do the job? Is it better for Superman to go and confront Lex Luthor now, before any more people are injured, or should he wait until he has more hard evidence of LexCorp's involvement in the epidemic that is sweeping the eastern seaboard? These are the kind of questions that the Players playing Batman and Superman must answer. In the **Welcome to Gotham City** solo adventure, you were playing the role of Batman.

The Gamemaster does not take on the role of an individual hero. Instead, he sets the stage for the adventure in which the Players' heroes will participate. He functions like the writers who script DC Comics: the GM decides which villain(s) the heroes will encounter during the adventure, what the villains are after, and how they hope to accomplish their goals. The GM also plays the roles of the villains and the minor characters that the heroes encounter along the way. Suppose, for example, that you are playing Batman and you decide to go ask Commissioner Gordon for help on a case. The GM would then assume the role of Gordon and decide whether or not the Commissioner can be of any help to you.

One of the Gamemaster's other responsibilities is to serve as a sort of referee. He must make sure that all the Players are following the rules of the game, and be prepared to make snap decisions as to what the Players' Characters can and cannot do. The Gamemaster also ultimately decides the outcome of the heroes' actions.

In short, the Gamemaster functions as a sort of storyteller. He keeps play flowing smoothly, interprets the rules, and designs the challenges that the heroes must tackle. If you are unsure of exactly what the GM does during play, refer back to the **What is a role-playing game?** section of the **Introduction**.

Playing the Game

The rules are a framework that help the GM decide what will happen in certain situations. Let's say for example, that you and a friend are playing Batman and Robin. After an exhaustive search you finally manage to find the Joker's hideout. As you enter the hideout, however, the Joker sends ten thugs out to kill you. What happens now? Well, instead of just making some arbitrary decision like, "it's a hard battle, but you win," the GM uses the Combat rules in **Chapter Five** to actually play out the situation and see who wins.

Suppose that Batman and Robin win the battle against the thugs, but by the time the battle is over, the GM decides that the Joker has left the hideout and escaped. Batman will probably want to interrogate one of the thugs and see if the thug can tell him where the Joker may have gone. Batman is a pretty scary guy; but is he scary enough to make the thug tell him what he wants to know? Instead of just pulling an answer out of thin air, the GM can use the Character Interaction rules in **Chapter Six** to figure out how much information the Batman gets out of the thug.

There are rules for all of the activities that the heroes commonly perform in the DC Comics, in order to help the GM decide what happens whenever the heroes (or villains) try to perform those activities. If a Player wants his Character to take an action that is not covered in the rules, it is up to the GM to decide what happens next; but the rules cover such a broad range of possible actions that this rarely happens.

You should also note that the GM can choose to supersede or change any of the rules. If you do not like something, go ahead and change it. If you think that the way the Players are rolling the dice is spoiling the adventure, feel free to step in every once in a while and supersede the rules. But take extra care in situations like this. You should probably only change a rule or overrule a dice roll when you have a very good reason to do so. The GM's key responsibility is always to make sure that everyone (including himself) is having fun!

You will find a lot more advice on how to be a successful Gamemaster in **Chapter Nine** towards the end of this book.

> **Optional Rules**
>
> Occasionally, throughout this book, there will appear rules offset from the rest of the text like this. These are ***Optional Advanced Rules*** that can be used to increase the realism of the game system, speed up play, or add more detail. However, they tend to complicate the game, so they should only be used by Gamemasters and Players who are comfortable with the normal rules. It is the GM's responsibility to inform the Players which Optional Rules (if any) are in effect in his campaign. It is always the GM's decision to use a particular Optional Rule or not.

The Eight Ideas

There are eight simple ideas behind the rules for the **DC Heroes Role-Playing Game**. In order to play the game, Players must be completely familiar with these eight ideas. These are the same concepts that were covered in the **Introduction to DC Heroes**.

Idea One: Attribute Points

Just about everything in the **DC HEROES RPG** is measured in Attribute Points, or APs for short. It is the AP system which allows the rules of the game to function cleanly. Examples of quantities that are measured in APs include: time, weight,

APs are entirely interchangeable. A Character who has 6 APs of Strength, for example, can lift an object that weighs 6 APs (about 3000 lbs); while a Character who has 6 APs of Flight can travel 6 APs of distance (600 feet) every 0 APs of time (4 seconds or a single phase of action). Note that zero is always used as a unit of measurement, and for all quantities, zero represents the base value around which the individual measurement system is designed.

APs	Measure	Amount
0	Weight	50 lbs.
0	Distance	10 feet
0	Information	1 paragraph
0	Time	4 seconds
0	Money	$25

Each additional one AP of a quantity doubles the amount measured by the previous AP. For instance, 0 APs of weight is equal to 50 lbs, 1 AP is 100 lbs, 2 APs is 200 lbs, 3 APs is 400 lbs, and so on. With his Strength of 25, Superman could lift 25 APs of weight, or approximately 972,800,000 lbs (about 81,000 tons). **Example:**

APs	Measure	Amount
5	Weight	1,600lbs.
5	Distance	320 feet (about 100 yards)
5	Information	32 paragraphs (a term paper)
5	Time	4 minutes, 16 seconds
5	Money	$800

Each AP actually represents a *range* of values rather than an absolute figure. As we said earlier, 0 APs of weight is equal to 50 pounds, and 1 AP of weight is 100 pounds. A Player might wonder, then, how many APs of weight is something that weighs 75 pounds? The answer is 1 AP, because 1 AP of weight actually represents the entire range of values from 51-100 lbs; 2 APs of weight represents the range of values from 101-200 lbs, and so on. Similarly, 0 APs of distance is 0-10 feet, while 1 AP is 11-20 feet, and 2 APs is 21-40, etcetera.

The ***Benchmark APs Table*** in the next chapter lists values for the first 20 APs of each of the most commonly used quantities in the game (time, distance, weight, volume, information, and money). In the case of the last four quantities, examples are provided right on the table. For example, the entry of 10 APs of weight reads: "DC-9 Airplane (25 tons)." This means that 10 APs of weight is approximately 25 tons, which is the approximate weight of a DC-9 airplane. These examples prove very helpful during play. Suppose, for example, that Superman wanted to lift a large house. The GM probably has no idea exactly how much a house weighs, but could guess that it would weigh more than a battle tank (11 APs) and less than a blue whale (12 APs) meaning that the house probably weighs about 12 APs. Since Superman had a Strength of 25 APs, he could have easily lifted the house.

It is important that GMs and Players learn how to convert real world quantities into APs, and APs back into real world measurements. Here are some more examples:

- **How long is a football field (100 yards)?** ***(5 APs)***
- **How long is 3 days?** ***(17 APs, but remember that 17 APs represents the entire range of values from 2 to 4 days)***
- **How much does a car weigh?** ***(6 APs)***
- **If a Character has a Strength of 8, how much weight can he lift?** ***(about 6.25 tons)***
- **If Wonder Woman's lasso has a length of 4 APs, how long is it?** ***(about 150 feet)***

One last important caution about APs: APs are not added together in the same way as real world measurements. This means that 3 APs plus 3 APs is *not* 6 APs! Look at the real world measurements, 3 APs of weight is 400 lbs, and 6 APs of weight is 3000 pounds; 400 lbs plus 400 lbs is *not* 3000 lbs. 3 APs plus 3 APs is actually 4 APs (800 lbs). In order to add together two quantities measured in APs, take the larger of the two AP values and add one to get the proper result: 7 APs plus 3 APs is 8 APs; 9 APs plus 9 APs is 10 APs; 1 AP plus 14 APs is 15 APs; and so on.

Idea Two: Attributes

Every Character in the **DC Heroes RPG** has nine natural abilities called ***Attributes***. These are: Dexterity (**Dex**), Strength (**Str**), Body (**Body**), Intelligence (**Int**), Will (**Will**), Mind (**Mind**), Influence (**Infl**), Aura (**Aura**), and Spirit (**Spirit**). The Attributes for many DC Characters are listed in **Appendix A. The DC Universe.**

Each Attribute measures a different aspect of a Character:

Dexterity is a measure of a Character's quickness and agility. Batman is very good here.

Strength reflects a Character's physical power and is a measure of the amount of weight that he can lift or move. Strength was one of Superman's best Attributes.

Body is a measure of a Character's toughness and represents his resistance to physical injury. This is an Attribute where Captain Marvel excels.

Intelligence shows how smart a Character is. Hawkman is an example of a very intelligent hero.

Will gives an indication of the strength of a Character's willpower and his ability to draw conclusions from facts. Hal Jordan of the Green Lantern Corps has one of the strongest forces of willpower in the whole universe!

Mind determines how mentally tough a Character is and how likely he is to resist mental damage. Aquaman has a very powerful Mind.

Influence measures the strength of a Character's personality. A Character with a high Influence is Guy Gardner of the Green Lantern Corps.

Aura indicates how easily a Character can affect the emotions of others, and how effectively he could take command of a group. Wonder Woman has an exceptionally high Aura.

Spirit is the strength of a Character's spirit and a measure of how likely he is able to resist fear and mystical or magical damage. The Spectre has one of the highest Spirit ratings around.

Attributes are measured in APs. This means that a Character with an **Int** of 5 is about twice as smart as a Character with an **Int** of 4, and so on (remember, each AP of measurement doubles the quantity being measured). Normal humans, like innocent bystanders and minor Characters that frequently crop up during the course of an adventure, have ratings of 2 APs in every Attribute. By looking at Batman's Attributes, it becomes obvious that Batman is much stronger than a normal man (he has a **Str** of 5 APs), much faster than a normal man (his **Dex** is 9), and much smarter than a normal man (Batman's **Int** is 12). In fact, Batman is a lot better at everything than a normal man! In fact, very few heroes have ratings of 2 APs or lower in any of their Attributes. This is because heroes in DC Comics are almost universally faster, smarter, tougher; and in general, better than a normal man could ever hope to be.

Each Character's Attributes are arrayed in a special three by three pattern:

BATMAN					
DEX:	**9**	**STR:**	**5**	**BODY:**	**6**
INT:	12	WILL:	12	MIND:	10
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:		35	HERO POINTS		150

The top row of the Attribute box (DEX, STR, and BODY) is made up of a Character's ***Physical*** Attributes. Physical Attributes are used when a Character is facing (or making) a Physical Attack such as a punch in the mouth or a bolt of lightning, or whenever a Character is performing physical activities like jumping over a fence or swinging on a flagpole.

BATMAN					
DEX:	9	STR:	5	BODY:	6
INT:	**12**	**WILL:**	**12**	**MIND:**	**10**
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:		35	HERO POINTS		150

The middle row of the Attribute box (INT, WILL, and MIND) is made up of a Character's ***Mental*** Attributes. Mental Attributes are used when a Character is facing Mental Attacks such as a psionic blast or mind control, or whenever a Character is performing mental activities like solving a riddle or trying to remember a fact.

BATMAN					
DEX:	9	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	10
INFL:	**10**	**AURA:**	**8**	**SPIRIT:**	**10**
INITIATIVE:		35	HERO POINTS		150

The bottom row of the Attribute box (INFL, AURA, and SPIRIT) consists of a Character's ***Mystical*** Attributes. Mystical Attributes are used when a Character is facing Mystical (or magical) Attacks such as Magic Blasts or enchantments, and whenever a Character is performing activities that depend upon the force and quality of his personality, like dealing with other people.

Each of the Attributes is also grouped a second way, in columns:

BATMAN					
DEX:	**9**	STR:	5	BODY:	6
INT:	**12**	WILL:	12	MIND:	10
INFL:	**10**	AURA:	8	SPIRIT:	10
INITIATIVE:		35	HERO POINTS		150

The left column of the Attribute box (DEX, INT, and INFL) is made up of a Character's ***Acting and Opposing*** Attributes. DEX, INT, and INFL are called Acting/Opposing Attributes because they are most frequently used as Characters' Acting or Opposing Values on the Action Table. DEX is used as the Acting Value if a Character is trying to carry out a Physical Action, like striking an adversary; while DEX is also used as the Opposing Value if a Character is trying to oppose a Physical Action, like the adversary striking back. Similarly, INT is used as the Acting or Opposing Values if a Character is trying to carry out or thwart a Mental Action, and INFL is used as Acting or Opposing Values if a Character is trying to carry out or halt a Mystical Action. The Acting Value indicates how likely a Character is to succeed at a given action, and the Opposing Value indicates how likely his opponent is to fail in the attempt to oppose the action. If Manhunter was trying to punch someone, for example, his DEX would be his Acting Value and would tell the Player how likely Manhunter is to strike his target. His opponent's DEX would be the Opposing Value and would tell the Player how likely the adversary is to avoid Manhunter's blow.

BATMAN					
DEX:	9	**STR:**	**5**	BODY:	6
INT:	12	**WILL:**	**12**	MIND:	10
INFL:	10	**AURA:**	**8**	SPIRIT:	10
INITIATIVE:		35	HERO POINTS		150

The middle column of the Attribute box (STR, WILL, and AURA) is made up of a Character's ***Effect*** Attributes. STR, WILL, and AURA are called Effect Attributes because they are most frequently used as a Character's Effect Value on the Result Table. STR is used for Physical Actions, WILL for Mental Actions, and AURA for Mystical Actions. The Effect Value is a measure of how well a Character will perform an action that is successful. In the previous example, Manhunter's STR would be his Effect Value and would determine how hard he would hit his target if the punch connects.

BATMAN					
DEX:	9	STR:	5	**BODY:**	**6**
INT:	12	WILL:	12	**MIND:**	**10**
INFL:	10	AURA:	8	**SPIRIT:**	**10**
INITIATIVE:		35	HERO POINTS		150

Finally, the third column of the Attribute box (BODY, MIND, and SPIRIT) is made up of a Character's ***Resistance*** Attributes. Resistance Attributes are most frequently used as a Character's Resistance Value on the Result Table when he is opposing an action. Resistance Values are compared with Effect Values in order to determine how great an effect any action has. Also, Resistance Attributes represent how much damage a Character can sustain before losing consciousness. BODY represents Physical damage from punches and energy bolts; MIND stands for Mental damage from psionic blasts and mental strain; and SPIRIT shows Mystical damage from magical bolts or enchantments. In the example, Manhunter's opponent's BODY would give the Player an indication of whether the villain will be kayoed, merely stunned, or not affected at all by the punch.

Putting the Two Groups Together

A chart that shows how the two classifications of Attributes are related is as follows:

First Group	Second Group		
	Acting/Opposing	***Effect***	***Resistance***
Physical	Dexterity	Strength	Body
Mental	Intelligence	Will	Mind
Mystical	Influence	Aura	Spirit

One final note: all of the previous paragraphs said that a Character's Acting/Opposing Attributes are *usually* used as his Acting/Opposing Values, and that a Character's Effect Attributes are *usually* used as his Effect Value, and so on. This is because certain special cases might require a Player to use a

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.

Character's Acting/Opposing Attribute as his Character's Acting and Effect Values, for example; or he might be asked to use the Character's Resistance Attribute as his Opposing and Resistance Values, and so on. All of these special cases are detailed later in this rulebook.

Idea Three: Rolling the Dice

There are two types of actions that Characters can perform in the DC Heroes RPG: *Automatic Actions* and *Dice Actions*. Automatic Actions are actions that are automatically successful. Batman can always walk across a room, for example, or call Commissioner Gordon on the Batphone. Dice Actions are actions that have some chance of failure, no matter how small. Punching an adversary, interrogating a thug, and trying to convince Commissioner Gordon to loan Robin a police car are all Dice Actions. In order to decide whether a Dice Action succeeds or not, a Player consults the Action and Result Tables and rolls dice. If a specific Action is not spelled out here in the rules, the GM must decide whether it is an Automatic Action or a Dice Action.

Each of the dice has ten sides and is referred to as a D10. When the rules instruct a Player to roll 2D10, he rolls both dice and adds the numbers together. The side with the 0 on it is considered a ten, not a zero, when it comes up on a roll. Therefore, a roll of double 0s would be read as a twenty, a 0 and a 4 would be fourteen, and so forth.

If doubles are rolled on the dice, the Player has the option of rolling the dice again, and adding the result to the original roll. He can keep rerolling and adding as long as he keeps rolling doubles.

The only exception to this doubles rule is a roll of double ones. ***Whenever double ones are rolled, whatever action the Character was attempting automatically fails.*** The player may *not* follow the doubles rule and roll again. Even if a roll of double ones follows one or more earlier doubles rolls, the action still fails. If a Player rolls double sixes, then double fours, then double ones, for example, that action fails.

Whenever someone rolls the dice and consults the Action and Result Tables, it is called an Action Check.

Idea Four: The Action Table

The ***Action Table*** is used to determine whether or not a Dice Action will succeed. The Action Table is almost always used in conjunction with the Result Table (**Idea Five**). Both the Action and Result Tables can be found on pages 85 and 87 as well as on the reference sheet in the back of the book.

Every time a Character attempts a Dice Action, the Player must make what is called an "Action Check." Every Action Check involves four factors: the ***Acting Value*** (**AV**), the ***Effect Value*** (**EV**), the ***Opposing Value*** (**OV**), and the ***Resistance Value*** (**RV**). The rules describe what is used as the Acting, Effect, Opposing, and Resistance Values for most of the Action Checks that will come up during play. If a Character is trying to perform a Dice Action that is not covered by the rules, the Gamemaster must decide what to use as the AV, EV, OV, and RV of the Action Check. Remember that the leftmost column of a Character's Attribute box contains the Attributes that are most frequently used as Acting or Opposing Values, the middle column contains the Attributes that are most frequently used as Effect Values, and the right hand column contains the Attributes that are most frequently used as Resistance Values.

The Action Table is made up of numbers organized in Columns (up and down), and Rows (side to side). The Acting Values are located in the leftmost Column, and the Opposing Values are located in the top Row. The other numbers represent "success numbers" for Dice Actions.

In order to explain the Action Table, let's use an example. Suppose that Frank is playing Batman and wants to punch the Joker. This is a Physical Action that uses Batman's Dex as the Acting Value and the Joker's Dex as the Opposing Value. In order to see if Batman's Action succeeds, Frank follows the step-by-step procedure below:

Step 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 9. Frank locates the **9-10** Row on the Table.

Step 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 5. Frank finds the **5 to 6** Column on the Table.

Step 3

Locate the *Success Number* by finding where the 9-10 Row intersects the 5 to 6 Column. The number they intersect at, 7, is Batman's Success Number. Frank must roll 7 or above on 2D10 (both dice added together) for Batman to strike the Joker.

The Action Table

If the AV and OV of an Action Check are different values but fall on the same Column on the Action Table before any Column Shifts are applied, the Player may subtract 1 from the Success Number if the AV is higher, or must add 1 if the AV is lower. Success Numbers can never be reduced down to less than 3 in this fashion.

This optional rule helps guarantee that an edge in APs will always make a difference while performing actions.

Example: Suppose a Character with a DEX of 6 is trying to punch a Character with a DEX of 5. Since both the AV and OV of the action fall on the same Column on the Action Table (the **5 to 6** Column) and the AV (the attacker's DEX) is higher, 1 is subtracted from the normal Success Number, leaving a final Success Number of 10.

Step 4

Roll the dice. Let us suppose that Frank rolls double 2's. He can roll again. Now he rolls a 3 and a 7. Add the numbers from both rolls together: 2+2+3+7=14. Since the total of 14 is greater than the 7 needed to hit, the Action is considered successful.

Step 5

Check for a *Column Shift*. Anytime a Character rolls greater than his Success Number *and* the roll is 11 or over, he is eligible for a Column Shift. Frank rolled over 11 and above his Success Number, so he may be eligible for an Effect bonus, called a Column Shift. In the example above, Frank rolled a 14 when the Success Number was 7.

Step 6

Determine the number of Column Shifts. Since the dice roll was at least 11 and higher than the roll needed for success, Frank can begin to count his Column Shifts. He puts his finger on the spot where the Acting Value Row intersects the Opposing Value Column at the number 7.

If he moves his finger one Column to the right, the new number Frank is pointing to (9) is still lower than the number he rolled. He can continue moving to the right until he reaches 11, the point where Column Shifts begin. Frank has made one Column Shift. 11 is highlighted on the table to remind the GM and the Players where Column Shift bonuses start.

Frank can now move one more Column further to the right, since the dice roll of 14 is greater than the number (13) in that Column, too. He has now made two Column Shifts. The number in the next Column to the right is 15. Since 15 is greater than the dice roll, he does not earn a third Column Shift.

The Column Shifts earned will increase Batman's results in the next step, The Result Table.

Important Rules on Column Shifts

1. Column Shifts Start at 11

Start counting Column Shifts at 11. For example: if the Success Number is 3 and a 12 is rolled, the Player only receives 1 Column Shift, even though he moves over many Columns.

2. Turning the Corner or Going Off the Edge of the Action Table

Sometimes, the dice roll for an Action Check is so high that when counting Column Shifts, a Player goes all the 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 Player has a Character with a Strength of 50 APs and he rolls above 15, he will go off the chart.

In this case, he "turns the corner" and counts upwards along the right hand edge as if it were the continuation of the Row. He keeps going until the dice roll number is smaller than the next entry.

For example: the Character with 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. He must stop because the next number is 32 which is larger than the dice roll of 29.

Idea Five: The Result Table

The *Result Table* is almost always used in conjunction with the Action Table. Once the Action Table has determined whether or not a Dice Action succeeded, the Player then looks to the Result Table in order to figure out how well the Action was performed. If the Action Table indicated that the Action failed, there is no need to look at the Result Table at all. In the example from **Idea Four**, Batman successfully hit the Joker; but what happens now? Did Batman knock the Clown Prince of Crime out cold, or just scuff him up a bit? This is where the Result Table comes into play.

The Result Table works like the Action Table, except that the Player compares Effect and Resistance Values instead of Acting and Opposing Values. If Batman were attempting to punch the Joker, his Effect Value would be his STR and the Resistance Value would be the Joker's BODY. Let's continue with the example.

Step 1

Locate the Effect Value ratings on the left side of the Result Table. Since punching the Joker is a Physical Action, Batman's STR is the Effect Value in this case. Batman's STR is 5, so Frank should look to the **5-6** Row of the table.

Step 2

Locate the Resistance Value ratings along the top of the table. In this case, the RV is the Joker's BODY. The Joker's BODY is 3, so Frank should look to the **3 to 4** Column of the table.

Step 3

Now the Player must take into account any Column Shifts that were earned on the Action Table. Do this by adjusting the Column that is being used for the Resistance Value a number of Columns to the *left* equal to the number of Column Shifts earned on the Action Table. Since Batman earned two Column Shifts against the Joker, Frank would count two Columns over to the left from the **3 to 4** Column (Joker's original RV), leaving him on the 0 Column.

Notice that the leftmost Column is labeled "x," and that each entry in the "x" Column reads "+1." If the Column Shifts

Result Table

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	+5
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.

are carried further to the left than the "x" Column, pretend that there are an infinite number of Columns to the left of the "x," and that all of the entries in the first imaginary Column read "+2," all of the entries in the second imaginary Column read "+3," and so on. Therefore, if the RV of an Action Check was 1 and the Action received six Column Shifts, the Result would be in the imaginary Column that reads "+5."

Step 4

Find the number of ***Result APs*** (or RAPs) by cross-indexing the Effect Value with the final Resistance Column. Unlike the Action Table, the Player does not roll any more dice to use the Result Table. If the Result is "A," (which stands for "All") the number of RAPs earned is equal to the full Effect Value of the Action Check. If the result is a +1 (or +2, +3, etc. in one of the "imaginary" Columns), the number of RAPs earned is equal to the full Effect Value of the Action Check plus one (or two or three, etc.). If the result is an "N," the Resistance Value of the Action was just too high, and the Action fails. In the example, Batman would have earned 5 RAPs against the Joker (remember that the Joker's RV was shifted down two Columns which yields an "A" result; since Batman's EV is 5, he earns 5 RAPs).

Result APs, or RAPs, are a measure of how well an Action was performed. RAPs are used for all sorts of things, depending upon the type of Action Check being performed. In combat (like Batman punching the Joker), for example, the RAPs that Batman earns indicates the amount of "damage" he does to the Joker. The Joker can only take a certain amount of damage before he becomes unconscious and unable to fight back. The rules in later chapters detail what the RAPs mean for most of the Actions that are likely to be performed. If the Action is not covered in the rules, it is up to the Gamemaster to decide what the RAPs mean, if anything.

The Result Table

If the EV and RV of an Action Check are different values but fall on the same Column of the Result Table before any Column Shifts are applied, the acting Player may add 1 to the RAPs earned by the Action Check if the EV is higher, or must subtract 1 if the EV is lower.

This optional rule helps guarantee that an edge in APs will always make a difference while performing actions.

Example: Suppose a Character with a STR of 5 is trying to punch a Character with a BODY of 6. Since both the EV and RV fall on the same Column of the Result Table and the RV (the defender's BODY) is higher, 1 is subtracted from the final RAPs earned by the Action Check (regardless of Column Shifts).

Sometimes, the RAPs earned in an Action Check will be unimportant; the rules or the GM will simply state that one or more RAPs indicates success. For example, suppose Blue Beetle is trying to jump over a tall fence. This is a Dice Action because it is possible that he will fail. It does not really matter if Beetle clears the fence by one foot or ten feet. He will either make it, or he will not. This is an example of an Action in which the GM will tell a Player that he must earn one or more RAPs for success. If Beetle receives one RAP, twenty RAPs, or any RAPs, he successfully jumps over the fence; otherwise he fails.

+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 five 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 Success Number 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, a **90** to hit 66-70, and so on.

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 60. A 75 Acting Value against a 70 Opposing Value is resolved as a 65 against 60, and so on.

Since it is so important to learn how to use the Action and Result Tables quickly and easily, here are some more examples. How many RAPs would be earned in each of the following situations?

- The Acting Value (AV) is 5, the Opposing Value (OV) is 9, the Effect Value (EV) is 8, the Resistance Value (RV) is 6 and the dice roll is 24 (somebody must have rolled some doubles). ***There are three Column Shifts, so the Action earns 8 RAPs.***
- The AV is 22, the OV is 9, the EV is 11, the RV is 20, the dice roll is 11. ***There is one Column Shift (remember that Column Shifts do not start until the 11 Column), but the Result Table reads "N" so no RAPs are earned and the Action fails.***
- The AV is 6, the OV is 6, the EV is 3, the RV is 1, and the dice roll is 18. ***There are three Column Shifts, so the Action earns 5 RAPs (all of the APs of the Effect Value, plus two from the "imaginary Columns" off the left hand of the Result Table).***
- The AV is 6, the OV is 6, the EV is 3, the RV is 1, and the dice roll is 9. ***The Action fails because the Success Number was an 11 and the die roll was only a 9.***
- The AV is 6, the OV is 6, the EV is 7, the RV is 5, and the dice roll is 11. ***There are no Column Shifts, so the Action earns 3 RAPs.***

Idea Six: Powers, Skills, Advantages, and Drawbacks

Take a look at some of the Characters in **Appendix A**. In addition to their Attributes, there are listings of Powers, Skills, Advantages, and Drawbacks. Characters have these elements because many of the heroes in DC Comics can do things that their Attributes alone cannot explain. Superman's STR of 25 allowed him to bend steel with his bare hands and change the course of mighty rivers, but what was it that gave him the ability to fly or to use X-Ray Vision? The answer, of course, was his Powers.

Powers are Abilities that are never possessed by ordinary people. Examples of Powers include Superman's Flight and X-Ray Vision, Green Lantern's Force Manipulation, and Black Canary's Sonic Beam: an ordinary joe on the street will never have these abilities. No matter how hard he tried, Jimmy Olsen could never learn to use X-Ray Vision like Superman. Powers are measured in APs just like Attributes. Some heroes, like Batman, don't have any Powers at all.

Skills, on the other hand, are special heroic Abilities that can be learned by ordinary, everyday people. It is conceivable that Jimmy Olsen could learn to be as good a detective as Batman if he were to put in the years and years of rigorous study and training. Examples of Skills include: Dr. Fate's Occultist Skill, Black Canary's Martial Artist abilities, and Blue Beetle's Charisma. Skills are also measured in APs.

Advantages are special capabilities that are not measured in APs. Some Advantages may be found in ordinary people, while others are not. Examples of Advantages include Starfire's Attractive Appearance, Batman's Connection with the Gotham City Police Department, and even Captain Marvel's ability to instantly change into his heroic identity.

Drawbacks are special situations that are unique to an individual Character. Unlike Powers, Skills, and Advantages, however, Drawbacks (as their name implies) are harmful to the Character. Examples of Drawbacks include Superman's Vulnerability to Kryptonite, Aquaman's inability to remain out of the water longer than one hour, and Batman's single-minded pursuit of justice.

Rules governing all of the individual Powers, Skills, Advantages, and Drawbacks can be found in **Chapter Two: Character Design**. Usually, Powers and Skills will function as a Character's AV, EV, OV, or RV while making certain Action Checks. Advantages tend to modify Action Checks, or permit a Character to make certain Action Checks he could not make otherwise. Some even allow a Character to perform certain Automatic Actions he could not make without them. Specific details regarding the effects of Powers, Skills, Advantages and Drawbacks are covered in **Chapter Two**. Take some time now to look up a couple examples of Powers, Skills, Advantages, and Drawbacks in that chapter and read their descriptions before going on to **Idea Seven**.

Idea Seven: Hero Points

So far, we have shown that whether or not a Dice Action succeeds is dependent upon a combination of the Characters' Abilities and the Players' luck. But in the comics, the heroes always seem to have luck on their side whenever they need it most. Superman had no problem stretching his Abilities past their limits in a dire situation, and Batman never seems to miss an important clue. The **DC HEROES RPG** accounts for this phenomenon by giving Players some control over their Action Checks through the use of *Hero Points*.

Hero Points function like money: once a Player or the GM decides to use them, they are gone, although there are ways of getting more Hero Points during play. Hero Points allow a Player to temporarily increase his Character's Acting and Effect Values whenever he is attempting a Dice Action, thus giving him a greater chance of success. Hero Points may also temporarily increase a Character's Opposing and Resistance Values whenever he is resisting a Dice Action, causing his opponent to have a lesser chance for success.

In the example of Batman punching the Joker, Frank would have the option of spending Hero Points on his Acting Value to increase the likelihood that he will hit the Joker, or spending Hero Points on his Effect Value to increase the amount of damage he will do if he does hit the Joker. or he could opt to spend Hero Points on both the Acting and Effect Values. At the same time, the Joker could spend Hero Points on his Opposing Value to decrease the chance that Batman will hit him (villains have Hero Points too), or he could spend Hero Points on his Resistance Value to decrease the damage that Batman will do if he hits. The Joker could also opt to spend Hero Points on both the Opposing and Resistance Values.

Each Hero Point that is spent increases the Acting, Effect, Opposing, or Resistance Value by one AP for that Action Check only. The Players decide when to have their heroes spend Hero Points, and the GM decides when the villains and minor Characters will spend Hero Points; although many minor Characters will not have any Hero Points to spend. The number of Hero Points that each Character begins with is listed in **Appendix A**.

The following rules pertain to the expenditure of Hero Points:

Rule 1

First of all, the Players and/or the GM must decide whether or not they are going to spend Hero Points *before* rolling the dice for the Action. Neither the Players nor the GM are allowed to wait and see how well they do without spending Hero Points and then decide to spend afterwards. Once the dice have been rolled, it is too late to spend Hero Points.

Similarly, once someone has decided that he is spending Hero Points, he must spend the points. Even if the dice roll would have achieved the desired result without the Hero Points, they are still gone and may not be taken back.

Rule 2

Whenever Hero Points are used, the Player must clearly announce to all of the other participants exactly how many Hero Points he is going to spend, and which Values (AV, EV, OV, or RV) are going to be increased with them: "I am spending 2 Hero Points on the Acting Value and 3 on the Effect Value," for example.

Spending Hero Points, therefore, is like bidding at an auction. Once a Player or the GM announces that he is spending Hero Points on the Acting and/or Effect Values, his opponent can decide to spend Hero Points on the Opposing and/or Resistance Values. Once a Player hears that his opponent is spending Hero Points, he can then decide to spend more Hero Points to overcome the opponent's expenditure, and so on. The "bidding" goes back and forth like this until both sides decide that they do not want to spend any more Hero Points. Once both sides are content with the number of Hero Points they are spending, the dice are rolled and the Action is resolved.

Rule 3

There is a limit to the number of Hero Points that may be spent on any one Action. A Player may never increase any of his Character's Values (AV, EV, OV, or RV) to more than double its beginning value through the use of Hero Points. For example, Batman can never spend more than 9 Hero Points on his Acting Value in combat with his beginning DEX of 9; nor can he spend more than 6 Hero Points on his Resistance Value due to his beginning BODY of 6.

A more detailed example will demonstrate everything we have explained about Hero Points so far. Batman is going to punch the Joker again. Batman's beginning AV and EV are 9 and 5 respectively (his DEX and STR) and the Joker's OV and RV are 5 and 3 (his DEX and BODY). Since Frank wants to make sure that he will take the Joker out right here and now, he decides to spend 3 Hero Points on his Acting Value and 2 on his Effect Value. The GM now has a chance to spend his own Hero Points, and since the Joker likes being conscious, the GM decides to spend 1 Hero Point on his Opposing Value and 2 on his Resistance Value. Now Frank has a chance to revise his own expenditures. Since he really wants to finish off the Joker, he decides to go for the gusto and up his commitment to 9 Hero Points on his Acting Value and 5 on his Effect Value. Since his original AV and EV were 9 and 5, Batman has reached his limit for this Action, and can spend no more Hero Points. Since Batman is going for the maximum Hero Point expenditure possible, the GM decides to do the same for the Joker, spending 5 on his Opposing Value and 3 on his Resistance Value. This brings the Joker up to his own limit. Since neither side can spend any more Hero Points, the Action is now resolved with a final AV/EV of 18/10 and a final OV/RV of 10/6.

Idea Eight: Automatic Actions

There are two types of actions in the DC HEROES RPG. Ideas Four, Five, and Seven gave details on how to resolve Dice Actions. The other kind of action is called ***Automatic Actions***.

Automatic Actions are automatically successful. If the Flash wants to run at the speed of sound or Hawkman wants to fly, they automatically succeed. The Action and Result Tables are not used for Automatic Actions. The only possible problem is determining exactly which actions are Automatic Actions and which are Dice Actions. Here are some simple guidelines:

Rule 1

If a Character is using a Power, Advantage, or Skill to perform an Action, the appropriate description in Chapter Two will indicate if the Action is a Dice Action or an Automatic Action.

Altering the Game Environment

The Gamemaster may allow the Players to spend Hero Points to alter the actual playing environment to suit their fancy. Suppose, for example, that Solomon Grundy is fighting Hawkman in a lab, and Grundy is choking the Winged Wonder over a lab table. At this point, the Hawkman Player might ask the GM, "How many Hero Points would it cost me to have a conveniently placed beaker of acid lying on the table behind me that I can grab and throw into Grundy's face?"

All such alterations must make logical sense and are subject to strict GM approval. The Hero Point cost for the alteration is also up to the GM; a minor alteration, as in the Hawkman example, might cost 5 to 10 Hero Points, while a major alteration like, "How many Hero Points would it cost to have a witness that just happened to see the entire crime come up and volunteer information?" might cost as much as 50 or 100 Hero Points, or may even be rejected by the GM altogether.

Rule 2

Any Action that involves Characters' Attributes is automatically a Dice Action. If the GM decides that Nightwing can use his INT to try to solve one of the Riddler's riddles, for example, it is a Dice Action. In this case, using Nightwing's INT/WILL as the AV/EV because it is a Mental Action, against whatever OV/RV the GM decides is appropriate, with one or more RAPs necessary for success.

There is one important exception to this rule. Using the STR Attribute to lift an object is always an Automatic Action. If a Character has a STR of 7 APs, he can automatically lift any object that weighs 7 APs or less.

Rule 3

If neither of the first two guidelines are applicable, the GM should always fall back on the old rule that any Action in which there is a chance that you will fail, no matter how small, is automatically a Dice Action. Speaking, for example, is an Automatic Action because there is no chance of failure; Characters can almost always talk. Trying to convince Commissioner Gordon to lend someone a police car, however, is a Dice Action because there is a chance that the commissioner will not grant the request.

It is always up to the GM to determine whether or not any Action is a Dice Action or an Automatic Action.

Pushing Automatic Actions

Sometimes, a hero needs to fly faster, jump farther, or lift more weight than he is normally able to do. In these situations, the hero must "Push" his Abilities, straining his capabilities to their limit. A Player may only Push when he is attempting to perform an Automatic Action that is based on a Power or Attribute. To "strain Abilities" while attempting a Dice Action, a Player spends Hero Points to increase the AV, EV, OV, or RV, as discussed in Idea Seven.

In order to Push, the Player must make an Action Check using the APs of the Ability that he wants to Push as the AV/EV. An Action Check is made because Pushing itself is a Dice Action since there is a chance of failure. Since the Character is essentially fighting against his own limits, the APs of the ability the Player is Pushing also serve as the OV/RV. The RAPs from the Pushing Action are temporarily added to the ability being Pushed. Hero Points may be spent to increase the

Acting or Effect Values of the Pushing Action Check. RAPs that are added to an Ability only last for 0 APs of time (about 4 seconds, or one phase of combat). At the end of that time, the Ability returns to its original level; although the Player may immediately try to Push the Ability again, if desired.

In addition to any Hero Points spent on the Pushing Action Check, the Pushing Player must pay a special "Push Fee" equal to three Hero Points for every AP temporarily added to the Ability. The Player can choose to add fewer APs to his Character's Ability than he is entitled to, in order to save Hero Points on the fee.

If the Player fails in an attempt to Push an Ability, the Ability instantly "burns out" and is reduced to zero APs (the Character is exhausted from the effort). Burned out Abilities must be regained through the use of Recovery, which is explained later.

Here is an example of Pushing an ability: Marv is playing Aqualad when an Army tank is dropped on top of him in the middle of a fight. According to the ***Benchmark APs Table***, Aqualad would need a STR of 9 to be able to lift the tank off of himself. Aqualad's STR is only 7, but if he were to strain his Abilities to the utmost, he just might be able to lift the tank anyway. Since lifting the tank would normally be an Automatic Action, Marv can Push Aqualad's STR to try and get it off his back. Marv must make an Action Check with an AV/EV of 7/7 (Aqualad's STR) and an OV/RV of 7/7 (again, Aqualad's STR). Just to add a little insurance, he decides to spend 2 Hero Points on his Acting Value, raising it to a 9. If Marv rolls an 11, he will receive one Column Shift and 2 RAPs. He may then add these two RAPs to Aqualad's STR for 0 APs of time (4 seconds), temporarily raising his STR to 9. Marv must pay a "Push Fee" of 6 Hero Points (3 Hero Points x 2 RAPs = Push Fee of 6). If Marv rolls a 7, however, he will fail his Push attempt and Aqualad's STR will be instantly reduced to 0 APs until it can be Recovered.

Automatic Actions Versus Dice Actions

The differences between Automatic and Dice Actions have already been explained at great length. However, there are several situations where the distinction between the two becomes unclear. Guidelines for distinguishing between Automatic and Dice Actions are as follows:

Most Automatic Actions assume that a Character is trying to perform the action under optimal conditions. Sometimes, however, Players will be forced to attempt Automatic Actions under unusual circumstances. The Flash can always use his Superspeed Power to run at incredible speeds, for example, but what if he is trying to run across a slippery oil slick or through a patch of rubbery glue? Similarly, Superman could always lift an object that weighed 25 APs, but what if he had been poisoned by a special drug that caused his Power to keep fading in and out?

In situations like these, the Automatic Action becomes a Dice Action instead. Remember that any Action in which there is any chance that a Character will fail is a Dice Action, and in the previous examples, there is certainly a chance that both Superman and Flash will fail. In this case, use the APs of the Ability in question (Flash's Superspeed or Superman's STR) as both the AV and the EV of the Action Check. The OV/RV of the Action Check is derived from the ***Universal Modifier Table***. In order to use the ***Universal Modifier Table***, the GM must decide how difficult the Action is that the Character is trying to perform, using the terms listed as a guideline. The terms describe the Action from the perspective of a normal man. Running across an oil slick, for example, might be a "Strenuous" action with an OV/RV of 6/6. If the drug plaguing Superman was quite potent, the GM might rule that lifting a heavy object is "Herculean," and thus has an OV/RV of 12/12. For all Automatic Actions that are turned into Dice Actions by special situations, the RAPs of the Action Check then temporarily function as the APs of the appropriate Automatic Ability. If Flash gets 5 RAPs on his Action Check, he runs across the oil at a speed of 5 APs (the RAPs temporarily substitute for his APs of Superspeed). If Superman recieved 10 RAPs on his roll, he could lift a 10 AP object.

As soon as an Automatic Action is turned into a Dice Action, the Ability upon which the Action is based may no longer be Pushed. Instead, the Player may now spend Hero Points on his AV and EV if he wants to increase the chance for success.

The Universal Modifier Table

There are often special circumstances that will influence Dice Actions in a similar fashion. Whenever Green Arrow shoots his bow, it is a normal Dice Action; but what if Green Arrow wants to shoot the bow while he is dangling from a trapeze? In cases like this, look to the ***Universal Modifier Table's*** Standard Action column in order to find a Column Shift modifier that is applied to the Action's Opposing Value. Shooting an arrow while dangling from a trapeze might be an "Extreme" Action with a Column Shift modifier of +4. This means that the Opposing Value of the shot is automatically increased by four Columns.

The ***Universal Modifier Table*** is only invoked when the GM feels it is appropriate, and it is always up to the GM to rule upon the difficulty of the Action in question.

Universal Modifier Table

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

O V & RV: Opposing Value and Resistance Value
N/A: Not Applicable

Going for Broke

There will be times when Players want to be especially precise or careful with their Actions. Suppose, for example, that Captain Atom wants to hit a main support pillar with his Energy Blast in order to knock the whole building down. In situations like this, Characters are *Going For Broke*.

Any time a Character makes a Dice Action outside of combat, he has the option of Going For Broke. When a Player decides to Go For Broke, he increases the difficulty of the Action in order to reap greater rewards for success. First, he declares the number of Column Shifts he is willing to increase the Action's Opposing Value. A Player may only declare an even number of Column Shifts (2, 4, 6, or 8). If he then rolls the new Success Number, he gets to lower the Resistance Value of the Action by a number of Column Shifts as summarized on the following table:

Going For Broke

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

Hero Points may always be spent in conjunction with an attempt to Go For Broke. Going For Broke is never used in Combat (there are special types of attacks that cover this same ground).

Chapter Four:

APs and the World

Just about everything in the world of the DC HEROES Role-Playing Game is measured in Attribute Points, or APs for short. In order to become proficient in the DC HEROES RPG, the GM and the Players should become proficient with the AP system. Some guidelines for using APs are as follows:

General Rules

Rule 1

When working with APs, it is important to remember two things. First, each additional one AP actually doubles the amount of the quantity measured by the previous AP value. For example, Zero APs of distance is equal to 10 feet, 1 AP of distance is 20 feet, 2 APs of distance is 40 feet, and so on. Likewise, a Character with an INT of 4 is twice as smart as a Character with an INT of 3, who in turn is twice as smart as a Character with an INT of 2. Remember that in addition to weight, distance, volume, time, and money; Attributes, Powers, and Skills are all measured in APs.

Rule 2

It is impossible to add or subtract AP measurements as if they were real world measurements. If Captain Marvel wants to lift two elephants, each with a weight of 7 APs, their combined weight is not 14 APs. Seven APs of weight is approximately 3 tons, so both elephants together would weigh 6 tons, which is equal to 8 APs of weight. Whenever a Player wants to add two quantities together that are measured in APs, he takes the larger of the two quantities and adds 1 AP to get the final result: for example, 8 APs+2 APs=9 APs, 11 APs+12 APs=13 APs, 90 APs+99 APs=100 APs, and so on.

Similarly, subtraction works differently with APs also. Whenever quantities are subtracted that are measured in APs, take the larger of the two quantities involved and subtract one, unless the two quantities are equal, in which case the result is zero (not 0 APs, just zero, zip, nothing). Therefore, 6 APs-4 APs=5 APs, 91 APs-2 APs=90 APs, 44 APs-44 APs=zero, and so on.

Rule 3

When converting real world measurements into APs using the *Benchmark APs Table*, remember that each AP actually stands for an entire *range* of values rather than an absolute figure. One AP of distance, therefore, represents any real world distance between 11 and 20 feet, 2 APs represent any distance between 21 and 40 feet, 3 APs represent any distance between 41 and 80 feet, and so on. The listings on the *AP Range Upper Limits Table* are always the upper limit of the AP value in question. This means that 4 hours, 26 minutes is the greatest quantity that can be considered 12 APs of time, 6.5 tons is the largest amount measured by 8 APs of weight, and 4 cubic feet is the most that is equal to 2 APs of volume.

Movement

There are many occasions where the GM and the Players will need to know how quickly someone can run a certain distance, or how far someone can travel in a given amount of time. APs make calculations like this a breeze.

Rule 4

Speed is also measured in APs. The speed at which a Character can run is equal to his DEX score or the APs of any movement Powers (Flight, Running, Swimming, etc.). The ground speed of all Characters without a movement Power is limited to 4 APs, regardless of the Character's DEX (even Batman, with his DEX of 9, can still only run at a speed of 4 APs). If a Character is swimming instead of running, his Speed is limited to 3 APs regardless of DEX, unless the Character has an appropriate movement Power. Without the aid of the Jumping Power, a Character can horizontally jump 0 APs from a standing position. Any Character (with or without the Jumping Power) can add 1 AP to the distance jumped with a running start. A Character can move a distance equal to his speed every 0 APs of time (4 seconds, or one phase of combat). Moving is an Automatic Action, but unless a Character has a movement Power, he may never Push movement.

Rule 5

Since speed is measured in APs, it allows the GM or the Players to calculate things like how far or how quickly their Characters can move, by using simple formulas. To determine how far a Character can move in a given amount of time, for instance, simply add the Speed in APs to the Time in APs to get the Distance traveled in APs. (Speed+Time=Distance) This means that if Batman were to run at a speed of 4 APs for 3 APs of time (32 seconds), he would cover 7 APs of distance, or about five hundred yards (Batman is fast).

This formula also allows you to quickly convert APs of speed into miles per hour (mph). Simply add 10 APs (an hour of time) to the APs of speed to get the distance traveled each hour. For example, Hawkman can use his Anti-Grav Belt and wings to fly at a speed of 8 APs. This means that he can fly 18 APs of distance (10+8=18) every hour, or approximately 250 mph.

Now, let's suppose that Manhunter finds a bomb that is about to explode. The blast radius of the bomb is fifty yards (4 APs of distance), and the bomb is set to explode in 6 seconds (1 AP of time). Can Manhunter run away from the bomb before it explodes? Manhunter's speed is 4 APs and he has 1 AP of time in which to run. This means he can cover a distance of 5 APs (100 yards), since Speed (in APs) +Time (in APs) =Distance (in APs). Five APs is out of the bomb's blast radius of 4 APs, so Manhunter is long gone by the time the bomb explodes.

Rule 6

APs can also be used to determine how quickly a Character or object can move a certain distance. This is calculated by taking the Distance (in APs) and subtracting the Speed in APs which results in the Time (in APs). (Distance-Speed=Time). For example, to figure out how fast Batman can run a mile (10 APs), subtract Batman's Speed (4 APs), which leave 6 APs of time, or about 4 minutes! Batman could easily compete for a gold medal at the Olympic Games.

Here is another example: the Milky Way Galaxy is 69 APs long, and Green Lantern has 40 APs of Flight. How long would

it take him to fly from one end of the Galaxy to the other and back? In order to fly the whole distance he must make two trips of 69 APs, for a total of 70 APs. Seventy APs of distance minus Green Lantern's Flight speed of 40 APs is 30 APs of Time, or about 128 years. Hopefully, he knows a short cut.

Rule 7

Finally, APs can be used to determine an object's Speed if the distance it will travel in a certain time is known. The equation for this transformation is Distance (in APs) minus Time (in APs) is Equal to the Speed (in APs). (Distance-Time=Speed) For example, suppose that Lex Luthor has fired a nuclear rocket toward Metropolis. It will take the rocket fifteen seconds (2 APs of time) to cover four hundred and ninety miles (19 APs of distance) between Luthor's secret lab and the city. How fast is the rocket travelling? Well, 19-2=17 APs of Speed. Green Lantern could easily catch this rocket, but Starfire or Rocket Red probably could not catch it without Pushing their Flight Powers.

All three of these equations are very useful during play. For convenience they have been reprinted on the reference sheet at the back of the book:

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

Throwing Things

DC comic book Characters, especially big, strong ones like Superman, throw heavy objects around all the time. Lifting is an Automatic Action using the STR Attribute, but calculating how far something can be thrown once it has been lifted may not seem so simple. However, APs again make this easy to figure out.

Rule 8

To find out how far a Character can toss an object, simply subtract its weight in APs from the Character's STR. The result is the distance in APs that he can throw the object. (STR-Weight=Throwing Distance) Throwing an object is an Automatic Action, but trying to hit something with a thrown object is a Dice Action.

For example, Superman with his STR of 25, could throw a 50 lb. sack of grain (0 APs of weight) 25 APs of distance, or

Money Benchmarks

APs	Amount of Money
-6	25 cents
0	$25
1	$50
2	$100
3	$200
4	$400
5	$800
6	$1,500
7	$3,000
8	$6,000
9	$12,500
10	$25,000
11	$50,000
12	$100,000
16	$1 million
19	$10 million
22	$100 million
26	$1 billion

Time Benchmarks

APs	Length of Time
-2	1 second
0	4 seconds
1	8 seconds
2	15 seconds
3	30 seconds
4	1 minute
5	2 minutes
6	4 minutes
7	8 minutes
8	15 minutes
9	30 minutes
10	1 hour
13	8 hours
15	1 day
18	1 week
20	1 month
23	1 year
27	10 years
30	100 years
33	1 milennium (1000 years)
50	Dinosaurs roamed the Earth this number of years ago.
56	Estimated age of the Earth.
58	Estimated age of the Universe.

Negative APs

What happens when a calculation using the AP system reaches a negative AP value? For instance, suppose Jimmy Olsen is trying to push a car that will not start. Jimmy's STR is 2, and the car has a weight of 6 APs. According to the equation: Distance=STR-Weight. Jimmy can move the car a distance of -4 APs per phase; but how far is -4 APs? He certainly is not pushing it backwards at forty feet per second!

Negative APs do not stand for negative amounts; they represent fractional values. Each -1 AP reduces the base value of the measurement system by half, just as each +1 AP doubles the base value. Therefore, -1 AP of distance is equal to 5 feet (half of 10 feet), -2 APs of distance is equal to 2 1/2 feet (half of five feet), and so on. -4 APs of distance, then, is equal to about six inches, meaning Jimmy could push the car about six inches per phase.

Negative AP values, like the positive AP values, often call upon the Players to exercise common sense. Can Batman really throw a quarter pound hamburger with a weight of -7 APs, a distance of 4 miles? Of course not. The GM should feel free to overrule any actions that common sense tells him are impossible.

A value of -100 APs represents absolute zero. If a Character can ever reduce an object's Current BODY Condition down to -100 APs or lower, it ceases to exist: nothing, not even particles or atoms, remains.

Negative AP Benchmarks

APs	Distance	Weight	Money
0	10 feet	50 pounds	$25
-1	5 feet	25 pounds	$12
-2	2 1/2 feet	12 pounds	$6
-3	1 foot	6 pounds	$3
-4	6 inches	3 pounds	$1.50
-5	3 inches	1 1/2 pounds	75 cents
-6	1 1/2 inches	3/4 pounds	25 cents
-7	3/4 inch	6 ounces	10 cents
-8	1 cm	3 ounces	5 cents
-9	5 mm	1 ounce	2 cents
-10	2 1/2 mm	1/2 ounce	a penny

about 32,000 miles. Superman could throw a battle tank (weight of 9 APs) 16 APs of distance, or roughly 60 miles.

Rule 9

A Character may move at full speed as long as he is carrying a weight that does not exceed his STR Attribute. If a Character is Pushing his STR in order to lift a very heavy object, it would obviously reduce his speed. In order to find out how much, simply subtract the STR from the weight he is carrying and reduce his speed by the result. (Weight-STR=Speed Reduction) In the example where Aqualad Pushed his STR to lift the tank, his Running speed would drop from 4 APs down to 2 APs while carrying the tank (9-7=2), and his Swimming speed would drop from 7 APs down to 5 APs.

Rule 10

The following formula is used to figure out the speed that an object travels when thrown: take the throwing Character's STR and subtract the Weight in APs of the object being thrown. The result is the object's speed (STR-Weight=Throwing Speed). Superman could throw a car (weight of 6 APs) at a speed of 19 APs (about 480,000 MPH). The Earth's escape velocity (the speed necessary to break free of a planet's gravity) is 15 APs, meaning that any time a Character can throw an object with a speed of 15 APs or greater, he can throw the object out of Earth's atmosphere and into outer space!

Note: Other planets may have different escape velocities, depending on their density, composition, and atmospheric content. It is the GM's call on determining the escape velocity of alien worlds.

Weight Benchmarks

APs	Weight	Example
-9	1 ounce	
-5	1 lb.	
-2	10 lbs.	
0	50 lbs.	sack of grain
1	100 lbs.	human child
2	180 lbs.	human adult
3	400 lbs.	lion
4	700 lbs.	10' high tree
5	1/2 ton	grizzly bear
6	1.5 tons	car
7	3 tons	elephant
8	6.5 tons	semi truck
9	12.5 tons	light tank
10	25 tons	DC-9 airplane
11	40 tons	battle tank
12	60 tons	blue whale
13	110 tons	Boeing 747
14	240 tons	C-5A Galaxy
15	450tons	freighter
16	900tons	destroyer
17	1800 tons	small building
18	3800 tons	loaded train
19	12,500 tons	battleship
20	25,000 tons	nuclear submarine
21	50,000 tons	aircraft carrier
28		Empire State Building
43		Mount Everest
76		the Moon
79		the Earth
99		the Sun

Effect Units

Note: The complicated ideas found here are the mathematical foundation upon which the AP system rests, but are not necessary to understand the game.

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 one Effect Unit (0 APs) and their real world equivalents. They are given here to help you use the Effect Chart.

Measure	Amount	Metric
Weight	50 pounds	25 kilograms
Distance	10 feet	3 meters
Volume	1 cubic foot	25 liters
Time	4 seconds	Not applicable
Money	$25.00	Not applicable

The Effect Chart

The *Effect Chart* that follows is used to translate APs to Effect Units of real world measurement. 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, however, you may need to "translate" real world measurements into APs (How many APs does the Daily Planet Building weigh?), or turn APs into real world units (How far is 6 APs?). The Effect Chart can be used to do this.

Units

The number of Effect Units and their equivalent in APs is called the *Effect Unit Multiplier*. The number of APs is equal to the Effect Unit Multiplier found below it on the chart. 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 pounds times 30 Effect Unit Multipliers equals 1500 pounds); if it were time, 5 APs is 120 seconds or two minutes (4 seconds times 30 Effect Unit Multipliers equals 120 seconds); and so on. 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 highest Effect Unit Multiplier. For example, the Effect Unit Multiplier 30 covers the range of Effect Units from 16 to 30.

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

The first column of the Effect Chart only goes from 0 through 9 APs. So how are you supposed to figure out what 14 APs weigh? 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 APs is 1000. 15 times 1000 is 15,000, so 14 APs is 15000 Effect Units, which is 750,000 pounds, or 375 tons.

MULTIPLES

APs	Effect Unit Multiplier
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

In addition to throwing trucks and buildings around, DC Comic book characters also smash down brick walls and bend steel in their bare hands.

Rule 11

Like Characters, every inanimate object has certain Attributes measured in APs. All inanimate objects such as houses, trees, chains, lampposts, mailboxes, or what have you have a BODY that functions just like a Character's BODY. An object's BODY is an indication of how much damage the object can take before it breaks. A list of BODY Benchmarks for inanimate objects can be found in **Chapter Seven: Gadgetry.**

Breaking an inanimate object is a Dice Action, using a Character's STR/STR or APs of an appropriate Power as the AV/EV. (This is one of the special situations that we mentioned in Chapter Three, in which an Effect Attribute is also used as an Acting Value.) The object's BODY/BODY is used as the OV/RV. If at least one RAP is earned on this Action Check, the object is damaged or bent; and if the object is big enough, like a fence or a house, one or more RAPs puts a hole in it that is large enough to walk or climb through. If a number of RAPs are received on this Action Check that are greater than or equal to twice the object's BODY, the object is completely destroyed. The RAPs from these Action Checks are cumulative. Suppose Starman is trying to destroy an object with a 10 BODY, but he only receives 3 RAPs on his Action Check. This means Starman will have to keep pounding away at the object until the total RAPs from all of his Action Checks are greater than or equal to 20, at which point the object will be totally destroyed.

Let's take a look at another example. Suppose Superman tried to smash through a steel wall (BODY of 12). He would then make an Action Check using 25/25 (his STR/STR) as the AV/EV against an OV/RV of 12/12 (the wall's BODY/BODY). If he receives one or more RAPs, he smashes a hole in the wall large enough to walk through. If he receives 24 RAPs, he brings the whole wall down.

For one more example, let's say that Captain Marvel is trying to bend a lead pipe (BODY of 7). He would then make an Action Check using 20/20 as the AV/EV (his STR/STR) against an OV/RV of 7/7. If he receives one or more RAPs, he bends the pipe. If he receives 14 or more RAPs, he can completely destroy the pipe.

Volume Benchmarks

APs	Volume	Example
0	1 cubic ft.	
1	2 cubic ft.	
2	4 cubic ft.	
3	8 cubic ft.	35 gal. fishtank
4	15 cubic ft.	doghouse
5	30 cubic ft.	closet
6	60 cubic ft.	pantry
7	125 cubic ft.	5-man tent
8	250 cubic ft.	bathroom
9	500 cubic ft.	bedroom
10	1000 cubic ft.	livingroom
11	2000 cubic ft.	store front
12	4000 cubic ft.	studio apartment
13	8000 cubic ft.	1-bedroom apt.
14	15,000 cubic ft.	cottage
15	32,000 cubic ft.	3-bedroom apt.
16	65,000 cubic ft.	2-flat building
17	130,000 cubic ft.	4-flat building
18	260,000 cubic ft.	small warehouse
19	500,000 cubic ft.	large warehouse
20	1 million cubic ft.	8-story building
77		volume of the Earth

Distance Benchmarks

APs	Distance
-8	1 centimeter
-3	1 foot
0	10 feet
1	20 feet
2	40 feet
3	80 feet
4	150 feet
5	100 yards
6	200 yards
7	1/8 mile
8	1/4 mile
9	1/2 mile
10	1 mile
16	100 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

APs and Effect Units

Find the number of APs on the APs row. The Effect Unit Multiplier 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 **Multiples**, above).

Effect Units to APs

If you know that a 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 Effect Units of weight by dividing the total weight by the equivalent of one Effect Unit (in this case, 50 pounds). There are approximately 40 weight Effect Units in a ton, so a tank weighs 2000 Effect Units.

Second, size the number of units to fit the Effect Chart. The largest Effect Unit Multiplier is 500, so there is a problem in calculating the tank's weight. When you are faced with this problem, strike off three digits from the number of Effect Units, *from right to left*. Continue striking off groups of digits until the remaining number of Effect 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 the right to left leaves you with a 2. Two 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 Effect Units. Above this Effect Unit Multiplier are the APs of the Effect Units.

The 2 from step two is an Effect Unit Multiplier of 1 AP, so the tank weighs 1 AP plus the 10 APs from step two, for a total of 11 APs.

Confused?

Do not worry about being precise. Precision is for math exams, not for role-playing games. 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 a while, you will be able to eyeball the Effect Chart and come up with numbers which are close enough for your purposes.

Chapter Five: Combat

Sometimes Characters will be faced with no other alternative than to join in battle. Very few villains will give up without a fight, and vicious assassins who come gunning for heroes are an all-too-frequent occurrence. Using the rules in this chapter, just about any combat situation can be played out in detail.

Most of the time, while playing the **DC Heroes Role-Playing Game**, time, movement, and specific actions are not really a problem. Usually, everybody simply keeps telling the GM what they want to do, and the GM tells them what happens as a result, using the rules as a guideline. Once combat begins, however, everything must slow down so the GM can determine the exact sequence of events. Suppose, for example, that Batman wants to throw a Batarang at the Riddler, while the GM decides that the Riddler wants to shoot a gun at Batman. Who gets to go first? Instead of arbitrarily making a decision, the GM invokes the combat rules.

Combat is played out in a series of turns called *phases*. Each phase of combat lasts 0 APs of time, or about 4 seconds. The rules in this chapter will explain exactly what each Character can do once it is his turn in combat. During combat, the GM will also keep track of the positions of everyone involved in the battle, constantly updating the positions as the Characters move and stumble.

The GM has the option of invoking the combat rules whenever he feels it is appropriate. There are times when the GM might want to invoke them even when there is not really any combat happening, in order to establish everyone's exact position and play out a sequence of events in which timing might be critical. Suppose, for example, that a little girl falls off the roof of an apartment building. Can Firestorm save her? In this case, the GM should probably invoke the combat rules in order to establish the exact positions of Firestorm and the girl, and to figure out whether or not Firestorm will be able to act before the girl hits the ground.

Before we outline the general combat rules, it is important to emphasize a few points.

I. Time

Combat is always played out in sequential "phases." One phase of combat lasts approximately 4 seconds, or 0 APs of time. During each phase of combat, each Character will get a turn to do something. The following rules will explain how to decide who gets the first turn, who gets the second turn, etc.

II. Actions

When it is a Character's turn in combat, he can perform up to three Actions; but only one of these Actions can be a Dice Action. A Character could, for example, move (Automatic Action), pick up an object (Automatic Action), and then throw the object at something (Dice Action); or move (Automatic Action), punch the villain (Dice Action), and summon the police via radio (Automatic Action). The three Actions may be performed in any order, the Dice Action does not have to come first or last, and a Character does not have to perform all three Actions if the Player so desires.

The one-line quips that so often punctuate comic book combat are free and do not take up any of a Character's three allowed actions, but stopping to plan strategy or to carry on a lengthy conversation with a friend does count as an Automatic Action. In fact, during any phase in which a Character discusses strategy or carries on a lengthy conversation, he cannot perform a Dice Action. If it is much longer than "Let's get him!" it should be ruled a lengthy conversation.

There is only one other rule concerning Actions during combat: a Character may never perform more than one movement Action in a single phase. Cyborg, for example, cannot run his full speed of 5 APs and then Jump 7 APs all in one phase. Similarly, Superman could not run along the ground using his Superspeed and then fly away using flight in the same phase.

III. Keeping Track of Position

It is always up to the GM to keep track of the position of the various combatants during a battle. The easiest way to do this is to draw out a quick map of the terrain and pencil in the first initial of each Character involved in the appropriate locations at the instant the battle begins (the GM decides where everyone begins, based on the situation). Once the battle gets started the GM can erase each Character's initial and reposition it as necessary. When drawing up a map of this sort, make sure to include a scale so that each Player can see how far everyone may move, etc.

Another option for keeping track of positions is to set up small dioramas and use miniature figures for each of the combatants. Setting up dioramas and using miniatures costs money and takes up time, but it adds a breathtaking new dimension to play.

A key rule to remember when plotting Characters' positions is to keep things moving. Do not spend a lot of time drawing out elaborate maps and diagrams once play begins. Rough sketches drawn in a minute or less will suffice. In fact, once everyone in the group has a lot of experience with the game, it is often unnecessary to keep written track of the combatants' positions at all.

IV. Combat Sequence

Each combat phase consists of five separate steps. Each of these steps is outlined below:

1. Activate Automatic Powers
2. Roll for Initiative
3. Declare Actions
4. Perform Actions
5. Make Recovery Checks

Step 1: Activate Automatic Powers

Every Character has an opportunity to immediately activate any of his protective Automatic Powers at the beginning of each phase of combat (i.e., turn the Power on). Any Power activated in this fashion goes into effect before anyone can perform an Action during that phase, other than activating their own Automatic Powers. Thus, even if Green Lantern manages to win the first turn in a combat phase, Sinestro could always put up a Force Field before the Emerald Warrior can strike.

Activating an Automatic Power always counts as an Automatic Action in combat. If a Character activates one of his Automatic Powers before Initiative is rolled (as explained in the next step), it still costs one of the three allotted Actions once it is his turn to act.

Deactivating a Power never counts as an Action; but a Character may not activate and deactivate the same Power in one phase. Brainiac 5 could not turn off his Force Field, punch Starfinger, and then turn his Force Field back on, for instance.

The only Powers that may be activated in this way are protective Powers like Force Field, Icing, Invisibility, Two-Dimensional, Dispersal, Force Shield, Mental Shield, Joined, and Magic Shield. The effects of each of these Powers are explained in detail in **Chapter 2: Character Design**. All other Automatic Powers, like Flight or Telescopic Vision, may not be used until it is that Character's turn in the phase. Each use of an Automatic Power counts as an Automatic Action every time it is used, and Dice Powers count as Dice Actions whenever they are used. Once a protection Power has been activated, it does not count as another Action to use it. For instance, it does not cost Booster Gold a separate Action every time someone tries to punch him and he uses his Force Field to defend himself, as long as he has already spent one Action to activate it. The same is true even if the Force Field was activated during a previous phase. A protection Power will always stay activated until the user voluntarily deactivates it or is rendered unconscious.

The Insta-Change Advantage may also be activated during the protection Power step, also at a cost of one Action.

Note: Some Powers like Skin Armor, Iron Will, or Awareness are always considered "on" and never need to be activated to take effect. See the Power descriptions in **Chapter Two** for details.

Step 2: Roll For Initiative

This is the step where the order in which everyone will act during the current phase is decided.

Each hero has a listed *Initiative* rating in his Attribute box. A Character's Initiative rating is equal to the sum of his Action Attributes (DEX, INT, and INFL), though there are Powers, Skills, and Advantages that can temporarily or permanently affect a Character's Initiative rating. These are described later.

At the beginning of every phase of combat, each of the participants rolls a D10, adds the result to his Initiative rating, and records the final total on a piece of scrap paper. The GM rolls for the villains and minor Characters, while the Players roll for their heroes. The Character with the highest recorded total wins the first turn and gets to act first during the phase, while the Character with the second highest total gets to act second, etc.

If two Characters' Initiative totals are tied, a hero always takes precedence over a villain or minor Character. If two heroes (or villains or minor Characters) are tied, the Character with the higher INT is considered to have won the Initiative struggle. If the Characters are still tied, have them re roll their Initiative totals until the tie is broken.

Hero Points

Before rolling Initiative for a phase of combat, each Player may choose to spend Hero Points to increase his Character's Initiative total. He may spend as many Hero Points as desired on a single Initiative roll (there is no limit), and each Hero Point spent will increase the Initiative total by one for that phase only.

Hero Points to be spent on Initiative must be declared aloud before any dice are rolled, allowing the GM and the other Players present a chance to spend their own Hero Points to counter such a move. All of the participating Players then continue to bid, as described in Chapter One, until everyone is happy with the number of Hero Points they are spending. Once a Player has declared that he is spending Hero Points on the Initiative roll, he must spend these Hero Points regardless of how many Hero Points the other Players decide to spend, or how the final totals would have come out without any expenditures.

The GM may opt to have any of the Characters he is controlling spend Hero Points to increase their Initiative scores as well. These should be declared out loud at the same time the Players are bidding, and before any Initiative rolls are made.

No one may ever "Push" one of their Acting Attributes in order to temporarily increase their Initiative rating.

Powers, Skills, and Advantages

Several of the Powers, Skills, and Advantages described in **Chapter Two** can modify a Character's Initiative rating. For the sake of convenience, all of them are recapped here. Pre-generated Characters with any of these Abilities have an Initiative listed which already takes the bonuses into account:

Lightning Reflexes: Characters with this Advantage add 2 to their Initiative ratings in all situations.

Martial Artist: Characters with the Martial Artist Skill always automatically add two to their Initiative ratings, even when they are not performing a Martial Arts attack. Robin's Base Initiative would be 21 (the sum of his DEX, INT, and INFL), but is listed as 23 because he always adds 2 to his Initiative due to his Martial Artist Skill.

Superspeed: Characters with this Power add their APs of the Power to the total of their Acting Attributes when calculating their Initiative ratings. For example, the Flash has a 7 DEX, a 5 INT, a 5 INFL, Lightning Reflexes, and 14 APs of Superspeed; therefore, his Initiative rating is 33. A Superspeed Character receives this increased Initiative rating even when he is not using Superspeed during the phase (unless his Superspeed Power has Burned Out, see **Recovery**).

Water Freedom: Characters with this Power may substitute their APs of Power for their DEX while calculating their Initiative rating in situations where they are submerged in water. A Character's submerged Initiative rating is always listed in brackets after his true Initiative rating. For example, Aquaman's Initiative would be listed as 26 [28].

Example:

Batman, Robin, and Nightwing are engaged in combat against the Penguin, the Riddler, and a pair of thugs. Present in the battle are Batman (Base Initiative of 35), Nightwing (Initiative of 28), Robin (Initiative of 23), the Penguin (Initiative of 20), the Riddler (Initiative of 25), Rocco (Initiative of 9), and Lefty (Initiative of 9).

First, the GM announces that the Penguin and the Riddler are each spending ten Hero Points to increase their Initiative

totals for this phase. The heroes' Players now have an opportunity to spend Hero Points of their own, and Nightwing and Robin's Players each decide to spend ten Hero Points to match the two villains. Since the GM feels that the Riddler and the Penguin really want to go first, however, he declares that the villains are upping their commitment to 20 Hero Points apiece. All of the heroes now have an opportunity to raise their own Hero Point expenditures (and then the villains would receive another chance to spend more Hero Points, and so on until everyone is satisfied), but the Players all decline to spend more Hero Points at this time.

Next, everyone rolls a D10 and adds the result to his Initiative Rating, plus any Hero Points he spent to increase Initiative for this phase. Batman's Player rolls a 7, so his Initiative total is 42 (35+7=42); Nightwing's Player rolls a 6, so his Initiative total is 44 for his phase (28+10 Hero Points+6=44); and Robin's Player rolls 4 for a total of 37 (23+10 Hero Points+4=37). The GM rolls a 4 for the Riddler, giving him a total Initiative of 49 (25+20 Hero Points+4=49); a 1 for the Penguin, resulting in an Initiative total of 41 (20+20 Hero Points+1=41); a 7 for Rocco, leaving him with an Initiative total of 16 (9+7=16); and an 8 for Lefty for a total Initiative of 17 (9+8=17).

During this phase, therefore, the combatants will act in the following order: the Riddler (49), Nightwing (44), Batman (42), the Penguin (41), Robin (37), Lefty (17), and Rocco (16).

Note: After this phase of combat is complete, the process starts all over again, and everyone must roll new Initiative totals and spend more Hero Points, if desired. Spending Hero Points only increases Initiative for one phase; if the GM wishes to keep the Riddler's Initiative of 45 (25+20 Hero Points), he must spend 20 more Hero Points on the next phase.

Step 3: Declare Actions

The next step is for all of the combatants to declare what their Characters are going to do during the current phase.

Beginning with the Character that has the lowest total Initiative score after rolling, the GM and each of the Players involved announces out loud their Actions for the phase in the order of Initiative scores, lowest to highest. The GM announces the Actions of any villains or minor Characters that he is controlling.

Notice that it is the individual with the lowest total Initiative score that must declare his Actions first. This is in order to give those Characters with a higher Initiative (who will be performing first in the phase) a chance to find out what everyone else is going to do before they must decide what to do themselves.

When a Player declares his Actions, he must indicate what his Character's three Actions will be, and the order in which they will be performed. Conditions may be placed upon Actions. For example, Starman could declare that he is going to fly into a building (Automatic Action), look around (Automatic Action), and use his Flame Project if he spots someone that looks hostile (Dice Action with a condition); or he could declare that he is going to fly high into the air (Automatic Action), and if anyone shoots at him, he will blast them back (Dice Action with a condition). Conditions do not have to be placed on any Dice Action if the Player does not wish it. For instance, Animal Man could declare that he is going to bash the thug who just shot the puppy, no matter what else happens during that phase (an unconditional Dice Action).

A Note on Fair Play: Good GMs and Players will always separate what they know from what the Characters they are playing know. If the Players' heroes are trying to sneak up on a villain from out of a manhole cover, for example, a good GM would never have the villain declare that he is going to rip off the sewer cap and blast away before the heroes attack, because there is no way that the villain could possibly know what the heroes are planning, even though the GM does.

Optional Turn Order

In order to speed up play, the system of declaring Actions before they are performed can be dispensed with, instead simply resolving each Character's Actions in Initiative order from highest to lowest. Because this will eliminate much of the advantage of having a high Initiative, the following rules must also be used if Actions are not declared:

A Character may always decide to delay his Action until a later part of the phase. He does not need to declare what circumstances will trigger his Actions, and may decide to take his Actions at any time in the phase after he is entitled to act. This allows Characters with higher Initiatives to attempt to stop those with lower Initiatives just as they are attempting Actions. However, when a Character decides to use his Actions for the phase, he must use all of his Actions at one time. For example, a Character cannot move, then wait for a villain to act, then stop the villain with an Energy Blast. All of a Character's Actions (with the previously noted exception of activating defensive Powers) must be performed in the same part of the phase.

If a Character is attacked after he has already acted in a phase, he may still use an Automatic Action to activate a defensive Power or use a defensive *combat maneuver* (see page 104). However, doing so forfeits that Character's next phase; he may perform no Actions in the next phase after defending himself in such a way. For example, Robin has just swung in on a Batline and knocked out a thug with a roundhouse kick. Next to act in the phase is the thug's partner, who decides to fire his machinegun at Robin. Robin's Player may decide to have Robin execute a Dodge maneuver to help him avoid the bullets, but if he does, he may do nothing (except continue to Dodge) during the next phase, allowing the thug to continue to fire.

Both of the above optional rules may be used even if the normal cycle of declaring Actions is used, but they will tend to complicate play. Advanced Players and GMs may find, however, that the added flexibility is worth the extra complexity.

Step 4: Resolve Actions

Each of the combatants resolves his declared Actions in order of Initiative scores, from highest to lowest. Note that this is the opposite of the order that Actions were declared in **Step Three**.

Resolving Automatic Actions should be easy enough; just use the appropriate rules. Rules governing all of the Powers and Skills can be found in **Chapter Two**. Some of the common Automatic Actions that Characters will perform in combat, such as movement, lifting and throwing objects, were described in the previous chapter. A Character who is trying to Push an Automatic Action would resolve the Push attempt at this time.

Resolving Dice Actions is a little trickier since it involves consulting the Action and Result Tables. Remember that any Hero Points that are going to be spent on Acting, Effect, Opposing, or Resistance Values must be announced before the dice are rolled (see **Chapter Three**). Always apply the results

of a Dice Action (such as damage to persons or property) immediately after the Action has been resolved. If a Character is knocked unconscious before it is his turn during the phase, he loses the chance to act.

Step 5: Make Recovery Rolls

After everyone has resolved their Actions, each of the combatants has the option of making a *Desperation Recovery Check*. The order in which the Characters make their Recovery rolls is unimportant.

Desperation Recovery Checks allow a Character to "heal" damage. They are fully explained later on in this chapter.

V. The Nuts and Bolts of Combat

Bashing someone, whether the Character is using a fist, a foot, or a fancy Power, is always a Dice Action. This means that every attempt to damage someone in combat has an AV, EV, OV, and RV.

The AV/EV of a combat Action depends upon the sort of attack being made. If a hero is simply attacking his opponent in hand-to-hand combat (punching, kicking, etc.), the AV/EV of the attack is equal to the hero's DEX/STR (DEX is the Physical Acting Attribute, and STR is the Physical Effect Attribute). Characters with the Martial Artist Skill can often use APs of the Skill to enhance their Acting and/or Effect Values in hand-to-hand combat. Since this Skill is so common, all Players should be familiar with the Martial Artist entry (see page xxx).

If a Character is attacking his opponent with a Power, its description in **Chapter Two** will describe what to use as the AV and EV of the attack. Usually the APs of the Power serve as the AV and the EV of such an effort.

Figuring out the OV/RV of a combat blow is a little more difficult, since the OV/RV always depends upon the type of attack being made. Basically, there are three types of combat attacks in the DC HEROES RPG: Physical Attacks, Mental Attacks, and Mystical Attacks, which correspond to the three types of Attributes.

Physical Attacks attempt to damage the target's physical self. Physical Attacks include all hand-to-hand blows, gun shots, bomb blasts, and Powers such as Energy Blast, Lightning, or Sonic Beam. Physical Attacks are far more common than Mental or Mystical Attacks because anybody can make a Physical Attack just by throwing a punch or a kick. A Character's OV/RV against Physical Attacks is usually equal to his Physical Opposing and Resistance Attributes (DEX/BODY).

Mental Attacks attempt to do damage to the target's mental well-being. A Character may only make a Mental Attack if he has an appropriate Power, such as Mind Blast or Mind Control. A Character's OV/RV against Mental Attacks tends to be equal to his Mental Opposing and Resistance Attributes (INT/MIND). Characters like Brainwave from Infinity, Inc. make Mental Attacks.

Mystical* (or magical) *Attacks attempt to damage the target's life force. Again, a Character may only make a Mystical Attack if he has an appropriate Power, like Magic Blast or Spirit Drain. A Character's OV/RV against Mystical Attacks is normally equal to his Mystical Opposing and Resistance Attributes (INFL/SPIRIT). Characters like Doctor Fate make Mystical Attacks all the time.

When using a Power to attack, its description in **Chapter Two** will describe whether the attack is Physical, Mental, or Mystical. Note that a Power that is classified as a Mental or Mystical Power does not necessarily cause a Mental or Mystical Attack. Many Mental Powers, for example, cause Physical Attacks. A Power only causes a Mental or Mystical Attack if its description specifically says so.

If a Character is attacking without using a Power to attack, he is automatically making a Physical Attack.

Certain Powers and Skills might alter a Character's OV or RV against any of the previously described attack forms. These include but are not limited to Skin Armor, Force Field, Mental Shield, Iron Will, Force Shield, Acrobatics, Magic Shield, and Martial Artist.

Combat blows are resolved as normal Dice Actions. In most instances, the RAPs earned by an attack equal the amount of damage sustained by the target. When using certain Powers or attack maneuvers, however, the RAPs might have a different use. If so, the Power description will describe these effects in detail.

VI. Damage

The maximum amount of damage that any Character can sustain before falling unconscious is equal to his Resistance Attribute (**Note:** Resistance Attribute, NOT Resistance Value) against a given type of attack. Batman, for instance, could take 6 RAPs of damage from Physical Attacks (his BODY is 6), 10 RAPs of damage from Mental Attacks (he has a 10 MIND), or 10 RAPs of damage from Mystical Attacks (he has a 10 SPIRIT) before he would fall unconscious.

All damage is cumulative. This means that if Batman receives 2 RAPs of Mystical damage this phase, and then 2 more RAPs the next, he will have taken a total of 4 RAPs of Mystical damage. In other words, once a Character takes damage he keeps it until it can be Recovered (described later in this chapter).

Players should keep a running total of the amount of each type of damage their Characters have sustained on a sheet of scrap paper. The GM keeps track of the damage sustained by the villains and minor Characters. Mark down the Character's Resistance Attribute against each attack form, and tick off damage as it occurs. If Fred were playing Batman, for instance, he would record a 6 for Batman's beginning Physical state (Batman has a 6 BODY). If Batman then takes 2 RAPs of Physical damage, Fred would scratch out the 6 and record a 4, to show that the Caped Crusader can take 4 more RAPs before Batman falls unconscious. The latest numbers that have been recorded in each category (Physical, Mental, and Mystical) are called the *Current Conditions*. Every Character should have a Current BODY Condition, a Current MIND Condition, and a Current SPIRIT Condition. If Fred was playing a Character with a MIND of 7 and a BODY of 4, for instance, and the Character took five RAPs of Mental damage and one RAP of Physical damage, Fred would record a new Current MIND Condition of 2 (7-5=2) and a Current BODY Condition of 3 (4-1=3).

The instant that any one of the three Current Conditions reaches zero, the Character instantly drops unconscious. Obviously, once unconscious, a Character may take no Actions. Characters remain unconscious until their Current Conditions are all restored to levels above zero. Regaining Current Conditions is described under **Recovery**. Unconscious Characters automatically have an OV of 0 against any further attacks of any type that are made against them.

The damage that is sustained is *never* subtracted from any of a Character's Attributes in any way. If Batman took 2 RAPs of Physical damage, he would still have a BODY of 6, and would still use 6 as his RV against Physical Attacks.

Bashing Combat and Killing Combat

All combat in the DC HEROES RPG is classified as either ***Bashing Combat*** or ***Killing Combat***. Characters that are engaging in Bashing Combat are not trying to kill one another, just drive each other out of the fight. Characters engaged in Killing Combat are deliberately trying to end their opponent's life.

There are no separate Killing or Bashing Attacks. *Every* Attack can be either a Killing or a Bashing Attack at the whim of the attacker. This includes guns, knives, rockets, fists, Energy Blasts, Mental Blasts, and every other form of attack. Unless the

attacker specifically states that he is entering Killing Combat before an attack is resolved, the attack is automatically assumed to be Bashing Combat.

Bashing Combat can never reduce any of a Character's Current Conditions below zero. If the Joker's Current Body Condition has been reduced to 2, for example, and Batman punched him for 3 RAPs of damage, the Joker's Current Body Condition would only drop to zero and the Clown Prince of Crime would fall unconscious.

Killing Combat, on the other hand, can reduce a Character's Current Condition to negative values. Once a Current Condition reaches a negative value that is greater than his original Resistance Attribute for that category, he is dead. When Superman's Current Body Condition was reduced down to -19, for example, it was the end of the Man of Steel.

Any time one of a Character's Current Conditions have been reduced below zero, he is badly wounded and slowly dying. The Current Condition in question will lose an additional 1 AP for every 8 APs of time (15 minutes) that elapses in game time until the Condition has been raised back up to 0 or better by Desperation Recovery, or through use of the Medicine Skill.

Ninety-nine percent of all combat in the DC Heroes RPG is Bashing Combat. Most heroes simply do not kill, and very few villains are willing to escalate a battle into a killing situation. **Chapter Nine** will explain how Hero Points are given to each participating hero at the end of any adventure as a reward. Heroes that willingly engage in Killing Combat during the adventure automatically forfeit this reward and receive no Hero Points at all, which can be a pretty steep penalty. A hero that responds with Killing Combat only after being attacked in Killing Combat, however, loses one-half of the Hero Points he would have earned for participating in the adventure (round fractions down).

There is one other important rule concerning Killing Combat. Many forms of damage caused by the environment are automatically considered Killing Combat. These include: Knockback Damage (being knocked into walls and such), damage from falling great heights, damage from natural fires (not a Character's fire-based Powers) and damage from remaining under water for too long. The rules for each individual situation will always specify when an attack automatically does Killing damage.

Last Ditch Defense

Whenever a Character takes damage, whether Killing damage or Bashing damage, the Player may immediately spend Hero Points to reduce the amount of damage sustained. Each Hero Point spent takes away one RAP of damage; but a Player may never spend more Hero Points on Last Ditch Defense than the basic value of the Resistance Attribute against the type of damage just sustained. For example, Batman can spend up to 6 Hero Points for Last Ditch Defense against Physical damage, up to 10 Hero Points for Last Ditch Defense against Mental damage, and up to 10 Hero Points for Last Ditch Defense against Mystical damage.

The decision of whether or not to use Last Ditch Defense must be made at the instant the damage is taken, and only damage that was just sustained can be spent away. If Wonder Woman takes 5 RAPs of Physical damage, for example, she could immediately spend 5 Hero Points to negate the damage, but she cannot spend more than 5 Hero Points in order to spend away damage that she might have taken earlier. This also means that unless she chooses to spend the 5 Hero Points at the instant she takes the damage, she cannot go back and remove it later with Last Ditch Defense; it must be Recovered.

Here is a detailed example of damage and how it works. Green Arrow has a Body of 5, so George begins a battle by recording a Current Body Condition of 5. First, Green Arrow is hit for 3 RAPs of Physical damage, but George spends 3 Hero Points on Last Ditch Defense, so the Emerald Archer takes no damage and his Current Body Condition does not change. Next phase, he is hit again for 8 RAPs of damage, and George decides to use Last Ditch Defense again; but Green Arrow is only able to spend 5 Hero Points on Physical damage, since his Body is only 5, so Green Arrow keeps 3 RAPs of damage despite the Last Ditch Defense. His Current Body Condition is now 2 (5-3=2). In the next phase, the Arrow is struck for 12 RAPs of damage. Since George cannot spend enough Hero Points on Last Ditch Defense to avoid being driven unconscious, he decides to forget about Last Ditch Defense altogether. Green Arrow's Current Body Condition is now zero and he is unconscious. Since his attacker did not announce that he was entering Killing Combat, the last attack could not drive Green Arrow's Current Condition below zero. Since he is a ruthless fiend, the attacker decides to attack Green Arrow again, even though the archer is unconscious, and this time he announces that he is entering Killing Combat, striking for 7 RAPs of damage. George uses Last Ditch Defense to remove 5 of these RAPs, leaving Green Arrow's Current Body Condition at -2. He is now slowly dying and his Current Body Condition will fall another 1 AP every 15 minutes (8 APs of time) until it reaches -6 (one more than his Body Attribute), at which point the Arrow will be pushing up the daisies. Hopefully, someone will come to his aid in time.

Note that Green Arrow cannot avoid taking further damage from his wound by using Last Ditch Defense after combat is over. The "slow death" damage from Killing Combat wounds is automatic. Notice, too, that Green Arrow did not have to be conscious for George to use Last Ditch Defense against further attacks.

Stunning

A Character who takes an amount of damage equal to his Body, Spirit, or Mind from a single attack is *Stunned* by that blow, even if the blow does not knock the target unconscious because he neutralized part of its effect through the use of Last Ditch Defense.

A Stunned Character may take no Dice Actions during the phase in which he was Stunned (if he had not already acted in that phase), and may not make a Dice Action during his next phase. Stunned Characters still receive their full OV, RV and defenses against any and all attacks made upon them. Stunned Characters may make Automatic Actions at the GM's discretion.

VII. Recovery

Healing damage from attacks is called *Recovery*. There are two types of Recovery: Resting Recovery and Desperation Recovery.

Resting Recovery

A Character automatically receives a ***Resting Recovery Check*** after a certain amount of time passes since the last time he was damaged. If the Character's Current Condition was reduced by a Bashing Combat attack, he would receive a Resting Recovery Check one hour (10 APs of time) after the last time he took damage. If the Character's Current Condition was reduced by a Killing Combat attack (even if the Current Condition was not reduced below zero), he receives a Resting Recovery Check twenty-four hours (15 APs of time) after the last time he took damage.

Characters Recover each one of their Current Conditions separately. Suppose, for example, that the Atom's Current Body Condition is 1, his Current Mind Condition is 0, and his Current Spirit Condition is -1. His Current Body and Mind Conditions

were attacked in Bashing Combat, while his Current SPIRIT Condition was reduced by Killing Combat (that must have been a rough battle). One hour after he last took Physical and Mental Bashing damage, he gets to make Resting Recovery Checks to boost up his Current BODY and MIND Conditions. Twenty-four hours after he last took Mystical Killing damage, he may make a Resting Recovery Check to improve his Current SPIRIT Condition.

Resting Recovery is always performed after the appropriate amount of time has passed since the last time damage was sustained. If Nightwing takes 3 RAPs of Physical damage and then receives another RAP of damage to his BODY 55 minutes later, he must now wait another full hour before he may make a Resting Recovery Check to increase his Current BODY Condition.

If, after making a Recovery Check, a Character is not fully "healed," he must wait the appropriate amount of time (one hour or twenty-four hours, depending upon the type of damage sustained) all over again before he may make another Resting Recovery Check.

Incidentally, a Character may only Recover if he has actually taken some sort of damage. A Character can never increase his Current Conditions above their starting value.

Desperation Recovery

In the comics, it seems that heroes are always able to regain consciousness in the nick of time when their lives are on the line. How many times has an unconscious Batman been thrown out of an airplane, only to wake up just in time to save himself with a device from his utility belt?

This is called Desperation Recovery. At the end of any phase of combat, each of the heroes has the option of making a *Desperation Recovery Check*. Villains never use Desperation Recovery, although heroes may spend Hero Points to allow villains to Recover, as described later.

In order to make a Desperation Recovery Check, the hero must pay a fee of 15 Hero Points. These Hero Points may be paid for by the Character who wants to Recover, or they may be paid by another Character as long as the Character who is paying is touching the Character who wants to Recover. the Character who is paying knows that the Character who wants to Recover is in trouble, and the Player whose Character is paying wants to spend the Hero Points. Getting a hero to pay for the Desperation Recovery Check in this manner is the only way a villain could ever use Desperation Recovery.

If a Character's Current Condition is less than zero, a Desperation Recovery Check only costs him (or whoever is paying) 1 Hero Point; but Desperation Recovery Rolls under these circumstances may only increase the Current Condition to 0, and the Character may not make any further Desperation Recovery Checks until he has made at least one Resting Recovery Check; that is, until one hour has passed. Once a Character's Current Condition is raised to a number at or above zero, he no longer continues to lose Current Condition APs due to a Killing attack.

If a Character is entitled to Desperation Recovery, the Player may make a Recovery Check as described in the following section. Any RAPs from this roll are immediately added to the Character's Current Condition. Each Desperation Recovery Check must be paid for separately: if Bob wants to Recover both his Character's Current BODY Condition and MIND Condition, for example, it would cost Bob 30 Hero Points.

Medical Treatment

Another way that damage can be Recovered is through the application of medical treatment. This is covered under the Medicine Skill entry in **Chapter Two.** Using the Medicine Skill is often the only way to save the life of someone who is dying because one of his Current Conditions have been reduced to below 0. Using the Medicine Skill can restore BODY, MIND, and SPIRIT damage.

How To Roll Recovery Checks

Recovery is a Dice Action. To make a Recovery Check, a Player makes an Action Check using the appropriate Resistance Attribute (BODY for Physical damage, MIND for Mental damage, and SPIRIT for Mystical damage) as both the AV and EV. If the Current Condition is zero or above, the OV and RV of the Action Check is zero. If the Current Condition is below zero, the OV and RV of the Action Check is equal to the amount that the Current Condition is below zero. If the Question's Current BODY Condition was at -2, for example, the OV/RV of his Recovery Check would be 2/2.

As an example, let us say that Batman's Current BODY Condition is 0. One hour after he last took Physical damage, he gets to make a Resting Recovery Roll. The AV/EV of this roll is 6/6 (Batman's BODY); the OV/RV is 0/0. The Player rolls an 11, and Batman receives 7 RAPs, thus restoring his Current BODY Condition to 6. He cannot restore all 7 RAPs, since he can never heal any of his Current Conditions up beyond their starting points.

Damage to Powers and Attributes

If a Player attempts to Push a Power or Attribute and fails, the Power or Attribute "burns out" and is instantly reduced to 0 APs. Powers and Attributes that have been reduced in this way are Recovered just like Current Conditions. One hour after the Power or Attribute burns out, the Player may make a Resting Recovery Check, using the APs of the Power as the AV/EV against an OV/RV of 0/0. Any positive RAPs are restored to the AP level of the Power or Attribute being Recovered.

Similarly, certain rules and Powers call for "damage" to Powers and/or Attributes. If the Martian Manhunter's Flight Power takes 5 RAPs of damage, for example, it is temporarily reduced by 5 APs (to a minimum of zero). Powers and Attributes that have been damaged like this are Recovered as though they were Current Conditions. Note, however, that in the case of Powers and Attributes, any damage that is sustained is actually subtracted from the APs of the Power or the appropriate Attribute until Recovered. In other words, if Starfire's Energy Blast Power of 12 APs takes 3 RAPs of damage, she will only have a 9 AP Energy Blast until she Recovers the damage.

Using Desperation Recovery on Powers or Attributes costs 25 Hero Points instead of the usual 15. Under no circumstances can APs of a Power or Attribute ever be reduced to less than zero.

VIII. Knockback

Powerful blows thrown by the participants in comic book combat tend to send their targets reeling backward away from the attacker. This phenomenon is called *Knockback.*

Every attack that does Physical damage has the potential to knock its target backwards. The distance (in APs) that the target is Knocked Back by an attack is equal to the number of Column Shifts that the attacker rolled on the Action Table while resolving the attack, minus the target's weight in APs (most human Characters weigh 2 APs). If Amanda Waller needed a 9 to strike Captain Boomerang, for example, and she rolled a 15, she would receive 3 column Shifts, so "Boomerbutt" would be Knocked Back 1 AP of distance (about 20 feet). Mrs. Waller is not one to be trifled with.

The maximum distance that a target may be Knocked Back by an attack is equal to the Effect Value of the attack minus the target's weight in APs. Most human Characters weigh 2 APs. This means, for example, that Amanda Waller could never Knock Boomerang Back more than 1 AP of distance in hand-to-hand combat (the Wall's STR of 3 - Boomerang's weight of 2=1 AP of distance), while Superman could never Knock a thug Back more than 23 APs of distance (Superman's STR of 25 - the thug's weight of 2=23 APs of distance). Also, if the attacker is using his Martial Artist Skill in place of his STR as the EV, the maximum knockback is still based on his STR. (Batman cannot Knock Back a thug 1/8 of a mile, regardless of the Column

Shifts!) Anyone who rolls a number of Column Shifts that would give him greater than the maximum amount of Knockback for that target, gives the maximum amount instead. If Waller rolled up 5 Column Shifts against Boomerang, she would still only Knock the creep Back 1 AP.

Knockback Damage

When a target is Knocked Back, it travels the appropriate distance in a straight line away from the attacker. If the target's path sends it reeling into an obstacle or another Character, both the target and the obstacle (or Character) immediately receive a Physical Attack with an AV/EV equal to the distance that the target was Knocked Back. Any character or obstacle attacked in this fashion, including the original target, defends with an OV/RV equal to its BODY/BODY. Hero Points may be spent to increase the OV/RV if a Character is involved, but the AV/EV of the Knockback cannot be increased with Hero Points, nor may Hero Points be used to add to the OV/RV of an inanimate object. Characters take normal Physical damage from such attacks, while obstacles may break, as described in the last chapter. If the target does not strike an obstacle, he takes no additional damage from being Knocked Back, unless the Knockback pushes the Character off a cliff or into a volcano or something.

Knockback damage is automatically considered Killing Combat. How heroes can "pull their punch" to avoid accidentally killing their opponents with Knockback is described later in this chapter.

Example: Suppose Captian Marvel hits a villain with a BODY of 6, and Knocks the brute Back 7 APs (about 400 yards) into a brick wall with a BODY of 7. Both the villain and the wall instantly undergo Physical Attacks with an AV/EV of 7/7 (the distance the target was Knocked Back). The villain defends against the Knockback damage with an OV/RV of 6/6 (his BODY/BODY). Any RAPs from this Action Check are Physical Killing damage. The wall defends with an OV/RV of 7/7 (its Body/Body). If the attack receives one or more RAPs on the wall, the wall sustains that much damage, and the villain flies through the wall and continues along his path. If the attack on the wall receives 7 or more RAPs, the villain completely destroys the wall as he comes through. If the attack on the wall receives no positive RAPs, the target simply slams into the wall and comes to a stop.

IX. Combat Maneuvers

So far, all of the combat rules have assumed that the attacker was making a simple, straightforward attack. In the comics, however, heroes and villains tend to employ a number of unusual or extraordinary *combat maneuvers*.

Every time a Character makes any kind of attack, he has the option of employing any one of the following combat maneuvers. Some maneuvers are limited to certain types of attacks, as explained in their descriptions. The Player must declare which combat maneuvers his Character is using, if any, at the time he declares actions for the phase.

A. Critical Blow

A ***Critical Blow*** is an attempt to direct an attack at a weak point in the target's defenses. Critical Blows are harder to connect with; but when they do connect, they do a lot more damage.

In hand-to-hand combat, a Critical Blow can also be used to represent kicks, elbows, haymakers, or any other attack that has a significantly smaller chance for success but a higher damage potential.

Whenever a Player declares that his Character is attempting a Critical Blow, his adversary receives +2 Column Shifts to the Opposing Value. For example, a Character with a 7 DEX defends against Critical Blows in the **11 to 12** Column. If the attack succeeds, however, the defender receives -3 Column Shifts to his Resistance Value. For instance, a Character with a BODY of 8 defends against Critical Blows in the **1 to 2** Column. These Column Shifts to the defender's RV are in addition to any received on the Action Table, but are not counted when figuring the Knockback caused by the attack.

Critical Blows can be used in conjunction with any sort of attack.

B. Devastating Attack

A ***Devastating Attack*** is an all-out attempt to overwhelm the target's defenses. Essentially, the Devastating Attack is a more powerful version of the Critical Blow.

Devastating Attacks increase the target's OV by +4 Column Shifts, but decrease his RV by -6 Column Shifts, in addition to any earned on the Action Table. The Column Shifts to the opponent's RV do not affect the amount of Knockback caused by the attack.

Devastating Attacks can be used in conjunction with any sort of attack.

Note: Critical Blows and Devastating Attacks are essentially the same thing as "Going For Broke," which was described in **Chapter Three**. The normal Going For Broke rules cannot be employed in combat; an attacker must choose to make a Critical Blow or Devastating Attack instead. This means that the more powerful +6/-9 and +8/-12 versions for Going For Broke may never be used in combat.

C. Flailing Attacks

A ***Flailing Attack*** is the opposite of a Critical Blow. It is a slow, deliberate attack that places a higher premium on striking the target than upon inflicting damage.

The defender's OV against a Flailing Attack is decreased by two Column Shifts, while his RV is increased by three Column Shifts. In hand-to-hand combat, a Flailing Attack might represent a feint or a flurry of quick, less powerful blows.

The Flailing Attack may be used with any sort of attack, and can be employed in conjunction with Grappling Attacks, Multi-Attacks, and Team Attacks.

D. Grappling Attack

A ***Grappling Attack*** is an attempt to grab another Character and restrict his movements. Slow, strong Characters often prefer Grappling Attacks because they can be used to keep a quicker but weaker opponent in one place, where he can be pounded into jelly. Grappling Attacks can only be made in close hand-to-hand combat. It is impossible to grab someone with a gun or an Energy Blast, but if the attacker has an appropriate Power, like Stretching for instance, he may make long distance Grappling Attacks.

An attempt to Grapple another Character is resolved as a normal Physical Attack (DEX/STR as AV/EV, DEX/BODY as OV/RV). If this attack earns one or more RAPs, the target and the attacker become Grappled, and the defender takes damage as usual. The effects of a successful Grapple are as follows:

1. Until the Grapple is broken, both the attacker and defender can Physically Attack only each other. Mental and Mystical Attacks may still be made upon any target in range, including the Character with whom the attacker is Grappled.

If a target that becomes Grappled has not yet acted during a phase and has earlier declared that he would be performing an action which is now illegal, he does not get to act in the phase at all.

2. Neither the attacker nor the defender can use any Power that does Physical damage to attack his opponent, unless the Power has a range of Touch.

3. Grappled Characters use their STR as their AV and OV, as well as for their EV, while engaging in hand-to-hand combat.

4. Unless a Grappled Character has APs of movement that are greater than the STR of the Character with whom he is Grappled, he cannot move. If the APs of movement are greater, he can move a distance equal to his movement APs minus the STR of his opponent. A Character with 8 APs of Flight that is Grappled by an opponent with a STR of 7, for instance, could only fly 1 AP of distance per phase.

Anyone who moves while Grappled takes his opponent with him, and the two Characters remain Grappled.

5. A Character who attacks a target with whom he is Grappled never causes any Knockback, despite any Column Shifts received.

All of these effects are suffered by both the Grappled Character and the Character who made the Grappling Attack until the Grapple is broken.

Breaking a Grapple

Attempting to break a Grapple is a Dice Action; and the intention to do so must be declared by either of the Grappled combatants during **Step 3** of the combat phase. An attempt to break a Grapple uses the breaker's STR/STR as the AV/EV and his opponent's STR/STR as the OV/RV. If the Action Check earns one or more RAPs, the Grapple is broken and both Characters may begin to move and fight normally. An attempt to break a Grapple never causes any damage to the opponent.

A Grapple is also broken at the end of any phase when all of the involved parties agree to stop Grappling, or if either of the Grapplers falls unconscious.

E. Multi-Attack

A ***Multi-Attack*** is an attempt to attack more than one target in the same phase. Multi-Attacks are obviously more difficult to perform than attacks upon a single target.

A Multi-Attack is resolved with one Dice Action. The OV of the attack is the highest OV among the defenders, while the RV of the attack is the highest RV among the defenders. In addition, the OV and RV are each increased by a number of Columns, as summarized on the following table:

# 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

Any RAPs earned by a Multi-Attack are suffered by all of the targets.

In hand-to-hand combat, a Character may only Multi-Attack a number of opponents equal to his APs of movement, and only if the attacker has enough movement to move into striking distance of each of the targets. The only restriction upon using Multi-Attacks with Powers is that all of the targets must be within the user's Range.

Multi-Attacks can be used with any type of attack. Multi-Attacks can also be combined with other forms of special attacks such as Grappling Attacks, Devastating Attacks, Team Attacks or Critical Blows, in which case all Column Shift bonuses and penalties are cumulative.

Example: Mento wants to use his Control Power on a group of 8 thugs, each with an INT/MIND of 2/3. The OV of the attempt is 2 (the highest OV among the thugs), and the RV is 3 (the highest RV among the thugs). The OV and RV are then each increased three Columns because Mento is attacking 8 targets. If just one single thug with a higher INT or MIND was present, the OV and RV would both use this single thug's higher values.

F. 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 of the penalties of a regular Multi-Attack, it moves 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 RAPs of damage are greater than the BODY 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: The Atom attempts a Sweep Attack against a group of 5 thugs in Metropolis Stadium. The thugs are running across the football field, so Atom 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 4 APs. With his Strength of 8, the Atom can only throw it 4 APs of distance. The GM determines that only 3 of the four thugs are within this range, so only 3 can be attacked.

The Atom's Player rolls the attack as a normal Multi-Attack. Because it is a Multi-Attack against 3 opponents, Atom suffers a +2 Column Shift to the OV, but because of the Sweep Attack, he may reduce this to only a +1 Column Shift.

G. Team Attack

A ***Team Attack*** is an attempt to gang up on a single defender in order to overwhelm his defenses. Team Attacks are especially useful for a team of weaker heroes that is going up against a tougher opponent.

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:

Number of Team Members	Opposing Value Column Shifts
2	-1
3-4	-2
4-8	-3
9+	-4

Each team member in a Team Attack rolls his own Action Check, and applies the Column Shifts separately. If desired, each Player may spend his own Hero Points separately.

A single opponent may be Team Grappled (see previous paragraph on Grappling Attacks).

The team member who has the lowest total Initiative Score declares the Team Attack during Step 3 of the phase, and the attack begins on his turn, as if all the team members' Initiative Scores had been reduced to this level.

Example: Guy Gardner, Fire, and the Flash are attempting a Team Attack against Doctor Polaris. First, check their Initiative ratings, which are 18, 20, 33, and 20, respectively. If no Character is using Hero Points to increase his Initiative, and the rolls are (in the same order) 4, 3, 9, and 7, the Initiative totals for the four Characters would come out 22, 23, 42, and 27.

Guy Gardner, whose Initiative total is lowest (22) would declare his action first, and he declares the Team Attack. Doctor Polaris' Initiative total (27) is lower than the Flash's (42). However, when attacks are made during this phase, Doctor Polaris would go first, as the Flash must wait until Guy Gardner's turn to participate in the Team Attack. When the

heroes attack, Doctor Polaris will suffer a -2 Column Shift penalty to his OV against all three of the heroes' attacks.

H. Pulling A Punch

Pulling A Punch is used by a Character who does not want to accidentally slam his opponent into a wall or off a cliff or into another hero due to Knockback (see **Knockback**, page 100).

The Player must declare that he is Pulling his Punch during the action declarations of **Step 3** of the combat phase.

The defender's RV is increased +1 Column Shift to the right when a Character Pulls A Punch. The Action Check is then resolved normally.

If the Action Check receives any Column Shifts on the attack when a Character is Pulling A Punch, the attacker may decide how many APs the defender is Knocked Back, up to the maximum number of Knockback distance APs possible in that attack. The attacker may even opt not to have the defender be Knocked Back at all. The Column Shifts transferred from the Action Table to the Result Table for the purpose of determining RAPs are not changed.

"Pulling A Punch" may be used with any sort of attack; even those in which no actual "punch" is thrown, such as an Energy Blast or a machine gun.

I. Planned Knockback Attack

Instead of aiming a blow or attack at an opponent with the intent to do harm, a Character can focus the blow upon Knocking Back the target. This is called a ***Planned Knockback Attack***.

Planned Knockback Attacks are resolved like normal Dice Actions, except that the RAPs earned equal the amount of distance that the target is Knocked Back instead of the amount of damage the target sustains. The target takes no damage from a Planned Knockback Attack unless he is Knocked Back into a wall or obstacle as described previously under **Knockback**. The total distance that an attack may Knock Back a target is still limited to the Effect Value of the attack minus the target's weight.

A Planned Knockback Attack may be made in conjunction with any sort of Physical Attack.

J. Charging Attack

A ***Charging Attack*** is an attempt to run, fly, or leap into an opponent in order to use the velocity of the move to cause additional damage.

In order to make a Charging Attack, the attacking Character must move at least 1 AP and end his movement with a hand-to-hand attack upon the opponent, thus expending both an Automatic Action, and a Dice Action. The AV of a Charging Attack is equal to the attacker's DEX; the EV is equal to the attacker's APs of movement or movement Power. The OV/RV is the defender's DEX/BODY, as usual.

The problem with Charging Attacks is that they can be just as dangerous to the attacker as they are to the defender, since the attacker is using his own body as a weapon. An attacker making a Charging Attack has a chance of taking damage along with the defender. After resolving the Charging Attack upon the defender, look directly to the Result Table, using the EV of the Charge as an EV, and the attacker's BODY as an RV to find the amount of damage sustained by the attacker. The attacker may spend Hero Points to increase his RV against the Charging damage or to remove damage through Last Ditch Defense. The attacker's RV against a Charging Attack never suffers any Column Shifts due to Critical Blows, Devastating Attacks, or good dice rolling. The attacker only takes damage from a Charging Attack if the attack actually hit its target (i.e. the attacker rolled his Success Number on the Action Table), although the attack need not have actually damaged the target to damage the attacker.

Example: Suppose that while flying through New York, Starfire spots an escaping villain and decides to make a Charging Attack. During her turn in the phase, Starfire dives out of the air and flies straight into the fleeing villain. First, the Player would resolve the Charging Attack against the villain. Starfire's AV is her DEX and her EV is her APs of Flight. The villain's OV is his DEX and the RV is his BODY. Suppose that Starfire rolled high enough to receive two additional Column Shifts to the villain's RV, and the attack inflicted enough damage to knock the villain unconscious. The Player would now check to see if Starfire herself took damage, by looking directly to the Result Table. The EV is equal to her EV of the Charging Attack (Starfire's APs of Flight), and the RV is Starfire's BODY. Starfire's RV does not suffer the additional +2 Column Shifts for her good dice roll. The RAPs found on the Result Table equal the amount of damage Starfire takes from her own Charging Attack.

Charging Attacks can also be used to damage inanimate objects. Charging Attacks may never be made in conjunction with a Multi-Attack.

K. Take Away

A ***Take Away*** is an attempt to grab an object or item away from another Character in combat. Take Aways are most frequently used to deprive an opponent of his weapons or Gadgets.

A Take Away is a normal Dice Action using the attacker's DEX/STR as the AV/EV, and the defender's DEX/STR as the OV/RV, though the defender automatically receives a special +2 Column Shift bonus to his OV, and a +1 Column Shift bonus to his RV. If the Take Away attempt earns one or more RAPs, the attacker automatically gains possession of any one item formerly in the possession of the defender. The attacker must specify which item he is trying to Take Away before rolling the dice, if there is more than one possibility. Whether an item can or cannot be Taken Away depends on whether or not it is listed in upper and lower case letters, or in all capitals (see **Chapter Seven: Gadgetry**). Manga Khan could not Take Away **BOOSTER GOLD'S BATTLESUIT** in the middle of combat, for example, but he might be able to Take Away Blue Beetle's **BB Gun**.

In order to attempt a Take Away, a Character must obviously be in close hand-to-hand combat position, unless he has an appropriate Power, like Stretching. Take Aways never inflict any damage upon the defender.

L. 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 this action is considered successful if the RAPs are 1 AP or greater.

If Batman did not want to hurt the Riddler with his Trick Shot, for example, he could just entangle the villain in his Batarang line by earning one or more RAPs on his Trick Shot.

The +2 Column Shift rule may be modified by the GM to reflect the particular circumstances and difficulty of a shot, by using the ***Universal Modifier Table*** (see page 90).

X. Defensive Combat Maneuvers

Defensive Combat Maneuvers are employed like regular offensive maneuvers: a Player must declare which maneuver he is using during **Step 3** of the combat phase. Defensive Maneuvers, however, go into effect immediately after they are declared. Even if a Character has a lower total Initiative Score than his attacker, the Character employing a Defensive Maneuver still gets to use the maneuver to fend off the attack.

Defensive Maneuvers only affect Physical Attacks.

A. Block

A ***Block*** is an attempt by the defender to interpose some object between an incoming blow and his person. If the Block maneuver succeeds, the object takes the damage instead of the defender.

A Block is a Dice Action, and in order to perform a Block, the Character must have some object in his hands or on his person that can be used to Block. The AV and EV of a Block attempt are both equal to the defender's DEX. The OV and RV are both equal to the Acting Value of the incoming attack. If the Block Action Check earns one or more RAPs, the Block succeeds and the attack is then resolved normally, using the defender's DEX as the OV and the BODY of the object used to Block as the RV.

Any RAPs caused by the attack are inflicted upon the object's Current BODY Condition instead of the defender's. If an object is damaged during a Block attempt (it takes at least 1 RAP of damage), it can no longer be used to Block. However, GMs may wish to suspend this rule if the object being used to Block has been specifically designed for blocking, such as a broadsword or a shield. If an object is destroyed during a Block attempt (it takes RAPs of damage greater than or equal to its BODY), the object can no longer be used to Block and the attack carries through and damages the defender anyway. In this case, look to the Result Table, using the EV of the attack as the EV and the defender's BODY as the RV, applying all of the Column Shifts earned by the attack in order to determine the RAPs of damage sustained to the Character's Current BODY Condition.

If the original Block Action Check fails, the attack is resolved normally and the defender automatically suffers a -2 Column Shift penalty to his OV against it.

A defender may Block more than one attack per phase, but the OV/RV of each subsequent Block attempt is increased by +1 Column Shift. This is one of the few exceptions to the "one Dice Action per phase" rule. Only Physical Attacks may be Blocked.

The OV and RV of a Block attempt are also modified according to the size of the object used to Block, as summarized in the following table:

Approximate Size of Object	OV and RV Column Shifts
Human Hand	+1
Small Shield, large Dictionary	0
Garbage can lid	-1
Desk, small table	-2
Door	-3
Automobile	-4
Semi Truck	-5
House	-6

Example: A thug is shooting at Wonder Woman, and she decides to use her bracelets to Block the incoming bullets. The AV/EV of the Block attempt is equal to Diana's DEX/DEX (13/13), and the OV and RV are both equal to the thug's Acting Value (in this case, his Weaponry Skill: 4/4). Since the bracelets are roughly the size of a human hand, the Block attempt receives a +1 Column Shift penalty. The Success Number for the Block attempt is 4. Diana rolls an 8 and receives 11 RAPs: she has Blocked successfully. The thug's attack is now resolved normally, using the thug's Weaponry Skill as the AV, the gun's Effect Value as the EV, Diana's DEX as the OV, but the BODY of the bracelets (30) is used as the RV instead of Diana's BODY.

B. Dodge

A Player who declares a ***Dodge*** has his Character's OV against all Physical Attacks increased by +1 Column Shift for that phase. Characters with the Acrobatics/Dodging Subskill may add their APs of Skill to their OV instead of the one Column Shift bonus.

Dodging is an Automatic Action, but a Character may never perform a Dice Action of any sort during a phase in which he Dodges.

XI. Initiative Maneuvers

Finally, there are two special *Initiative Maneuvers* available to the one Character that has the highest final Initiative Score during each phase of combat. The Initiative winner may choose to use one of these two maneuvers, or neither of them, but never both. Both of the maneuvers are Automatic Actions and can be used in conjunction with all of the previously described combat maneuvers.

A. Pressing The Attack

If the Initiative winner chooses to ***Press The Attack***, any targets that he attacks during the phase have their Opposing Values decreased by -1 Column Shift, but the Initiative winner also has his OV decreased by -1 Column Shift against any attacks that are directed at him.

Pressing The Attack can be used in conjunction with any sort of Attack (Physical, Mental, or Mystical), or any special attack maneuver.

B. Laying Back

Laying Back is the opposite of Pressing The Attack. The Initiative winner has his OV increased by +1 Column Shift against all attacks made against him during the phase, but any targets that he attacks have their OVs increased by +1 Column Shift as well.

Laying Back can also be used in conjunction with any sort of attack or defensive combat maneuver.

XII. Special Combat Situations

A. Weapons

Weapons are not usually used by heroic Characters. Only a few heroes who do not have offensive Powers, like Batman, Nightwing, and Hawkman, use weapons with any frequency. Even then, their weapons are used to stun, entangle, or for some Trick Shot effect, rather than to injure or kill an opponent.

Non-Player Characters, on the other hand, use weapons all the time. You will find a listing of normal weapons and their effects in **Chapter Seven: Gadgetry.**

In general, weapons which are thrown by a 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 missiles are different. They can have EV APs which must be substituted for the STR of the firer. Some guns even have AV APs which may be substituted for a Character's DEX.

B. Surprise

Surprise can occur when a Character is not aware of his attackers. Surprise happens before combat begins. Characters who are already engaged in combat may not be Surprised.

Before a Surprise is sprung, the GM must give his Players a special Perception Check (see page 107) that allows them to detect the Surprise, be it a hidden bomb, an ambush in a 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; the Players can try to figure out the Success Number for themselves.

For this special Perception Check, the INT/WILL of the defender is the AV/EV, and the INT/WILL of the attacker who set the ambush or trap is the OV/RV. Any positive RAPs means that the ambush, trap, or Surprise has been detected one phase before it occurs.

The Danger Recognition Subskill of the Military Science Skill may be substituted for the AV/EV. Also, the potentially Surprised Characters might have Powers that make the Surprise easier or more difficult to detect. In either case, the APs of these Powers may be used instead of INT/WILL as the AV/EV.

The effects of Surprise are as follows: 1) Surprised Characters may not make any Dice or Automatic Action during the first phase of combat (they have no Initiative), and 2) Surprised Characters have their Opposing Value moved -2 Column Shifts to the left on the Action Table.

C. Blindside

Blindsides are a type of Surprise that can happen during combat when a Character is struck from behind or from a vantage point which he cannot see. The defender must not be aware of the precise location of the attack or attacker for a Blindside to be called. It is up to the GM to rule whether or not an attack is a Blindside.

Sensory Powers such as Full Vision, or perhaps a lucky glance in the right direction at the right time, 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 Sensory Power, then the Character is Blindsided.

When a Character is Blindsided, his Opposing Value is shifted -1 Column Shift to the left on the Action Table for all attacks from that attacker until he can locate the source of the attacks (see **Perception Checks**, page 107).

D. Darkness

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

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

This rule covers only naturally occurring darkness. The darkness that results from the use of the Darkness Power is discussed in **Chapter Two**.

An attacker can compensate for the natural darkness penalties by using an appropriate Power, such as Ultra Vision, Thermal Vision, or Flash.

E. Underwater

When Characters are taking part in an underwater adventure, the following rules should be applied. However, the Water Freedom Power negates all underwater penalties except forthrown items.

- Add +1 Column Shift to the right on any Dice Action's Resistance Value involving movement. This also applies to Knockback.
- Subtract 2 from all movement rates except Swimming.
- Submerging to a great depth will harm Characters. Each AP of depth over 5 causes the descending Character to suffer a Physical Attack with the APs of depth as the AV/EV and the Character's STR/BODY as the OV/RV. This is automatically a Killing Combat attack. A new attack is made every time the Character descends an additional one AP of depth.
- Subtract 5 from the Initiative score of each Character that is underwater.
- A Character may hold his breath for 5 APs of time (two minutes). If he stays underwater beyond this time, the Character must make an Action Check using his STR/STR as the AV/EV and his BODY/BODY as the OV/RV. Hero Points may be spent on both the AV and the EV. Any positive RAPs, up to a maximum of 5, are the APs of time that the Character may remain underwater before having to return to the surface. If the Character does not receive any RAPs (or if he cannot reach air in the time he gained), he will take 1 point of Physical Killing Damage per minute (4 APs) until he reaches 0 BODY and falls unconscious. After this point, the drowning Character will take 1 point of damage every phase until he dies.
- Water is not always clear. Normal vision underwater is 5 APs (300 feet). For every 2 APs of depth, 1 AP is subtracted from the normal range of vision due to darkness. At the GM's discretion, vision may also be impaired by mud or dirt suspended in the water.
- Items which are not continually propelled, such as thrown rocks or arrows, have a range that is 2 APs shorter than normal when fired through water. Thus, a Character with a STR of 11 who could normally hurl a stone weighing 4 APs a distance of 7 APs (11-4=7) may only throw the same stone 5 APs of distance underwater (11-4-2=5).
- All attacks made using Powers or Skills underwater suffer a +2 Column Shift penalty to the OV. The GM may rule that some Powers are inoperative underwater, or he may use the ***Universal Modifier Table*** to determine any further penalties when performing Actions underwater.
- If a Character has Running or Superspeed of 12 APs or greater, he may run across the surface of water as if it were solid.

F. Space

If Characters end up in outer space without the benefit of a spaceship, they will be faced with a number of problems. Apply the following rules to Characters in space:

- All Dice Actions attempted by Characters in space have their OVs increased by +3 Column Shifts. This is reduced to +2 Column Shifts if a Character has some means of controlling his position (i.e. Flight, Telekinesis, a jet pack, etc.), and is reduced to +1 Column Shift if a Character has the Space Craft Subskill of Vehicles. Regardless of experience, all Characters suffer a minimum +1 Column Shift modifier to OVs.
- The GM may rule that some Powers are inoperative in space, or he may use the ***Universal Modifier Table*** to determine any further penalties when performing Actions in space.
- Unless a Character in space has the Sealed Systems Power, he will begin to suffocate in the airless vacuum. Use the rules for drowning in the previous section, except that the OV/RVs of the Action Check are increased by +2 Column Shifts unless the Character has the Space Craft Subskill of Vehicles.
- Only Characters with the Flight Power may move freely; other Characters can try to push off larger objects, throw an object, or fire a weapon with recoil to gain momentum, but this will be difficult. Any such attempt to move requires a Perception Check (see page 107) to determine the proper launch angle against OV/RVs of 8/8 (6/6 if Character has Space Craft Subskill of Vehicles). Failure indicates that the Character drifts off target. In any case, the Character will free-fall at a speed equal to his STR Attribute, with a maximum speed equal to the Weight of the object pushed off of (or the EV of the weapon fired). Of course, it is equally difficult to slow or change direction as well.
- Objects moving in space continue to move in a constant speed and direction until acted upon by some outside force. Characters moving as described above will continue in the same

direction until they hit another object or are grabbed or pushed by another Character. Any impact is treated as a Charging Attack (see page 103) with AV/EVs equal to the Character's speed and OV/RVs equal to the Character's BODY/BODY.

• Thrown objects and projectiles have an unlimited potential range, but the Character using them must be able to see his target in order to aim his shots. Add the APs of distance that exceed the maximum range of the weapon to the OV of the attempt. Telescopic Vision will extend the maximum range of such attacks to the APs of Power.

G. Falling

Whenever a Character falls a distance greater than 10 feet (0 APs), he runs the risk of injury. Make an Action Check using the APs of distance that the Character falls multiplied by 2 as the AV/EV, and the Character's BODY/BODY as the OV/RV.

If the distance that the Character is falling is greater than 7 APs, treat it as 7 APs. 14/14 is the highest possible AV/EV of a fall. Falling damage is automatically considered Killing Combat.

H. Explosives

Explosives are area effect attacks; they do full damage to everyone in the target area (a circular area with a diameter of 10 feet, or 0 APs) and less damage in the area around the target area. Depending on the Genre Rules being used (see **Appendix C**), explosions may be considered Killing Combat.

Each target Character is attacked equally and separately. Each Character can receive RAPs from a successful attack, although the RAPs are still determined by using the Acting and Result Tables.

The effect of an explosion diminishes rapidly as distance from the blast increases. Each AP of distance from the target area reduces the blast's AV/EV by 2 APs. Thus, if a Character is standing 3 APs from the target area of a 10 AP howitzer blast, the AV/EV is reduced by 6 APs to 4/4. A Character who is standing 4 APs away from the same blast would be attacked with an AV/EV of 2/2. If double ones are rolled for the attack, the explosive was a dud.

Explosive attacks are not considered Multi-Attacks, and there are no Column Shift penalties if the explosion affects more than one target. Each individual in the radius of an explosion is attacked separately.

I. Fires, Collisions, and Natural Disasters

Heroes save people from fire and natural disasters all the time. Here are the rules for handling these situations in the **DC HEROES RPG**.

Fire is a Physical Attack that is always considered Killing Combat. The AV/EV of a fire can range from 3/3 for a small fire, to 8/8 for a raging inferno. When the GM decides to include fire in the gaming environment, he should draw out a map indicating the exact location and AV/EV of the flames. A single fire can be made up of several areas of varying AV/EV. Generally, the AV/EV of an area of flame will increase by 1/1 each phase until it reaches 8. The area covered by the flames will spread at a rate of 0 APs of distance in all directions every phase.

Flames can be "attacked" using water. The AV/EV of such an attack is equal to the volume of water thrown on the flames. The OV/RV is equal to the flames' AV/EV. The RAPs from such an attack are subtracted from the AV/EV of the flames. Once the flames' AV/EV is reduced to 0/0, the fire is extinguished.

Earthquakes have the Earth Control Power rated at between 6 and 25 APs, depending upon the severity of the quake. A typical quake will last from 0-12 APs of time. The effects of an earthquake are lessened as though the quake were an explosion: every AP of distance away from the center of the quake reduces the quake's effects by 2 APs.

Earthquakes can be prevented or halted by an extremely strong Character pushing the earth back into place at the fault. The OV/RV of such an attempt is equal to the quake's APs of Earth Control.

Tornados have the Air Control Power rated at between 7 and 15 APs. They generally move at a ground speed of 7 APs per phase, randomly shifting directions several times per phase.

Everyone that a tornado passes over is automatically attacked Physically. The RAPs from the attack indicate the distance that the target was Knocked Back from the tornado, as well as the RAPs of Physical damage taken. All of the heroes and important Characters within 10 APs of a tornado have a 1 in 10 chance of being attacked by a 7 AP Lightning bolt each phase. The GM should not bother rolling to see if innocent bystanders are struck, since heroes usually take the blast for them.

Hurricanes have the Air Control Power rated at between 7 and 18 APs. Hurricanes function the same way as tornados, except that a hurricane affects everything within a radius equal to its APs of Air Control. It will usually take about twenty minutes to an hour for a hurricane to pass over an area.

Poisonous or Radioactive Gas Leaks have the Fog Power rated between 7 and 25 APs. The cloud's APs of Fog Power also function as the AV/EV of an attack that is made against all living targets that are exposed to the cloud. Skin Armor offers no protection against poisonous or radioactive gas.

Collisions: A moving vehicle or object that strikes a target is actually conducting a Charging Attack upon that object (see page 103). Remember that the vehicle will often take damage from a collision as well as the target.

J. High-Speed Movement

Using Flight (or any movement Power) of 9 APs or more in an atmosphere will produce a sonic boom. This effect is equivalent to the Sonic Beam Power and affects a cylindrical area around the Characte's flight path. The APs of Sonic Beam and the radius of the attack are equal to the APs of Flight the Character is using, minus 8.

Also, if movement above 15 APs is used in an atmosphere, severe damage to the moving Character and the environment may result. Each phase 16 or more APs of movement are used, the moving Character (and any Characters and objects he may be carrying) is attacked by AV/EVs equal to the APs of movement Power used; his OV/RVs are his BODY/BODY. The Sealed Systems Power adds to the OV and RV to resist this damage. Resultant effects on the environment are up to the GM's discretion, but should include tidal waves and disturbances in air and weather patterns.

Note that none of the ill effects listed in the above two paragraphs apply to a Character who is using Spirit Travel or Teleportation. Also, a Character using Dispersal subtracts his APs of that Power from all of the side effects listed above. (For example, a Character with 3 APs of Dispersal flying at a speed of 14 APs would cause a sonic boom with a radius and effect of 3 APs.)

K. Throwing Things

Strong Characters like to pick up heavy objects and heave them at their opponents in combat. In such a case, the AV of the attack is equal to the thrower's DEX and the EV of the attack is equal to the thrower's STR. See the previous chapter for the rules regarding whether or not a Character can pick up an object, and how far he can throw that object.

XIII. Perception Checks

One of the things that separates heroes from normal humans is their uncanny ability to perceive something happening in the world around them and deduce how to use that information to their advantage. Frequently, heroes will detect clues that would otherwise go unnoticed, spot hidden assassins trying to escape in a crowd, or make accurate deductions based on their gut instincts.

In game terms, this phenomenon is simulated with the use of *Perception Checks*.

A Perception Check is a Dice Action that is rolled by the Gamemaster to see if a Character is aware of something in the world around him.

The Character's Acting Value is his INT and the Effect Value is his WILL. If what the hero may perceive is an item or a Physical Action that is hidden by a person, the Opposing Value and Resistance Values are the target's INT/MIND. If the perceived is a mood or emotional state, the OV/RV is the target's INFL/AURA. If it is an event, clue or something which does not fit into the above categories, the OV and RV are taken by the GM from the *Universal Modifier Table*.

This is an Action Check that should be made by the GM in secret, and the information should only be given to the Player if the roll yields positive RAPs.

A Player may initiate a Perception Check by saying that he is on the alert, but this only happens during a situation where the Character would normally be alert, such as in a stakeout sequence.

Hero Points may be added to increase the Character's INT/WILL up to twice the regular value. If there is nothing to be perceived in that phase, the Hero Points are lost.

Depending on the RAPs received on the Action Check, the Character may perceive more or less information, according to the following chart. If the Action Check receives only one RAP, the Character only learns a brief tidbit about the object perceived. If the RAPs earned are equal to one-half of the Action Check's RV, the Character gains more information, and so on.

RAPs	Information Perceived
N	Nothing perceived
1 RAP	A quick glance; a shadow moving
1/2 RV	A recognizable shape or movement, with direction and at a certain distance from the perceiving Character
Full RV	A definite object or event
Over RV	Details about the object or event

These are guidelines to help the GM. If the perceived event is not a motion or shape, but a sound or something felt, tasted, or something sensed with Mental Powers, the information given out is left to the GM's discretion.

XIV. Example of Combat

Dave is playing Superman, who has been involved in a pitched battle with Doomsday. He has just spotted the destruction outside of a Lex-Mart, and swoops into the store to investigate. At this point, the GM decides to invoke the combat rules.

Phase One

The GM decides to spend 10 Hero Points to increase Doomsday's Initiative, while Dave declines to spend any points. Dave rolls a 2 and adds it to Superman's Initiative of 49 for a total of 51, while the GM rolls a 10 and adds it to Doomsday's Initiative of 32 plus the 10 for Hero Points for a total of 52. During this phase, Dave must declare Superman's Actions first, but Doomsday will take the first turn.

Dave declares that Superman will fly towards Doomsday (Automatic Action) and attempt to punch him (Dice Action). Since Superman is only performing two Actions, he could try something else if he wanted, but Dave declines.

The GM declares that Doomsday will run towards the Man of Steel (Automatic Action) and use a Charging Attack (Dice Action). The GM also determines that Doomsday will opt to Press the Attack (he is only allowed to select this maneuver because he is the Initiative winner) while Charging at Superman.

Since Doomsday won the Initiative, he resolves his Action first. The GM notes that he has run up to Superman and resolves the attack. Doomsday's Acting Value is his DEX of 16 and his Effect Value is his APs of movement. Since he is running and has no Running Power, the EV is 4. Superman's Opposing Value is his DEX of 15 and his Resistance Value is his BODY of 18. In addition, Superman suffers a -1 Column Shift penalty to his OV because Doomsday Pressed the Attack. Looking at the Action Table, the GM finds that Doomsday's Success Number is 7. The GM rolls a 2 for Doomsday's Action, so he fails. The GM rules that because he rolled double ones, Doomsday stumbles directly into some racks full of stereo equipment. Also, the roll of 2 triggers Doomsday's Catastrophic Rage Drawback, and the Villain immediately enters Killing Combat.

Dave then resolves Superman's Action. Superman's Acting Value is his DEX of 15 and his Effect Value is his STR of 25. Doomsday's Opposing Value is his DEX of 16, and his Resistance Value is his BODY of 20 plus his Skin Armor of 3 and his Density Increase of 2, for a total of 25. Looking at the Action Table, the GM finds that Superman's Success Number is 11. Dave rolls a 7 for Superman's Action, so he fails.

Phase Two

The GM decides to spend 5 Hero Points to increase Doomsday's Initiative, and Dave follows suit, spending 5 of his own Hero Points on Superman's Initiative. Both of the participants roll a 7, so Doomsday's Initiative total is 44 and Superman's Initiative Total is 61.

The GM announces that Doomsday will chase after Superman with his Jumping Power if he tries to fly away (Automatic Action with a condition) and will try to punch the Man of Steel in any case (Dice Action).

Dave decides to use his Flight Power to make a Charging Attack (Automatic and Dice Actions), hopefully pushing the brute out of the store and away from the innocent bystanders. Dave also decides that Superman will Press the Attack (Automatic Action).

Since he won the Initiative, Superman takes the first turn. He uses 8 APs of Flight (more would cause a damaging sonic boom) to barrel into Doomsday. The AV of the Attack is Superman's DEX of 15 and the EV is his Flight speed of 8. Doomsday's OV is his DEX of 16 and his RV is the same as the last phase at 25. Doomsday's OV receives a -1 Column Shift penalty because Superman is Pressing the Attack. The Success Number for Superman's attack is 11. Dave rolls several doubles totalling 35, which score 7 Column Shifts against Doomsday.

The Knockback from this attack is equal to the Column Shifts scored, minus Doomsday's weight of 4 APs. The GM

rules that Superman continues to fly along with Doomsday as he is Knocked Back 3 APs (80 feet). The GM also determines that there is a brick wall in the way, which Doomsday smashes into. He is immediately attacked with an AV/EV equal to the distance that he was Knocked Back (3 APs). Against Doomsday's OV/RV of 25/25, the GM rolls a 13 which does no damage. The wall is also attacked with AV/EVs of 3/3. The wall defends with OV/RVs equal to its BODY of 8. The GM rolls a total of 22, which scores 2 Column Shifts. Checking the Result Table, the GM determines that the wall takes 1 RAP of damage, which is sufficient to break a hole in it large enough for the combatants to fly straight through.

The GM determines that the Knockback ends with Superman and Doomsday crashing into a Lex-Mart panel truck. Doomsday still has his attack to resolve. The AV/EV is equal to Doomsday's DEX/STR of 16/27, while the OV/RV is equal to Superman's DEX/BODY of 15/18. However, Superman suffers a -1 Column Shift modifier to his OV because he Pressed the Attack. The GM rolls a 14 against a Success Number of 7, scoring two Column Shifts (remember that Column Shifts don't start until 11). The attack scores 16 RAPs against Superman, and Dave decides to stop the damage with Last Ditch Defense by spending 16 Hero Points.

Phase Three

The GM decides that Doomsday really wants to go first, so he spends 15 Hero Points on Initiative. Dave is running low on Hero Points, so he declines to spend. The GM rolls a 5 for an Initiative total of 52; Dave rolls a 1 for an Initiative total of 50.

Before Dave declares Superman's Actions, the GM rolls a Perception Check for him. There are Daily Planet helicopters approaching and the GM wants to see if Superman notices them. The AV/EV of the Perception Check is equal to Superman's INT/WILL of 11/20. The OV/RV is determined by the GM using the Universal Modifier Table. He determines that it is a Strenuous task to spot the 'copters (OV/RV of 6/6). The OV of the Check is reduced by -1 Column Shift because Superman has the Sharp Eye Advantage, making the Success Number 4. Dave rolls 16, scoring enough RAPs to notice every detail about the helicopters, including the fact that the lead one is actually the Planet's Flying Newsroom, and that Lois Lane and Jimmy Olsen are aboard!

With this in mind, Dave decides to go on the defensive. He declares that he is Dodging (Automatic Action) and that he will move to protect any innocents that might be in danger (Automatic Actions with a condition).

The GM determines that Doomsday senses a moment of weakness in his target, and declares that Doomsday will attempt a Critical Blow against the Man of Steel (Dice Action) and will Press the Attack (Automatic Action).

Since Doomsday won the Initiative, the GM resolves his attack first. The AV/EV of this attack is Doomsday's DEX/STR of 16/27 and the OV/RV is Superman's DEX/BODY of 15/18. However, this attack has a number of modifiers: The Critical Blow raises the OV by +2 Columns; Pressing the Attack lowers the OV by -1 Column; Superman's Dodge raises the OV by +1 Column. The GM determines that the Success Number for Doomsday's attack is 13. The GM rolls 18, hitting with three Column Shifts. Also, he used a Critical Blow, which moves the RV 3 more Columns to the left. Checking the Result Table, the GM determines that Doomsday scores 23 RAPs. Superman's BODY is only 18, so he can spend a maximum of 18 Hero Points in Last Ditch Defense, which he does. Superman suffers 5 RAPs of damage to his Current BODY Condition, and is Knocked Back 1 AP (20 feet) through a plate glass window.

Since Superman sees no one in imminent danger, he takes no action, ending the phase.

Phase Four

At this point, Dave decides that Superman is determined to take out Doomsday, so he spends 10 Hero Points on increasing his Initiative. The GM doesn't bother increasing Doomsday's Initiative and rolls a 6, for an Initiative total of 38. Dave rolls a 5 for an Initiative total of 64.

The GM declares that Doomsday notices a sign that says "60 miles to Metropolis," and decides to head for the city using his Jumping Power (Automatic Action).

Dave declares that Superman is going to attempt to Grapple with Doomsday (Dice Action).

Superman's Action is resolved first. Dave declares that he will be spending 4 Hero Points on his Acting Value and 3 on his Effect Value, making the total AV/EV of the attack 19/28. The GM announces that Doomsday will also spend Hero Points, raising his OV/RV to 19/28 as well. The GM determines that Superman's Success Number is 11. Dave rolls a 19 and hits. Checking the Result Table, the GM determines that Superman scored 13 RAPs against Doomsday, who blocks the damage with Last Ditch Defense.

Since Doomsday is now Grappled with Superman, he can no longer use his Jumping movement, since its APs of 13 are lower than Superman' STR of 25 APs. Since the GM declared an Action that is now illegal, Doomsday loses his Action and the phase ends.

Phase Five

Both Dave and the GM decline to spend Hero Points on Initiative. Dave rolls a 10 for an Initiative total of 59. The GM rolls a 7 for an Initiative total of 39.

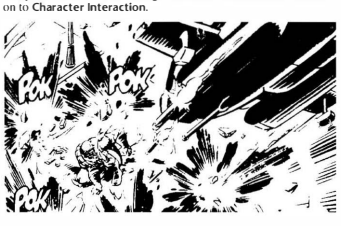
The GM declares that Doomsday will attempt to break Superman's Grapple (Dice Action).

Dave declares that Superman will throw Doomsday in the opposite direction from Metropolis. The GM rules that the throw will be a Dice Action, because Doomsday is actively resisting, and that the Action will be resolved as a Planned Knockback Attack.

Since Dave won the Initiative, Superman's Action is resolved first. Since the Characters are Grappled, Superman uses his STR as the AV/EV while Doomsday uses his STR/BODY as the OV/RV. Dave decides to spend 5 Hero Points on both the AV and EV, and the GM follows suit. Dave feels that Superman really wants to succeed this time, so he spends another 5 points on the AV and EV. The GM declines to increase his expenditure, making the total AV/EV for the attack 35/35 and the OV/RV 32/30. The Success Number for the attack is 11, and Dave rolls a 17. The GM determines that the attack scored 14 RAPs, so Superman flings Doomsday 14 APs of distance (16 miles) away from Metropolis. The threat of Doomsday is ended temporarily, but the battle rages on as Superman gives chase...

XV. Putting It All Together

The combat rules are long, and seem rather complicated at first, but once the Players get used to them, combat is really not that complex. Before going any further, get some Players together and play out a couple of sample combats. When everyone feels familiar enough with the combat rules, continue on to **Character Interaction**.



Chapter Six: Character Interaction

In addition to bashing heads, heroes spend a lot of time talking. They threaten villains, they pump witnesses for information, they talk to other heroes, some even talk to themselves.

In the **DC Heroes Role-Playing Game**, talking is simple. If a Player wants his Character to say something he should just go ahead and say it. The GM talks for all of the villains and minor Characters. If Stan wants to tell Commissioner Gordon that he thinks Gordon has a nice haircut, Stan just says, "Hey Commissioner Gordon, you have a nice haircut!"

The tricky bit comes in when the GM is forced to figure out how a villain or minor Character will react to what the Players say. In the previous example, it's pretty obvious that Commissioner Gordon would probably answer something like, "Oh, thank you"; but what happens if Batman is interrogating one of the Penguin's thugs: "Where is the Penguin's hideout? Tell me *now*, you diseased scum!" The thug obviously does not want to talk, but Batman has methods of convincing these types to cooperate, so who wins?

It is pretty obvious that rules are needed to help the GM figure out what happens in situations like these, so here they are. Welcome to *Character Interaction*.

I. Types of Character Interaction

Character Interaction is usually a Dice Action. There are three different types of Character Interaction: Interrogation, Persuasion, and Intimidation.

Interrogation is used whenever someone wants to gain information from somebody else. A successful Interrogation is a combination of asking the right questions, correctly interpreting the answers, and applying whatever pressure is necessary to get results. It is only necessary to resort to the Interrogation rules when the subject is unwilling or unable to reveal information. A police officer investigating the scene of a crime, for instance, would have to use Interrogation to gain information from a hysterical victim because the victim is unable to think clearly and answer the officer's questions. Similarly, Batman would have to use Interrogation on the Penguin's thug in the prior example because the thug does not want to reveal the location of Penguin's hideout.

Persuasion is used whenever one Character is trying to convince another to believe something or to perform some service. It is only necessary to resort to the Persuasion rules if the service or belief is not in the subject's own best interests. Batman usually does not have to Persuade Commissioner Gordon to arrest a criminal, for instance, since Gordon wants to capture criminals himself. However, Batman might have to Persuade Gordon to lend him men or equipment that could be employed elsewhere. Likewise, after Commissioner Gordon's men have surrounded a street criminal and trained their weapons on him, the Commissioner usually does not need to use Persuasion to talk the street criminal into dropping his weapon and surrendering.

Intimidation is used when one Character is trying to scare or panic another. Batman is great at Intimidation.

Intimidation is the only one of the three types of Character Interaction that is used with any frequency in combat.

II. Resolving Character Interaction

The AV/EV of an attempt to use Character Interaction is equal to the INFL/AURA of the Character that is using Interaction, while the OV/RV is equal to the target's INFL/SPIRIT. The RAPs earned by a Character Interaction Action Check function differently depending upon the type of Character Interaction being used.

Interrogation

Before beginning play, the GM should make a list of all the important information known by each of the villains and minor Characters that the heroes are likely to Interrogate. Such a list for the Penguin's thug in the previous examples, for instance, might look something like this:

1. The Penguin hired me away from a local syndicate boss.
2. The Penguin usually doesn't hire guys like me. I wonder why he didn't find somebody more "professional."
3. I'm not sure what the Penguin is planning, but whatever it is, it's happening tomorrow night.
4. The Penguin's hideout is a jewelry shop in East Manchester, but I'm sure he's gone by now.

Compare the RAPs earned in an Interrogation effort to the target's SPIRIT. If the Interrogation effort only receives one RAP, the target will reveal his first point of knowledge to the Interrogator. If the Interrogation effort receives RAPs equal to at least one half the target's SPIRIT (round fractions up), the target will reveal the first half of his information (round fractions down if the target has an odd number of information pieces). If the Interrogation effort receives RAPs that equal or exceed the target's SPIRIT, the target will reveal all of his information. If the thug in the example has a SPIRIT of 3, for instance, Batman would learn the first point of information (the bit about how the thug was hired) if the Caped Crusader earned at least one RAP during the Interrogation, the first two points of information if he earned at least two RAPs (half the thug's SPIRIT rounded up), and all four points of information if Batman earned three or more RAPs.

Oftentimes, it is far too much trouble to make up an information list for every single Non-Player Character in an adventure. In these cases, the GM can often make snap decisions during actual play. If the GM had not made up an information list for the thug in the previous example, for instance, he might simply decide just before the Batman Player rolls the dice that the thug will reveal the location of the Penguin's secret hideout if Batman's Interrogation effort receives 3 or more RAPs. In any case, a Character obviously cannot reveal anything to an Interrogator that the GM decides he does not know.

Persuasion

All of the Non-Player Characters in an adventure start off with a basic *attitude* toward the Players' heroes which influences how difficult it is for the heroes to Persuade the NPC

in question. It is up to the GM to figure out the attitude of each of the NPCs before the adventure begins. Each of the attitudes is discussed below:

Attitude Adjustment Table

Attitude	OV & RV Column Shifts
Awestruck/Enamored	-2
Friendly	-1
Neutral	0
Suspicious	+1
Hostile	+3
Opposed	+5
Personal Vendetta	+7

Awestruck/Enamored Characters are wiling to help the Player's hero in any way they possibly can. They will take considerable risks for the hero. Best friends and lovers will fit in the Awestruck/Enamored category.

Friendly Characters are willing to help the heroes by giving them any assistance or information they can, as long as revealing the information is not suicidal, and will be willing to run errands or get help for the Persuading Character. They will not voluntarily risk their lives for the heroes.

Neutral Characters are willing to give some information to the hero, such as directions or the 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's hero the time of day, but not much else. They will not let the Persuading Character try anything which looks as though it could cause trouble. Suspicious Characters are prone to calling the authorities or some other help.

Hostile Characters, including those Characters *Opposed* to the motivation of a Player Character, will not normally cooperate in any way with the Persuading 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 Persuading Character. Villains, as well as their allies and thugs, always begin at least Hostile to Player Characters.

Personal Vendetta indicates that the Character in question has a personal reason for wishing the Persuading Character dead, injured, or otherwise mutilated. He will go out of his way to lead the Player's hero into death traps, ambushes, and other deceptions.

These attitude descriptions also serve as a guideline for figuring out when a Persuasion attempt is or is not necessary. According to the description above, for example, it is unnecessary to use Persuasion to convince Friendly Characters to give a hero information, since they will do so automatically. Awestruck Characters rarely need to be Persuaded to do anything for the hero.

Whenever a hero tries to Persuade a Character, the OV and RV of the attempt both receive Column Shift modifiers as indicated on the *Attitude Adjustment Table*. A Persuasion attempt against a Suspicious Character, for example, has its OV and RV both increased by +1 Column. If the RAPs earned in a Persuasion attempt equal the target's SPIRIT, the target will agree to the hero's request, or will believe what the hero is saying. If RAPs earned in the Persuasion attempt exceed the target's SPIRIT, the target's attitude is permanently changed one step in the Persuader's favor (from Suspicious to Neutral, or from Neutral to Friendly, etc.). Characters that begin with an attitude that is Hostile or worse can never have their attitudes increased higher than Neutral in this fashion, and all such Characters will automatically return to their original attitudes after an amount of time equal to the RAPs earned by the original Persuasion roll has elapsed.

Again, the GM may find it too troublesome, or even impossible, to assign attitudes to each and every one of his NPCs before play begins. In these cases, it should be no problem to make snap decisions during actual play for most of the minor Characters that the heroes encounter. If Superman stopped and asked an innocent bystander on the streets of Metropolis for directions to the nearest bookstore, for example, the GM could assume that the bystander was probably Friendly, since most of Metropolis' residents revered Superman.

Also, the GM should feel free to rule that a Character has a separate attitude toward each one of the Players' heroes. The Penguin, for instance, is probably Opposed to everyone in Justice League International, except for Batman, against whom he has a Personal Vendetta.

Finally, the GM should keep strict control over exactly what the heroes are and are not allowed to accomplish through the use of Persuasion, taking the comics as a model. Under normal circumstances, Superman could not Persuade Lex Luthor to build a giant machine that will destroy all of the Kryptonite on Earth, just as Batman cannot Persuade the Joker to suddenly become a good guy. However, Superman might have been able to Persuade Luthor to help him track down one of LexCorp's inventions that had gone awry before it killed off half of Metropolis, and a captured Batman might be able to Persuade the Joker to delay his execution for a while, giving the Caped Crusader time to devise a daring escape.

Intimidation

A target is Intimidated if the RAPs earned by the Intimidation Action Check equal or exceed his SPIRIT. An Intimidated target remains Intimidated for an amount of time equal to the RAPs earned by the Intimidation Action Check, minus his SPIRIT.

During a combat phase, any Intimidated Characters always take their turns after all non-Intimidated Characters, regardless of Initiative totals. The Intimidated Character with the highest Initiative total moves first among the Intimidated Characters, and so on. Also, an Intimidated Character may be automatically prevented from taking hostile actions or moving by his Intimidator, although the Intimidator cannot perform any Dice Actions in a phase that he exerts control over an Intimidated target. The Intimidator's control over the target is limited to preventing him from taking hostile actions or moving: the Intimidator can never compel the target to act in any other way or dictate actions to the target.

For example: Batman comes across a thug robbing a jewelry store. The Caped Crusader spreads his cape out to form a silhouette against the moonlight and leaps down upon the thug with a vicious howl (a classic Intimidation attempt). The AV/EV of the attempt is equal to Batman's INFL/AURA, and the OV/RV is equal to the thug's INFL/SPIRIT. First, Batman must earn RAPs that equal or exceed the thug's SPIRIT for the Intimidation to have any effect. The thug has a 3 SPIRIT, and Batman receives 5 RAPs. The thug would then remain Intimidated for 2 APs of time (5-3=2) or about 16 seconds (4 combat phases). During any combat phase during which the thug is still Intimidated, Batman automatically moves first, since non-Intimidated Characters always move before Intimidated Characters. In addition, Batman can prevent the Intimidated thug from attacking or moving during any combat phase ("Don't you dare move, you squirming maggot!"), as long as the Caped Crusader is willing to forgo his Dice Action during that phase.

Ill. Time

It takes one combat phase (4 seconds or 0 APs of time) to make an Intimidation attempt. Interrogation and Persuasion attempts, however, normally take about fifteen minutes (8 APs of time). Attempting to Interrogate or Persuade someone in less time increases the OV and RV of the effort. There are no

bonuses for taking more time than is necessary. Add one to both the OV and RV of an Interrogation or Persuasion effort for each 1 AP of time less than 8 spent making the attempt (attempting to Interrogate or Persuade someone in a single combat phase, or 0 APs of time, therefore, adds 8 to the OV and RV of the attempt).

IV. The Charisma Skill

Characters with the Charisma Skill have certain advantages in Character Interaction. The Skill is so common that all Players should be familiar with the Charisma Skill entry in **Chapter Two**. Basically, the APs of Charisma may substitute for the AV and EV while making a Character Interaction Action Check.

The Charisma Skill has three Subskills, one for each of the three types of Character Interaction. This means that a Character who is limited to the Charisma/Interrogation Subskill, for instance, may only use his Charisma Skill for Interrogation efforts. For Persuasion and Intimidation, he would use his INFL/AURA as usual.

V. Interaction Maneuvers

As in combat, there are certain special *Character Interaction Maneuvers* that can be employed while involved in Character Interaction. Unless otherwise stated, each of these maneuvers can be employed in Persuasion, Interrogation, and Intimidation attempts.

All of these maneuvers are optional. A Player may always choose to make a straight Interaction roll without using any of the maneuvers, if he so desires.

Note: In order for Character Interaction Maneuvers to be truly effective during play, the GM should keep the Attributes of all the villains and minor Characters hidden from the Players until someone actually tries to use one of these special maneuvers on a target.

A. Bluff

A *Bluff* is an attempt to fool or trick someone. If Lois Lane is holding a pistol that she knows is unloaded on a mugger, she might try to Bluff her assailant into believing that the pistol is loaded (an Intimidation attempt).

A Bluff attempt must be announced before the Dice are rolled. A Bluff may be performed in conjunction with Interrogation, Persuasion, or Intimidation.

When a Character attempts a Bluff, compare his INT score to the INT of the target. If the Bluffer's INT is higher, the target receives -1 Column Shift to his OV and RV against the Persuasion, Interrogation, or Intimidation attempt. If the Bluffer's INT is lower, however, the target receives +2 Column Shifts to his OV and RV against the attempt. If both the Bluffer and the target have equal INTs, there are no Column Shifts to the OV or RV, and the Interaction Action Check is resolved normally.

B. Wear Down

A *Wear Down* is an attempt to outlast the target and break his will through repeated requests or intense questioning.

Wear Downs work exactly like Bluffs except the WILLS of the involved Characters are compared instead of their INTS. Wear Downs may only be used in conjunction with Interrogation or Persuasion.

The base time consumed by an Interrogation or Persuasion effort in which a Wear Down is being employed is increased to 10 APs (one hour).

C. Force

A *Force* is an attempt to physically Force the target to do what the Character wants or to answer his questions. Forces work like Bluffs and Wear Downs, except the STRS of the Characters are compared.

A Character automatically has his attitude lowered one step towards anyone who tries to Force him. Forces may be used in conjunction with all three types of Character Interaction.

D. Charm

Charm is an attempt to dazzle the target with the hero's personality. Charms work like the other three maneuvers already described, except that the AURAS of the involved Characters are compared.

Charm may only be used in conjunction with Interrogation or Persuasion attempts.

E. Multi-Attack

It is possible to Intimidate or Persuade more than one target at a time. Treat this as a Multi-Attack as described in the Combat rules. It is not possible to Interrogate more than one Character at a time.

VI. Character Interaction Against the Players' Heroes

In addition to the heroes, many villains have the Charisma Skill. What happens if a villain or minor Character tries to use Character Interaction against one of the Players' heroes?

Resolve such attempts as usual and determine the results. A Player, however, need not be bound by the result of a Character Interaction roll. He always has the option of spending a number of Hero Points equal to the RAPs earned by the Character Interaction Action Check in order to completely ignore its effects.

Suppose, for example, that the Penguin receives 15 RAPs in an attempt to convince Robin to reveal Batman's secret identity (an Interrogation effort). Normally, Robin would reveal Batman's secret because 15 RAPs exceeds the Boy Wonder's SPIRIT, meaning that Robin must reveal all he knows (see **Interrogation**). If Robin is a Player Character, however, the Player may spend 15 Hero Points in order to avoid revealing anything.

There is no limit to the number of Hero Points that can be spent by Players in order to avoid the effects of Character Interaction. Spending Hero Points allows a hero to ignore the effects of all three types of Character Interaction (Interrogation, Persuasion, and Intimidation).

VII. Role-Playing

When using the Character Interaction rules, it is not really necessary for Players to speak for their Characters word for word. Many Players will simply say something like, "I'm going to Interrogate the thug and use a Bluff." This is certainly acceptable; but this will not help a Player earn additional Hero Point awards for good role-playing at the end of the adventure (see **Standard Awards**, page 132).

Players should be encouraged to avoid sentences like the one above, and replace them with something like, "You'd better start talking, creep. We already know who all of your accomplices are, and some of them are turning state's evidence. Unless you cooperate and do likewise, you're in for a long trip up the river..." Players who role play well before rolling the dice are bound to be rewarded by the GM later.

Similarly, Players that keep to the spirit of their Characters and react to situations as their Characters would react will also probably receive additional rewards as well. For instance, Superman always respected the law. Batman relentlessly pursues crime. Wonder Woman wants to spread her message of peace to as much of the world as possible, and so on.

Chapter Seven:

Gadgetry

Weapons and gadgets, both fantastic and mundane, have long been a staple of comic books. What would Batman be without the Batmobile, the Batarang, or the Batcomputer? What could Green Lantern do without his Power Ring, or Green Arrow without his Bow?

This chapter explains how to incorporate gadgets, weapons, and vehicles into the world of the DC HEROES ROLE-PLAYING GAME.

I. Basic Concepts

A. Abilities

Like Characters, ***Gadgets*** can have Attributes, Powers, and Skills. A car, for example, has the Running Power because it can move fast, and a STR because it can carry weight. All Gadgets have a BODY, which defines how much Physical damage they can take before they cease to function.

When using a Gadget, a Character can usually use all of its Powers and Skills as though they were his own. If Changeling is driving a car, for example, he could travel at the speed indicated by the car's Running Power. A Gadget's Attributes, on the other hand, are usually only applicable in certain special situations. If the car has a STR of 5, for instance, Changeling could use it to haul 5 APs of weight stored in the back seat and trunk of the car, but he obviously could not use the car's STR to throw a punch, or to bench press 1000 lbs.

Whenever a Gadget has an Attribute in its description that is *italicized*, the user has the option of substituting that Attribute score for his own matching Attribute score, in all situations. If a Gadget has an Attribute that is not italicized, the Attribute can only be applied under certain special circumstances. A bulletproof vest might have a *BODY* of 4, for example, meaning that the user of the vest can substitute its *BODY* of 4 for his own BODY when defending against Physical Attacks, or in just about any other situation in which the BODY Attribute is relevant. A gun, however, might have a BODY of 4 (not in italics), meaning that the BODY of the gun only applies to efforts aimed at damaging the gun itself, not its user. Similarly, Rocket Red's Battlesuit has an italicized *STR*, because Red can substitute the *STR* of the battlesuit for his own STR in all situations, whether it is lifting things, throwing things, or as his EV in hand-to-hand combat. On the other hand, a crane would have a non-italicized STR, because a Character could only use the crane's STR under certain circumstances, like lifting large objects at a construction site. Exactly when Powers, Skills, and Attributes that are not italicized may be applied is up to the GM, using the function for which the Gadget was designed as a guide.

Note that the previous paragraph speaks of a Gadget's Attributes substituting for its user's Attributes. A Gadget's Abilities always substitute for those of its user; they never add to those abilities. A Character with a BODY of 3 who puts on an armored suit with a *BODY* of 4, now has a BODY of 4, not 7. Similarly, a Character with the Flame Project Power rated at 5 APs who picks up a napalm gun with the Flame Project Power rated at 8 APs, now has 8 APs of Flame Project, not 13.

B. Reliability Numbers

Most of the Gadgets described in these pages have an "R #" listed in their descriptions. "R #" stands for ***Reliability Number***. A Gadget's Reliability Number is a measure of how frequently the Gadget jams, breaks down, or just plain fouls up. The lower the Gadget's Reliability number is, the more reliable the Gadget is. Some Gadgets are so reliable that they do not have a Reliability Number at all: these Gadgets never break down. An example of a Gadget that never breaks down would be Green Lantern's Power Ring. Green Arrow's old nuclear warhead arrow was a Gadget that broke down frequently.

Reliability and Dice Actions

Anytime a Gadget is used to perform a Dice Action and the Player rolls less than or equal to the Gadget's Reliability Number on the first dice roll made to resolve that Action (that is, before rerolling due to doubles), the Gadget's Ability breaks down and the Action is immediately cancelled.

If Joe's stun gun had a Reliability number of 4, for example, and he rolled double 2's on his first roll while resolving a Dice Action, the gun would immediately break down since Joe rolled less than or equal to 4. Joe does not get to reroll the doubles since his Action is immediately cancelled. If Joe had rolled double 3's on his first roll and 4 on the second roll, however, the Gadget would not break down since the roll of 4 or less did not come on the first roll made to resolve the Action.

Reliability and Automatic Actions

The first time that a Character uses each one of a Gadget's Abilities to perform an Automatic Action on each day (15 APs of time), the Player must roll two dice just prior to resolving that Action, although the Action itself is still Automatic. If this dice roll is less than or equal to the Gadget's Reliability Number, the Gadget's Ability breaks down and the Automatic Action is cancelled. Each of a Gadget's Abilities that are used to perform Automatic Actions need only be checked for Reliability once per day. Thereafter, the Character may continue to use that Ability to make Automatic Actions for the rest of the day without checking against Reliability. Making an Automatic Action with a different Ability that has not yet been checked for Reliability that day, however, necessitates a new roll.

When Black Canary starts her car in the morning, for example, and begins to drive (an Automatic Action), she must check against the car's Reliability Number. Thereafter, she can drive the car for the rest of the day without checking against Reliability again. The first time Dinah turns on the radio (which is another Automatic Action using a different ability) she must make another check against Reliability to see if the radio functions properly. From that point on, she can continue to use the radio for the rest of the day without making any further Reliability checks.

Reliability Failure and Gadget Breakdown

If a Gadget breaks down due to Reliability failure, the APs of any Ability or Abilities it was using to resolve the Action that caused its breakdown are instantly reduced to 0 APs. In this case, the Gadget must be Repaired before the broken down Ability may be used again.

A car that fails its Reliability roll when started up, for example, would have its Running Power reduced to 0 APs. A submachine gun which fails its Reliability roll while resolving an attack would have its AV and EV both reduced to 0 APs, since both Abilities were involved in the Action which caused the gun to break down.

C. Gadgets vs. GADGETS

Some Gadgets have their names printed in upper and lower case letters in their Gadget description, like the **Batarang** and the **Submachinegun**, while others have their names printed in all capitals: **BATMOBILE** and **POWER RING**, for instance.

This convention has been adopted to quickly identify Gadgets that can and cannot be stripped away from their user by employing a Trick Shot or the Take Away maneuver in combat (see page 103). Gadgets that have their names printed in upper and lower case letters can be Taken Away in combat, while those printed in all capitals cannot. Whether or not a Gadget can be Taken Away during combat is defined at the time the Gadget is built.

D. Gadgets and Damage

Gadgets take damage just like people. Players should keep track of their Gadgets' Current Body Condition as they would for their Characters. Unlike Characters, however, a Gadget can have its Current Body Condition reduced to less than zero in normal Bashing Combat.

When inanimate objects such as walls, trees, mailboxes, or whatever are targeted by an attack, the OV/RV of the effort is equal to the object's Body/Body and the AV/EV is equal to the attacker's Str/Str or APs of Power. Gadgets, however, have a variable OV (0 or the Dex or Skill level of their user) and an RV equal to the Gadget's Body, meaning that a Gadget is usually more vulnerable than an inanimate object with the same Body score. This is because Gadgets are assumed to have all sorts of vulnerable moving and working parts. Lois Lane can disable a car made of solid steel by pulling out the ignition wires, disconnecting the battery, etc., but she certainly could not harm a solid steel mailbox.

An ***inanimate object*** is defined as any item that has only a non-substitutable Body. Anything else is a Gadget. Trees, mailboxes, buildings, and jungle-gyms, therefore, are inanimate objects and have an OV/RV equal to their Body/Body. Cars, robots, guns, and Batarangs, on the other hand, are Gadgets, since they all have Abilities other than their Body.

Whether an object is classified as an inanimate object or a Gadget, 1 RAP of damage is enough to knock a hole in the object that is large enough to walk or climb through, assuming that the object is large enough to sport such a hole. If Superman punched a normal tank and did 1 RAP of damage, for example, he would put a hole in the tank large enough to fly through, so he could move into the vehicle and attack its crew. The tank would continue to function in this case until its Current Body Condition was reduced to zero or lower.

When a Player is building a Gadget, he may add +2 to the Factor Cost of its Body in order to exempt the Gadget from this rule. This is referred to as ***Hardened Defenses***. If Superman punched a tank constructed with Hardened Defenses, he would have to reduce its Current Body Condition down to zero and disable the tank before he could get at the crew.

A Gadget that has its Current Body Condition reduced to zero or below will no longer function and must be Repaired in order to resume functioning. Gadgets never Recover damage like Characters. They must be Repaired. A Gadget that has its Current Body Condition reduced down to a number of points below zero equal to its starting Body is permanently destroyed and cannot be Repaired.

Only Gadgets that have a Mind or Spirit are vulnerable to Mental or Mystical damage, respectively. All Gadgets have a Body and are vulnerable to Physical damage.

Reliability and Damage

As Gadgets take damage, they become more and more subject to breakdowns. To represent this, the Reliability Number of Gadgets is increased by one for every RAP of damage they take. For example, a car that has a Body of 6 APs and an R# of 2 is thrown across a football field by Despero. When the car lands, it suffers 3 RAPs of damage. The car's R# is increased to 5 (2+3=5) as a result.

Gadgets that have a Reliability Number of zero (or have no R# listed) are not subject to breakdown, so are not affected by this rule.

E. Hero Points and Gadgets

The user of a Gadget may spend Hero Points to increase the Acting, Effect, Opposing, and Resistance Values of any Dice Action involving the Gadget, as though all if its Abilities were his own.

In addition, a Gadget's Automatic Powers and Attributes can be Pushed as described on page 89. A failed attempt to Push a Gadget's Ability instantly reduces the Ability being pushed to 0 APs. Such a Gadget must then be Repaired before it will function again.

II. Building Gadgets

Characters with Gadgetry Skill can actually create new Gadgets in their laboratories during play. Creating a Gadget is a five step process:

1. Design the Gadget and decide whether or not the Gadget can be Taken Away
2. Allow the GM to approve the Gadget
3. Calculate and pay the Gadget's Hero Point Cost
4. Buy parts
5. Add Powers and Attributes to the Gadget

Step 1

Design the Gadget

When a Player designs a Gadget, he decides exactly what Powers, Skills and Attributes the Gadget will have and assigns each Power, Skill, and Attribute a value in APs.

Here are a couple of examples. Suppose Chuck wants his Character to build a car. The car must have a Body, and it should probably have the Running Power, so it can move fast, and a Str, so it can carry Chuck's Character and his friends. In addition, Chuck decides to supe the car up a bit, give it radar (the Radar Sense Power), and install a pair of laser weapons mounted in the headlights (the Heat Vision Power). Now Chuck has to assign AP values to all of the car's Powers and Attributes. Since the car cannot be Taken Away in combat, its name is in all capitals. His final design for the car looks like this:

CAR [Str: 4, Body: 5, Running: 7, Radar Sense: 5, Heat Vision: 7]

As another example, let us suppose that Nightwing wants to build gas masks for all the members of the Titans because he suspects that they will be facing gas wielding foes later on in the

current adventure. A gas mask must have a BODY and should have the Sealed Systems Power. Nightwing must then decide how many APs of each to assign to the mask. Since the masks come on and off pretty easily, they can probably be Taken Away in combat. Finally, he comes up with:

Gas Mask [BODY: 2, Sealed Systems: 9]

All of the mundane weapons (guns, knives, and so forth) listed in the Gadget descriptions have been assigned EVs, Ranges, and sometimes AVs, rather than specific Powers and Skills. If they desire, Players may assign their own Gadgets AVs, EVs and Ranges. A design for a revolver might look like this:

Revolver [BODY: 4, EV: 4, Range: 4].

In addition to Powers, Skills, and Attributes, Drawbacks may also be assigned to Gadgets. Ultimately, any Drawbacks that are assigned to a Gadget will make it cheaper to produce. If a villain were producing the revolver in the example above, for instance, he would probably want to assign it the Ammo Restriction Drawback. If Chuck were designing the car described before, the Miscellaneous Drawback: "Must stop to refuel every 18 APs of distance travelled" might be in order. Since the GM must approve the Gadget's design, make sure that all Drawbacks selected are logical and appropriate. For example, the revolver described previously should never have a Drawback like "It may only be fired by persons born on a Tuesday."

A Gadget's Powers and Attributes may also be assigned in conjunction with any appropriate Bonuses and Limitations. Bonuses will make the Gadget more expensive to produce, while Limitations will make the Gadget cheaper. Assigning an italicized Attribute to a Gadget is automatically a +2 Factor Cost Bonus to the Attribute in question.

During this step, the gadgeteer also decides whether or not the Gadget can be Taken Away in combat. Common sense should provide all of the clues needed to make this decision. Obviously, a car or a battlesuit cannot be Taken Away and it would be awfully hard for someone to slip a Power Ring off of Guy Gardner's finger in the middle of a fight; but guns, knives, swords, and control boxes are another story. Gadgets that can be Taken Away are generally cheaper to produce.

Step 2

Allow the GM to Approve the Gadget

The next step is up to the Gamemaster. He must take a good look at the Gadget and judge whether or not its design is feasible.

The GM should feel free to overrule any Gadget that he is not comfortable with, including those that seem too powerful or unlimited in scope. The GM should also overrule any Gadget that is just plain silly or impossible, like a car with an italicized *STR* and *WILL*. Pay particular attention to any Drawbacks that have been assigned to the Gadget, making sure that they actually limit the performance of the device in some way.

Gadgets that are rejected might be redesigned, or simply outlawed.

It is up to the GM to determine whether or not a Character must have the Genius Advantage to build the Gadget. The rule for figuring out whether or not the Genius Advantage is necessary to build a Gadget is simple: if the device cannot be built right now, in the late 20th century, in the real world, the Character must have the Genius Advantage to build it in the game; otherwise Genius is unnecessary. This means that Chuck's Character does not need the Genius Advantage to build a car, or even a car with a radar, because we can build radars right now. However, he would need the Genius Advantage to build force field belts, teleportation machines, invisibility helmets, laser pistols, and so on. The GM has final say on whether or not a Gadget fits current technology, although Players may try to convince him that a Gadget is feasible, by producing scientific journals, newspaper articles, or other sources of information that may support their design.

Step 3

Calculate Hero Point Cost

Gadgeteers must spend Hero Points in order to build Gadgets. Calculate the Hero Point Cost of a Gadget as if it were a Character, using the rules found in **Chapter Two**. Add up the costs of all of the Abilities that are being purchased for the Gadget by looking to the AP Purchase Chart and cross-indexing the Factor Cost of each Ability with the number of APs of that Ability that is being purchased. Remember to take into account the Factor Cost modifiers of any Bonuses or Limitations being built in conjunction with the Gadget's Abilities, and add in the Base Cost of any of the Gadget's Powers and Skills. Attributes have a Base Cost of 0. A few other considerations which can modify the final cost are as follows:

Reliability Number

Before building the Gadget, the gadgeteer must choose its Reliability Number from the following table. All of the Abilities purchased for that Gadget have their Factor Costs modified as indicated.

Reliability Table

Reliability Number	Factor Cost Modifier
0	+3
2	+2
3	+1
5	0
7	-1
9	-2
11	-3

Italicized Attributes

Assigning an italicized Attribute (see **Abilities**, page 112) to a Gadget adds +2 to the Factor Cost of that Attribute.

Hardened Defenses

A Gadget with *Hardened Defenses* (see **Gadgets and Damage**, page 113) has the Factor Cost of its BODY increased by +2.

AV, EV, and Range

AV, EV, and Range may be purchased individually for Gadgets. Each has a Base Cost of 5 and a Factor Cost of 1.

Drawbacks

After adding up the Hero Point Costs of all of the Gadget's Abilities, subtract appropriate Hero Points from the Gadget's cost for each of its Drawbacks. A Gadget may never have its cost reduced by Drawbacks to lower than one-half (fractions rounded up) of its cost without those Drawbacks. A 33 Hero Point Gadget with two 10-point Drawbacks, therefore, would have a final cost of 17 Hero Points, not 13 Hero Points; as would a 33 Hero Point Gadget with five 10-point Drawbacks, or ten or twenty or a thousand Drawbacks.

Ammunition Restriction (listed in Gadget descriptions as Ammo) is a special Drawback normally reserved for Gadgets. A Gadget with this Drawback can only be used a number of times equal to its Ammo rating before it must be reloaded; reloading is an Automatic Action, but a Character may not perform a Dice Action during a phase in which he reloads. The Hero Point bonus for this Drawback depends on the Gadget's Ammo rating, as listed on the following table.

Ammo Table

Ammo Rating	Hero Point Bonus
1	20
4	10
5	8
6	6
8	5
10	4
12	3
15	2
20	1

Gadget Bonus

Because Gadgets by their very nature have certain inherent shortcomings, Players may divide the Hero Point Cost of any items they build by a ***Gadget Bonus***. Divide the Hero Point Cost of a Gadget that can be Taken Away in combat by a factor of four (rounding fractions up). Divide the Hero Point Cost of a Gadget that cannot be Taken Away in combat by a Factor of 2 (rounding fractions up).

The division is always the last step a Player performs when calculating a Gadget's Hero Point Cost.

Example One: Alex needs to calculate the Hero Point Cost of the following Gadget:

Machinegun [Body: 6, AV: 5, EV: 5, Range: 5, Ammo: 10, R #: 2].

AV has a Factor Cost of 1, but +2 must be added to the Factor Cost because of the gun's Reliability Number of 2, leaving Alex with a final Factor Cost of 3. Five APs at a Factor Cost of 3 cost 12 Hero Points. EV has a Factor Cost of 1, but again +2 must be added to the Factor Cost because of the gun's Reliability Number, resulting in a final Factor Cost of 3. Five APs at a Factor Cost of 3 cost 12 Hero Points. Alex's total so far is 24. Range also has a Factor Cost of 1, which is increased to 3 by the R#, so it costs 12 Hero Points. Body has a Factor Cost of 6, which must be raised to 8 because of the Gadget's Reliability. Six APs at a Factor Cost of 8 cost 48 Hero Points, bringing the total up to 84. The Base Costs of AV, EV, and Range must also be added in (5 each), bringing the total Hero Point Cost of the Gadget up to 99 Hero Points. Body has no Base Cost. Alex next subtracts 4 Hero Points from his total because of the Ammunition Restriction, dropping the total to 95. Finally, Alex divides this total by 4, since the Machinegun can be Taken Away in combat, leaving him with a Final Hero Point Cost of 24 (95 divided by 4 equals 24).

Example Two: The Hero Point cost of Batman's Batarang is calculated as follows:

Batarang [Body: 7, Gliding: 2].

Body has a Factor Cost of 6, but 3 must be added to the Factor Cost of all of the Batarang's Abilities, because of its Reliability Number of 0 (note that no R# is listed), raising the Factor Cost of the Body to 9. Seven APs at a Factor Cost of 9 costs 72 Hero Points. Gliding has a Factor Cost of 1, raised to 4 due to Reliability. Two APs at a Factor Cost of 4 costs 4 Hero Points, bringing the total Hero Point Cost so far up to 76 Hero Points. Next, add in the Base Cost of Gliding, 10 Hero Points, bringing the total cost up to 86 Hero Points. Finally, divide this total by 4 since the Batarang can be Taken Away in combat, leaving a final Hero Point Cost of 22 (86 divided by 4 equals 22).

A Player building a Gadget must pay the final Hero Point Cost before he can proceed with any further construction.

Step 4

Buy Parts

The next step is to buy all of the parts and equipment needed to build the Gadget. This is a normal Wealth Check, as described on page 124. The dollar cost of the parts necessary to build the Gadget, and the OV/RV of the Wealth Check necessary to purchase the parts, is equal to the highest AP rating of any of the Gadget's Abilities plus one for each additional Ability assigned to the Gadget. The dollar cost of the Machinegun in the former example, therefore, is 9 APs (Body of 6 plus 1 for AV plus 1 for EV plus 1 for Range equals 9), while the dollar cost of the Batarang in the latter example is 8 APs (Body of 7 plus 1 for the Gliding Ability equals 8).

If the Wealth Check does not gain any positive RAPs, the Character obviously cannot begin to construct the Gadget. In this case, the Player must wait until his Character is entitled to another Wealth Check as described in **Chapter Eight**. The Player may spend Hero Points or take additional time to improve his Wealth AV and EV as explained on page xxx.

As soon as the Player successfully makes the necessary Wealth Check, he may begin actual construction.

Step 5

Constructing the Gadget

All that remains is to actually construct the Gadget. Each one of the Gadget's Abilities must be installed separately. The Body of the Gadget must be installed first, and then the rest of its Abilities may be installed in any order the building Player chooses. Installing an Ability is a Dice Action using the gadgeteer's APs of Gadgetry Skill as the AV/EV and the APs of the Ability being installed as the OV/RV. One or more RAPs are necessary for success.

If a Gadgetry Check fails, the Ability in question is not successfully installed, and the gadgeteer must attempt to install that Ability all over again. In order to make another attempt to install an Ability after having failed an earlier attempt, the gadgeteer must pay a special *failure fee* of 10 Hero Points.

Time

The base time that it takes to make a Gadgetry Skill Check is one week (18 APs of time). Each one AP of time the Player adds to this base time before he rolls the dice allows him to add +1 to the AV and EV of the Gadgetry Check. Each AP of time the Player decides to subtract from this base time before he rolls the dice subtracts -1 from the AV and EV of the Gadgetry Check.

To compute the actual time it will take to install the Ability, subtract the RAPs earned by the Gadgetry Check from the base time. The result is the amount of time in APs that it takes the Character to install the Ability. If the Gadgetry Check does not receive any RAPs (i.e., the Ability is not successfully installed), the entire base time, plus any time that the Gadget builder deliberately added to the Gadgetry Check, is automatically consumed.

Suppose for example, that Batman earned 4 RAPs while installing a 7 AP smokescreen (the Fog Power) into the Batmobile. In this case, it would take him 14 APs of time to install the screen (18-4=14), or about sixteen hours. Batman cannot begin to install any other Abilities in the Batmobile until this time has passed. If Batman had failed the Gadgetry Check needed to install the smokescreen, he would have had to wait 18 APs of time and pay the 10 Hero Point failure fee before he could try again.

During the time a Character spends working on a Gadget, he cannot perform any other activities, except eating, sleeping, and other natural functions. Once he has spent the necessary time to install the Gadget's first Ability, he may then move on to the second Ability, and then the third, and so on. Once all of its Abilities have been installed, the Gadget is ready for use. A Gadget may not be used until all of the Abilities in its original design have been successfully installed.

Laboratories

Laboratories make Gadget production more efficient. A Laboratory's AP rating (or "Lab rating") is the maximum APs of a Gadget Ability that 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. The Reliability Number of a Gadget is not affected by the AP value of the Laboratory where it was built.

Unless a Character making a Gadgetry Check to install an Ability has access to a Laboratory which has a lab rating that equals or exceeds the APs of the Ability he is trying to install, the OV and RV of the effort each receive a bonus of +2 Column Shifts to the right.

When a Character is planning to build a Laboratory, its AP value must be decided before it is built. The time required to build a Laboratory is determined by the Gamemaster, based on its AP rating. The minimum building time for any Laboratory is 19 APs (two weeks), but the cost of building must be completely paid before Gadgets may be built there.

To find the Hero Point cost for building a Laboratory, use the Factor Cost 3 column of the AP Purchase Chart. All Laboratories have a Reliability Number of 0, but must be maintained. To maintain a laboratory, the Character(s) who own the lab must make a Wealth Check once per game year. The OV/RV of this Check is equal to the APs of the lab. Positive RAPs indicate success. If the maintenance cost is not paid, the laboratory falls into disrepair and cannot be used to construct Gadgets until it is repaired and restocked. The Character repairing the laboratory must pay a Hero Point fee equal to one half the original cost of the lab (rounding fractions up).

Multiple Gadgeteers

If multiple Characters with the Gadgetry Skill are all working on a Gadget at the same time, they have several options. Either one gadgeteer can work on installing one Ability while the other gadgeteers work on the other Abilities; or two or more gadgeteers can team up to install the same Ability.

If the gadgeteers are working on separate Abilities, resolve each installation attempt separately as normal. However, the two or more Characters may make their attempts in the same time span, allowing the Gadget to be completed in less time.

If two or more Characters with the Gadgetry Skill are combining their abilities to work on installing the same Ability, the highest Skill level present is used as the AV and EV of the attempt; but the OV of the effort receives negative Column Shifts as though the Characters were performing a Team Attack in combat. That is, 2 Characters get -1 Column Shift to the OV, 3-4 Characters get -2 Column Shifts, and so on.

Multiple gadgeteers working on the same item may split its final Hero Point Cost between themselves as they see fit; and all gadgeteers may attempt to purchase the parts necessary to build the device.

Example of Building a Gadget

Lex Luthor decides to build a giant robot to destroy The Man of Steel (when will he ever learn?). He enlists the aid of Lexcorp scientist Brian Lally to assist him in this nefarious endeavor. Luthor has a Gadgetry Skill rating of 15 APs, while Lally's is 8.

First, Luthor must design the robot. He decides that it will look something like this:

Giant Robot
[DEX: 10, STR: 20, BODY: 15, INT: 5, WILL: 5, MIND: 5, Bomb: 20, Skin Armor: 5, R#: 5]

Limitation: the robot is susceptible to the explosion of its own Bomb Power.

Miscellaneous Drawback: the robot must be recharged every 24 hours.

Next, Luthor must pay the robot's Hero Point cost. Luthor will not have to add to the Factor Costs of the robot's Abilities, since the Reliability Number is 5. 10 APs of DEX costs 112 Hero Points, 20 APs of STR costs 390 Hero Points, 15 APs of BODY costs 240 Hero Points, 5 APs of INT costs 28 Hero Points, 5 APs of WILL costs 24 Hero Points, 5 APs of MIND costs 24 Hero Points, and 5 APs of Skin Armor costs 70 Hero Points (Base Cost of 50 plus 5 APs at Factor Cost 5). The robot's Bomb Power has a Limitation (the robot itself is susceptible to the blast), which the GM decides is worth a -2 bonus to its Factor Cost. This means that the Bomb Power will cost 85 Hero Points (Base Cost of 20 plus 20 APs at Factor Cost 1). Altogether, the robot's Abilities will cost 973 Hero Points (112 + 390 + 240 + 28 + 24 + 24 + 70 + 85 = 973). The GM also decides that the robot's Miscellaneous Drawback is worth a 25 Hero Point bonus, leaving the robot's cost at 948 (973 - 25 = 948). Finally, Lex is allowed to divide the cost of the Gadget by 2 due to the "Gadget Bonus" for a Gadget which cannot be Taken Away in combat. This brings the cost down to 474 Hero Points (948 divided by 2 equals 474). Having saved up some Hero Points for a while, Luthor pays the Hero Point cost.

Buying parts is Lex's next step. The cost of all the parts is 27 APs (maximum Ability AP of 20 plus 7 other Abilities), so the OV/RV of Luthor's Wealth Check is 27/27. Lex uses his Wealth of 25 as the AV/EV and rolls a 13. He successfully buys the parts.

Now Lex and his buddy can get down to building the robot. They must install the robot's BODY first. The AV/EV is equal to 15/15 (Luthor's Gadgetry Skill), and the OV/RV is equal to 15/15 (the robot's BODY). Luthor receives a -1 Column Shift bonus to the OV since he and Lally are "Team Attacking" the Gadget. Lex rolls an 18 and receives 8 RAPs. It takes Luthor and Lally one hour to install the BODY (Base Time of 18 APs-8 RAPs=10 APs building time=one hour).

Since it will probably be the most difficult, Luthor decides to install the STR next. The OV/RV is equal to 20/20, but Luthor still receives the -1 Column Shift bonus for the Team Attack. In addition, he decides to spend 4 Hero Points apiece on his AV and EV, raising them to 19/19 Lex rolls a 12 and receives 4 RAPs. It takes him 14 APs, or sixteen hours to install the STR.

DEX is installed next. The OV/RV is 10/10, but Luthor does not receive the Team Attack bonus because Brian Lally will be installing the robot's INT simultaneously. Luthor rolls an eleven, yielding 8 RAPs. It takes him an hour to install the DEX.

Meanwhile, Brian Lally works on installing the robot's INT. The AV/EV is Lally's Gadgetry Skill (8/8), while the OV/RV is the robot's intended INT (5/5). Lally rolls a 15 and gets 8 RAPs. He finishes the robot's INT at the same time Luthor finishes the DEX.

Luthor next installs the robot's WILL and MIND while Lally works on the Skin Armor Power. Neither of them experiences any problems. They finish these in roughly forty-five minutes.

Last but not least, they once again Team Attack the robot in order to install the self-destruct mechanism (20 APs of Bomb Power). The OV/RV is once again 20/20, and Luthor again receives the -1 Column Shift bonus. He opts to spend 7 Hero Points each on his AV and EV, raising them to 22. He rolls a 9, and gets 7 RAPs. It takes the pair about 2 hours to install the Power.

The robot is now ready to be unleashed against the Man of Steel. The whole process of building it took about twenty-one hours to complete.

III. Modifying Existing Gadgets

Heroes with the Gadgetry Skill may attempt to add another Ability to an already existing and functioning Gadget at a later time. Resolve such an attempt as though it were a new Gadget: calculate and pay the Hero Points, buy the parts, and roll the dice. An attempt to modify an existing Gadget automatically has its OV and RV shifted +2 Columns to the right, because the Character is adding an Ability to the Gadget for which it was not initially designed.

Suppose, for example, that Tom wanted to add 8 APs of Running to Booster Gold's battlesuit. Running has a Factor Cost

of 2. Since the Reliability Number of Booster's suit is 2, however, there is a +2 Factor Cost modifier, raising the total to 4. Eight APs at a Factor Cost of 4 cost 40 Hero Points. Tom then divides the total in half, since Booster's suit cannot be Taken Away, leaving a final Hero Point Cost of 20. Tom must then spend 20 Hero Points and make a Wealth Check to buy the necessary parts to install Running. The OV/RV of the Wealth roll is 8/8, since he is installing 8 APs of Running. Tom decides that Booster will use the laboratory of the JLI Embassy, which is rated at 15 APs, which means he will not have to pay any additional Hero Points to install the Ability, since 8 APs of Running is less than the lab's 15 APs. The OV/RV of the Gadgetry attempt is 8/8, each shifted +2 Columns to the right because Booster is modifying an already functioning Gadget, for a final OV/RV of 11/11. If Tom gets positive RAPs on his Gadgetry Check, the Running Ability will be successfully installed.

IV. Repairing Gadgets

Damaged Gadgets must be Repaired. By Repairing a Gadget, a Character can restore any APs that it has lost from its Current BODY Condition (or Current MIND or SPIRIT Conditions, if the Gadget has a MIND or SPIRIT) or any APs of a Power, Attribute, or Skill lost to Reliability break down. Each of a Gadget's Abilities must be repaired separately.

Repairing a Gadget is a Dice Action. The AV and EV of the attempt are both equal to the Gadgetry Skill of the Character conducting repairs, while the OV and RV are both equal to the starting AP value of the Ability under repair. If Lex Luthor were trying to Repair an armored suit with a *BODY* of 6 that had taken damage to its Current BODY Condition, for example, the OV/RV of the attempt would be 6/6.

If the Ability under Repair has been reduced to a negative value, the Character conducting repairs must buy parts to Repair that Ability. The OV/RV of the Wealth Check necessary to buy the parts is equal to the Ability's starting AP value. Repairs cannot begin until any necessary parts have been purchased.

Repair Kits

Characters may purchase a *repair kit*, which acts as a Laboratory when Repairing damaged equipment in the field. If the Gadget has been totally destroyed, 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; for instance, a Character may not Repair a Gadget with a BODY of 15 APs using 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 a Reliability Number of 5, which is checked when a Repair attempt is made using the kit. If the repair kit breaks down, the Repair attempt automatically fails. It is not possible to Repair a repair kit if it breaks down. A new repair kit must be purchased.

Unless the Character conducting Repairs has access to a Laboratory (see **Laboratories**) or repair kit that has a rating in APs that equals or exceeds the starting AP value of the Ability under Repair, both the OV and RV of the attempt receive +2 Column Shifts to the right. If the Repair roll is less than or equal to the Reliability Number of the repair kit, the Check automatically fails, and the repair kit breaks down and must be replaced. This does not do further damage to the Ability being repaired.

It takes just as long to Repair an Ability as it does to install an Ability in a new Gadget (see Time). The AV and EV of the Repair attempt can be increased or decreased if the Character conducting Repairs is willing to spend more or less time on the effort. The RAPs earned in a Repair attempt equal the number of APs restored to the Ability under Repair.

Repairing an Ability does not cost any Hero Points; although the gadgeteer may spend Hero Points to increase his AV or EV for the attempt as usual.

V. Replacing Destroyed Gadgets

Gadgets that have had their Current BODY Conditions (or Current MIND or SPIRIT Conditions, if the Gadget has a Mind or SPIRIT) reduced to a negative value which exceeds their original values are permanently destroyed and cannot be Repaired. Since plans and notes for creating these devices already exist, however, they can be rebuilt or duplicated with much less effort than it would take to completely recreate the Gadget from scratch.

To recreate an already existing device, simply pay its Hero Point Cost and buy the parts. No Gadgetry Rolls are necessary, and the entire device can be rebuilt in two days time (16 APs). Only a Character with at least as many APs of the Gadgetry Skill as the Gadget's original creator can rebuild Gadgets in this way. The Character that actually builds the device need not necessarily be the Character that pays the Hero Points for the device or buys the parts. If the Gadget is a major element in one or more Characters' Subplots, the GM must rule whether the device may be replaced in this manner, or whether it must be completely redesigned and rebuilt.

VI. Omni-Gadgets

Omni-Gadgets simulate a comic book character's ability to have exactly the right device to get out of any situation when he has only a finite number of Gadgets with him.

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 might be a gas grenade, suction cups for the hands and feet, or a flame-arrow that will melt Killer Frost's ice-wall, depending on the particular needs of its owner.

The main limitation of Omni-Gadgets is the range of devices they can turn into. The Ranges are:

A Physical Attributes
B Mental Attributes
C Physical and Mental Powers
D Italicized Attributes*
*: An Omni-Gadget allowing Italicized Attributes ("D") must also have the ability to mimic Attributes ("A" and/or "B").

No matter what an Omni-Gadget is used for, it always has a BODY equal to its AP rating. An Omni-Gadget may be used for one battle, or for a duration of time equal to its AP rating, whichever is shorter. Omni-Gadgets may never possess Skills or Advantages.

Omni-Gadgets must be built just like regular Gadgets. The major difference is that all Omni-Gadgets have but one single Ability: their AP rating. The Base Cost of this Ability is 10. The Factor Cost of this Ability begins at 5, though each Range of Abilities that the Omni-Gadget can mimic adds to the Factor Cost as summarized on the following table:

Ability Range	Factor Cost Modifier
A	+1
B	+1
C	+2
D	+1

An Omni-Gadget has a Gadget Bonus divisor of 5. Whether or not an Omni-Gadget may be Taken Away in combat is always up to the GM, depending upon what it turns out to be. Omni-Gadgets can be replaced after they have been used or destroyed just like any other Gadget, although it is not necessary to "buy parts" to replace an Omni-Gadget.

Example: Batman has two 10 AP ABCD Omni-Gadgets. They cost him 34 Hero Points each to build (10 APs at Factor Cost 10 = 160 + Base Cost of 10 = 170, divided by Gadget divisor of 5 = 34). In a battle with the Joker and a dozen thugs, the Clown Prince of Crime unleashes a cloud of deadly gas upon the Caped Crusader to cover his escape. Thinking fast, Batman reaches into his utility belt and pulls out a miniature compressed air fan (actually an Omni-Gadget). The fan would look like this:

MINIATURE FAN [Body: 10, Air Control: 10]

Batman then uses the fan to blow the gas out of a window, saving the thugs' lives, as well as his own. Chasing after the Joker, Batman sees the villain getting away in a helicopter. Although the Joker is already out of reach of the Batline, Batman is fortunate enough to have brought his micro boot-jets along (another Omni-Gadget). Using these tiny devices, Batman easily overtakes the chopper and captures the Joker. The boot-jets would look like this:

MICRO BOOT-JETS [Body: 10, Flight: 10]

Note that both of the Gadgets Batman used would only last until he caught the Joker (ending the "battle"). In order to use them again, Batman will have to replace them as though they had been destroyed, although he doesn't have to buy parts for them.

Dividing Omni-Gadget APs

In order to represent a wider range of devices, an Omni-Gadget's AP rating can be divided among several Attributes and Powers, as long as the total APs of all such Attributes and Powers do not exceed the Gadget's AP rating. In the previous example, Batman could have given his boot-jets the following Powers:

MICRO BOOT-JETS
[Body: 10, Flight: 7, Fog: 3].

The jets could then expel an obscuring cloud of smoke behind the Caped Crusader as he flew. Other examples of Omni-Gadgets using this rule include multi-function scanners

[Body: 10, Thermal Vision: 3, Ultra Vision: 3, Telescopic Vision: 2, Radar Sense: 2]

and collapsible, expendable exoskeletons

[Str: 7, **Body: 10, Force Shield: 3].**

VII. Mystical Gadgets

Magical or Mystical Gadgets are referred to as *Artifacts*. They function as normal Gadgets, using all of the prior rules. When constructing or Repairing an Artifact, however, the builder uses his Occultist Skill in place of the Gadgetry Skill. Also, Artifacts are not constructed in Laboratories. Rather, they are built in Workshops, which are treated exactly as Laboratories with respect to costs, maintenance, and effects.

The Genius Advantage is never needed to construct an Artifact, and it is possible to create an "Omni-Artifact;" The base cost of an Omni-Artifact is 20 Hero Points. A "B" Artifact can mimic both Mental and Mystical Attributes, while a "C" Artifact can mimic all Powers.

For more information on Artifacts (and Magic in general), see the *Magic* sourcebook.

VIII. Gadgets in Combat

When using a Gadget in combat, the AV of any attack it makes is determined by the GM using the following guidelines:

1. If a Gadget has a Dex, it can be used as the AV for any Attacks that would normally use Dex as the AV, such as Claws, Poison Touch, etc. Note that the Character using the Gadget may be able to substitute his own Dex or Weaponry Skill for the AV, if appropriate.

2. If a Gadget has an AV, it can only be used for its EV, not for other Abilities it may have. Again, the Character using the Gadget may substitute his Weaponry Skill for the AV if appropriate.

3. In all other cases, the AV is determined as appropriate to the Power being used (usually the APs of Power).

Gadgets can be targeted in combat just like Characters. A Gadget's Resistance Value against Physical Attacks is equal to its Body. A Gadget's Opposing Value against Physical Attacks depends upon the type of Gadget:

1. Gadgets with a Dex always use their own Dex as their OV (unless they are being carried or worn; see 2. below).

2. Gadgets that are being carried or worn by a Character use their owner's Dex as their OV. Aiming at a Gadget that is being carried or worn is always a Trick Shot.

3. Vehicles have an OV equal to their driver's Vehicles Skill rating; motionless vehicles have an OV of zero.

4. Gadgets that do not fit any of the other categories have an OV of zero.

Remember that Gadgets without a Mind or Spirit are immune to Mental or Mystical Attacks.

Armor and Armored Suits

Characters wearing armor (i.e., a Gadget with an italicized *Body*), may substitute the *Body* of the armor for their own Body when computing their RV against Physical Attacks. They may also spend Hero Points equal to the Body of the armor to increase their RV in Physical Combat. Such Characters have a starting Current Body Condition equal to their own Body, however, not the *Body* of the armor, and can only spend Hero Points to negate damage equal to their own Body through the use of Last Ditch Defense.

Attacking an armored Character with the intent to damage the armor rather than the Character is a Trick Shot.

IX. 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 similar to Recall, with the Drawback that the information is only stored in visual form; and so on. This process has its limits: Gadgetry is meant to simulate the wonderful sorts of widgets a hero usually creates, not the technological works of a modern industrial society.

If there is no Attribute, Power, or Skill which seems logical for the device, list the abilities of the device in terms of effect and if possible, assign a rough AP Value to the effect.

Standard Equipment

Standard Equipment falls into one of five categories: buildings, electronic equipment, computers and robots, vehicles, and weapons. Standard Equipment is equipment available from any large department or specialty store. Standard equipment is purchased with the money generated by a Character's Wealth Action Check according to each Character's Wealth AP rating (see **Chapter Eight: 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 hero groups are going to eventually want some kind of headquarters building. This section outlines the purchase

Building Bodys, Weights, Costs and Heights

Building Type	Body	Weight (in APs)	Purchase Price	Rent Per Month	Height (in Feet)	Height (in APs)
High-Rise Apartment (250)	20	17	19	4	300	5
Brownstone Six Flat (6)	14	14	14	5	40	2
Abandoned Factory	16	20	16	6	50	3
Garage (2)	9	9	10	2	12	1
Small Indoor Mall (25)	17	16	18	7	20	1
Large Indoor Mall (60)	18	17	20	8	50	3
Skyscraper Offices (1000)	25	23	23	6	1,200	8
High Rise Office Building (200)	19	16	14	6	300	5
Small Office Building (12)	15	15	17	6	40	2
Single Office Building	13	12	13	7	15	1
Small House	10	10	12	6	15	1
Large House	11	11	14	8	25	2
Mansion	15	15	20	16	50	3
Warehouse	14	14	16	9	60	3

costs of a basic building. These costs do not include any special devices the Players may wish to install in the building. This is strictly for the cost of the building, including the cost of the land.

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 on the *Building Costs and Heights Table* is the number of units in that type of building. The Purchase Price shown is for the whole building; the Rent Per Month listing is for one unit in the building.

Walls

On the following chart, walls are assumed to be ten feet by ten feet (0 APs x 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 long by 3 APs wide would have a Body of 17 and a Weight of 18. However, it is usually easier to assume that any Character who is breaking down a wall is simply trying to break down one ten foot by ten foot section of it.

The *Cost Modifier* listed on the table is the number of APs by which a Player must increase the construction or purchasing cost of a building if all of its walls are built of the material.

Wall Bodys, Weights and Cost Table

Wall Material	Body	Weight (in APs)	Cost Modifier
Brick	8	7	+1
Concrete	10	8	+1
Fiberglass	7	4	+1
Reinforced Concrete	11	10	+2
Promethium	20	12	+10
Steel	12	13	+3
Stone	9	9	+2
Wood	6	5	0

Entrances and Openings

Sometimes in battle, combatants charge through, fly through, or are thrown through windows, doors, and other openings in a building. The next table lists the Body and Weight of such openings, as well as the cost of replacing them should they happen to be smashed or otherwise damaged in a fight. Note: Bulletproof glass is expensive and heavy; outfitting a window with bulletproof glass increases both the cost and the weight of the window by 1 AP each over a window with regular glass.

Entrances and Openings Table

Entrance/Opening	Body	Weight (in APs)	Cost
Interior Door	3	1	3
Exterior Door	4	1	3
Large Double Door	5	2	4
Steel Reinforced Door	7	3	6
Bank Vault Door	14	14	9
Small Window	4	0	2
Medium Window	4	1	4
Large Window	4	1	6
Bulletproof Glass	7	+1	+1

Furnishings

Furniture has been known to suffer in bouts between heroes and villains. A short list of the Body and Weight APs of the sorts of furniture and appliances that are most frequently used in combat follows:

Furnishings and Appliances Table

Furnishing/Appliance	Body	Weight (in APs)	Cost
Bathtub	5	3	6
Single Bed	3	1	4
King Sized Bed	4	2	5
Couch	4	3	6
Small Desk	1	0	4
Large Desk	3	1	5
Television	2	0	5
Stereo System	2	1	6
Dresser	2	1	6
Kitchen Sink	4	1	3
Piano (Baby Grand)	3	3	7
Refrigerator	4	3	5
Large Dining Table	2	2	6
Dining Room Chair	1	0	3
Washing Machine	3	3	4

Landscaping

Whenever Characters begin uprooting the flora or get Knocked Back into a redwood, the following table should help decide just who or what breaks. Also included are some objects commonly thrown and/or destroyed during outdoor battles.

Landscaping Table

Object	Body	Weight (in APs)	Height (in APs)
Bush	2	0	-1
Small Tree	4	4	0
Medium Tree	7	6	1
Large Tree	10	9	2
Larger Tree	12	12	3
Huge Tree	14	15	4
Telephone Pole	9	7	2
Phone Booth	5	5	0
Light Pole (rural)	8	5	0
Light Pole (urban)	10	9	2
Mailbox (rural)	2	0	-1
Mailbox (urban)	3	2	-1
Flagpole	6	3	2
Billboard	8	9	2
Fire Hydrant	11	5	-2
Park Bench	4	2	-1

Electronic Equipment

The following table lists a number of electronic gizmos that Characters may wish to buy to aid them in their crimefighting endeavors. A detailed description of each item also follows.

Electronic Equipment Table

Type of Item	Cost (in APs)
Bug	6
Electric Eye	5
Infrared Sensor	6
Surveillance Microphone	6
Nightsight	7
Radio	5
Television Camera	9
Monitoring System	13
Tracer	5

A ***bug*** is a miniaturized microphone which can secretly pick up conversations and transmit them to a waiting radio receiver which is a mile (10 APs) or less away. A Character with either the Clue Analysis Subskill of Detective or the Security Systems Subskill of Thief may attempt to detect a bug. Characters without these Skills must make an Unskilled Perception Check to detect the device.

A bug has an OV/RV of 5/5 against being detected. If the Perception Check yields positive RAPs, the bug is discovered.

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 is connected to the electric eye. Characters must make a Perception Check and gain positive RAPs against an OV/RV of 5/5 to detect the beam or the receptor before tripping it.

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 or greater than a specified temperature, usually human body temperature. An infrared sensor can detect any person within 100 yards (5 APs). To detect an infrared sensor, Characters must make a Perception Check against an OV/RV of6/6 and gain positive RAPs.

A ***directional microphone*** is used to pick up conversations which are out of range of normal hearing. It works as the Extended Hearing Power rated at 6 APs. Detecting a surveillance microphone requires a Perception Check against an OV/RV equal to the distance in APs that the microphone is from the subject.

A ***nightsight*** is 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. It is treated as though it has Telescopic Vision and Ultra Vision rated at 5 APs apiece.

The listed ***radio*** represents a portable receiver-transmitter with a range of 5 miles. It is treated as though it has Radio Communication at 7 APs.

A ***television camera*** is a mini-cam which is mobile, like those used for local newscasts.

A ***television monitoring system*** is 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. Security cameras can be detected on a successful Perception Check against an OV/RV of 3/3.

A ***tracer*** is a small transmitter which sends a steady signal to a radio receiver. The range of a tracer is 5 miles (12 APs). A tracer may be detected by a Character with the Clue Analysis Subskill of Detective or the Security Systems Subskill of Thief. Characters who do not have such Skills must make an Unskilled Perception Check against an OV/RV of 5/5 to detect the device.

Computers and Robots

Computers and Robots

Item	Cost (in APs)
Computer Systems	
Budget Home Computer	5
Advanced Home Computer	8
Mini Computer	9
Business Mainframe	12
Research Mainframe	14
Advanced Research	17
A.I. Mainframe	20
S.T.A.R. Kilotrax	21
A.I. Kilotrax	24
Ultra-C Booster	19
Robots	
Clyde	10
Utility	13
Security	17

Computers are essentially Mental Gadgets possessing APs of INT, WILL, and MIND. Artificially intelligent computers may possess APs of INFL, AURA, and SPIRIT as well.

Automated systems may have a limited ability to use various Skills and Advantages, such as Detective or Scholar. 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. For example, a computer could not build a Gadget by itself simply by having the Gadgetry Skill.

A computer may use a Skill at its own APs of the Skill, or it may be used to enhance the Skill use of a Character who also has the Skill. In this case, reduce the Opposing and Resistance Values of the Action by the computer's number of APs of the Skill, to a minimum of zero APs.

Example: Alfred is in the Batcave. He uses the Batcomputer (an advanced research computer with INT of 6 APs and the Detective Skill of 6 APs) to analyze a clue he found earlier. The clue has Opposing and Resistance Values of 10/10. Alfred does not have the Detective Skill, so the computer works at 6 APs. Alfred learns nothing from the computer.

Later, Batman, with 12 APs of the Detective Skill, uses the computer to analyze the same clue. The OV/RV against Batman's Detective Action is 10/10. However, using the computer reduces the Opposing and Resistance Values by its APs of Skill. Therefore, the OV/RV of the Clue falls from 10/10

to 4/4. Batman rolls a 6. He succeeds, but he would have failed if he had not used the Batcomputer. Batman has an Effect Value of 12 versus a Resistance Value of 4. Batman receives 9 RAPs of knowledge.

Artificial Intelligence (A.I.) gives a computer self-awareness. This computer then becomes an NPC played by the GM. 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. A computer with Artificial Intelligence may not enhance its own Skill use.

Budget Home Computer

[INT: 1, BODY: 1, Recall: 9, R#: 4]

This ***home computer*** is for the hero on a tight budget. It comes only with a keyboard, disk drive, and monochrome monitor, and is subject to frequent breakdowns.

Advanced Home Computer

[INT: 1, BODY: 1, Recall: 11, R#: 3]

This ***home computer*** is the most advanced home computer system available. It comes with all of the peripherals, such as disk drives, terminal, modem, and laser printer.

MINI-COMPUTER

[INT: 2, BODY: 2, Recall: 12, Split: 1, R#: 3]

A ***mini-computer***, despite its name, is larger than a home computer. It comes with terminal, disk drives, printer, and plotters. A mini-computer has an ability which works like the Split Power rated at 1 AP, making duplicates of its "mind." Each "mind" may run separate programs.

BUSINESS MAINFRAME

[INT: 3, BODY: 2, Recall: 15, Split: 2, R#: 3]

A ***business mainframe*** comes with several terminals, printers, and disk drives. A Business mainframe has an ability which works like the Split Power rated at 2 APs, making duplicates of its "mind." Each "mind" may run separate programs.

RESEARCH MAINFRAME

[INT: 4, BODY: 2, Recall: 16, Split: 3, R#: 3]

A ***research mainframe*** comes with terminals, extended memory, printer, and plotter. It has an ability which works like the Split Power rated at 3 APs, making duplicates of its "mind." Each "mind" may run separate programs.

ADVANCED RESEARCH MAINFRAME

[INT: 6, WILL: 2, BODY: 2, Recall: 18, Split: 5, R#: 2]

ARTIFICIALLY INTELLIGENT RESEARCH MAINFRAME

[INT: 6, WILL: 2, MIND: 1, INFL: 1, BODY: 2, Recall: 18, Split: 5, R#: 2]

An **advanced research mainframe** comes with the standard mix of terminals, extended memory, printer, and plotter. A research mainframe has an ability which works like the Split Power rated at 5 APs, making duplicates of its "mind." Each "mind" may run separate programs.

S.T.A.R. KILOTRAX

[INT: 8, WILL: 6, MIND: 6, BODY: 3, Recall: 20, Split: 7, R#: 2]

ARTIFICIALLY INTELLIGENT KILOTRAX

[INT: 8, WILL: 6, MIND: 6, INFL: 5, AURA: 5, BODY: 3, Recall: 20, Split: 7, R#: 2]

The *S.T.A.R. Kilotrax* is an experimental design that will only be sold to Characters who have a High-level Connection with S.T.A.R. Labs. It comes equipped with all of the familiar peripherals: external information hyper-storage unit (a technological double-leap up from a disk drive), terminals, printers, and plotters. A Kilotrax has an ability which works like the Split Power rated at 7 APs, making duplicates of its "mind," each of which may run separate programs.

Ultra-C Processor

[INT: 18, BODY: 1, R#: 4]

Miscellaneous Drawback: burns out after 2 minutes time, reducing its INT to 0.

The Kilotrax has the ***Ultra-C Processor Booster***, which is a Gadget which substitutes INT for the INT of the Kilotrax while it lasts. The Gadget has an INT of 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.

The following ***robots*** 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.

CLYDE

[DEX: 1, STR: 1, BODY: 2, INT: 1, WILL: 1, Thermal Vision: 2, Recall: 11, R#: 3]

Miscellaneous Drawback: must be recharged every 24 hours.

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.

UTILITY ROBOT

[DEX: 2, STR: 4, BODY: 6, INT: 2, WILL: 1, Recall: 12, R#: 2]

Miscellaneous Drawback: must be recharged every 24 hours.

S.T.A.R.'s ***utility robot*** is 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.

SECURITY ROBOT

[DEX: 4, STR: 6, BODY: 5, INT: 3, WILL: 1, AV: 7, EV: B, Range: 4, Military Science: 5, Recall: 15, Sonar: 5, Thermal Vision: 5, Weaponry: 7, R#: 2]

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.

Vehicles

Any Gadget which can transport one or more Characters from one location to another under its own power is considered a ***Vehicle***.

Air Vehicles

Air vehicles are vehicles that allow one or more Characters to fly or glide through the air. This includes all gliders, airplanes, airships, and most 20th Century spacecraft.

JET PACK

[STR: 2, BODY: 2, Flight: 6, R#: 2]

GLIDER

[STR: 4, BODY: 6, Gliding: 7]

SINGLE PROPELLER AIRPLANE
[STR: 5, BODY: 8, Flight: 7, Radar Sense: 16, R#: 2]

FLYING BOAT
[STR: 7, BODY: 10, Flight: 7, Radar Sense: 17, Swimming: 2, R#: 2]
Power Restriction: Swimming only works on surface of water; may not dive.

JUMBO JET
[STR: 11, BODY: 12, Flight: 8, Radar Sense: 18, R#: 2]

SUPER-SONIC JET LINER
[STR: 10, BODY: 12, Flight: 9, Radar Sense: 18, R#: 2]

F-15 EAGLE
[STR: 8, BODY: 10, AV: 6, EV: 8, Range: 9, Flight: 11, Radar Sense: 20, Hardened Defenses, R#: 3]
Carries four air-to-air missiles (see ***Weapons*** below).

SPACE SHUTTLE
[STR: 12, BODY: 11, Flight: 15, Flame Immunity: 5, Radar Sense: 20, Sealed Systems: 20, Hardened Defenses, R#: 3]

ZEPPELIN
[STR: 11, BODY: 9, Flight: 6, R#: 5]

HELICOPTER
[STR: 7, BODY: 7, Flight: 6, R#: 2]

ATTACK HELICOPTER
[STR: 7, BODY: 9, AV: 5, EV: 8, Range: 9, Flight: 7, Radar Sense: 19, Hardened Defenses, R#: 2]
Carries two air-to-air missiles (see ***Weapons*** below).

Land Vehicles

Land vehicles range from a simple two-wheeled pedal-driven bicycle to the most complex tanks and armored transport trucks used by the army. For the most part, they are completely unable to fly, swim, or burrow.

MOTORCYCLE
[STR: 3, BODY: 5, Running: 6, R#: 2]

RACING CYCLE
[STR: 3, BODY: 5, Running: 7, R#: 2]

COMPACT CAR
[STR: 4, BODY: 6, Running: 6, R#: 2]

MIDSIZE CAR
[STR: 5, BODY: 6, Running: 6. R#: 2]

SPORTS CAR
[STR: 4, BODY: 6, Running: 7, R#: 2]

LIMOUSINE
[STR: 5, BODY: 7, Running: 6, R#: 2]

VAN
[STR: 6, BODY: 8, Running: 6, R#: 2]

SMALL TRUCK
[STR: 9, BODY: 11, Running: 6, R#: 2]

EIGHTEEN WHEELER
[STR: 10, BODY: 13, Running: 6, R#: 2]

ARMORED PERSONNEL CARRIER
[STR: 9, BODY: 14, AV: 5, EV: 7, Range: 8, Running: 5, Hardened Defenses, R#: 2]

M-1 ABRAMS TANK
[STR: 9, BODY: 15, AV: 6, EV: 10, Range: 10, Running: 5, Hardened Defenses, R#: 2]

JEEP
[STR: 5, BODY: 6, Running: 6, R#: 2]

SNOWMOBILE
[STR: 3, BODY: 5, Running: 6, R#: 2]
Power Restriction: Running is limited to 4 APs if not on snow.

Water Vehicles

To travel on or underneath a body of water, Characters must make use of a ***water vehicle***. These can be as simple as a canoe or a rowboat, or as complex as an aircraft carrier or a nuclear submarine. An asterisk (*) after a boat's Swimming Power indicates that it is limited to use on the surface of the water only.

JET SKI
[STR: 2, BODY: 4, Swimming: 5*, R#: 3]

MOTORBOAT
[STR: 4, BODY: 4, Swimming: 4*, R#: 2]

SPEEDBOAT
[STR: 3, BODY: 4, Swimming: 5*, R#: 3]

HOUSE BOAT
[STR: 6, BODY: 7, Swimming: 3*, R#: 2]

YACHT
[STR: 11, BODY: 13, Swimming: 4*, R#: 2]

OCEAN LINER
[STR: 20, BODY: 18, Swimming: 4*, R#: 2]

DESTROYER
[STR: 15, BODY: 18, AV: 7, EV: 12, Range: 13, Swimming: 5*, Radar Sense: 17, Sonar: 12, Hardened Defenses, R#: 3]

BATTLESHIP
[STR: 18, BODY: 24, AV: 7, EV: 15, Range: 14, Swimming: 4*, Radar Sense: 17, Sonar: 12, Hardened Defenses, R#: 3]

NUCLEAR SUBMARINE
[STR: 19, BODY: 24, Swimming: 4, Water Freedom: 6, Sonar: 12, R#: 5]
Carries 32 torpedoes (see ***Weapons*** below).

Weapons

This section covers all types of ***weapons***, from simple swords and knives, up through guns and bombs, all the way to advanced lasers and nuclear munitions.

Knife
[BODY: 5, EV: 3]

Sword
[BODY: 6, EV: 4]

Club
[BODY: 3, EV: 3, R#: 5]

Nunchakas
[BODY: 2, EV: 4]

Bow and Arrow
[STR: 6, BODY: 3, EV: 3, R#: 5]
STR of Bow is its Range.

.38 Pistol
[Body: 4, EV: 3, Range: 4, Ammo: 6, R#: 3]

.45 Automatic
[Body: 4, EV: 4, Range: 5, Ammo: 7, R#: 3]

.44Magnum
[Body: 4, EV: 5, Range: 5, Ammo: 6, R#: 3]

Pump-Action Shotgun
[Body: 4, AV: 5, EV: 5, Range: 3, Ammo: 7, R#: 3]
Limitation: EV is Diminishing.

Sawed-Off Shotgun
[Body: 4, AV: 5, EV: 6, Range: 2, Ammo: 2, R#: 4]
Limitation: EV is Diminishing.

Submachinegun
[Body: 4, AV: 5, EV: 5, Range: 5, Ammo: 4, R#: 3]

Rifle
[Body: 4, EV: 6, Range: 7, Ammo: 6, R#: 2]

Automatic Rifle
[Body: 4, AV: 4, EV: 6, Range: 7, Ammo: 8, R#: 2]

Machinegun
[Body: 4, AV: 5, EV: 8, Range: 8, Ammo: 6, R#: 3]

Flame Thrower
[Body: 4, Flame Project: 6, R#: 5]

Laser Pistol
[Body: 4, AV: 3, EV: 4, Range: 6, Ammo: 10, R#: 2]

Laser Rifle
[Body: 4, AV: 4, EV: 4, Range: 7, Ammo: 10, R#: 2]

Hand Grenade
[Body: 1, Bomb: 7, R#: 3]
The grenade must be thrown to its target, and can be used only once.

LAW Rocket
[Body: 2, EV: 8, Range: 8, Ammo: 1, R#: 2]

105mm HOWITZER
[Body: 6, AV: 5, EV: 9, Range: 15, R#: 2]

AIR TO AIR MISSILE
[Dex: 12, Body: 2, AV: 6, EV: 13, Flight: 12, Radar Sense: 19]

CRUISE MISSILE
[Dex: 10, Body: 6, AV: 7, EV: 15, Flight: 10, Radar Sense: 19]

TORPEDO
[Dex: 6, Body: 3, AV: 5, EV: 14, Sonar: 10, Swimming: 6, WaterFreedom: 7, R#: 3]

ATOMIC BOMB
[Body: 6, Bomb: 20, Flash: 12, Magnetic Control: 15, R#: 5]
Limitation: Magnetic Control only generates EMP (see below).

This bomb is a small nuclear weapon like the kind that was used in World War II. It can also be used to represent those that might be used by small, poor countries.

INTERCONTINENTAL BALLISTIC MISSILE
[Dex: 3, Body: 10, Bomb: 32, Flash: 15, Flight: 13, Magnetic Control: 20, Radar Sense: 20, R#: 3]
Limitation: Magnetic Control only generates EMP (see below).

The most powerful of nuclear weapons, this missile can reach any target on the globe in minutes. It carries a 100-megaton warhead, capable of demolishing a large city.

Note: It is important to note that the effects of nuclear weapons extend far beyond the simple Bomb Power. The Bomb effect itself is resolved as though the weapon is executing a Devastating Attack (see page 101). The Magnetic Control Power represents the Electromagnetic Pulse (EMP) generated by a thermonuclear blast. This acts as the AV/EV in an attack against all electronic equipment in Normal Range, with OV/RVs based on the amount of shielding the equipment has (determined by the GM using the *Universal Modifier Table*: most home equipment would have OV/RVs of 2/2, while high-security Government files might have OV/RVs as high as 12/12). RAPs from an EMP attack are subtracted from the equipment's Mental Attributes and Recall Power (if any). The Flash Power of nuclear weapons has a special Area Effect that simultaneously attacks all targets in Normal Range that have a clear line-of-sight to the blast. The effects of radioactive fallout are entirely at the GM's discretion.

Because of the severe environmental impact of such a detonation, an adventure (or campaign) might center around stopping these weapons from being used in the first place.

Sights

The Telescopic Vision of a sight acts the same as the Automatic Power Telescopic Vision and effectively extends the range of firearms. For example: a rifle with a 4 AP sight would treat a target 9 APs away as if it were only 5 APs away.

Tube Sight
[Body: 1, Telescopic Vision: 1]

Telescopic Sight
[Body: 2, Telescopic Vision: 4]

Nightsight
[Body: 2, Telescopic Vision: 3, Ultra Vision: 12, R#: 2]

Thermal Sight
[Body: 2, Telescopic Vision: 3, Thermal Vision: 12, R#: 2]

Laser Sight
[Body: 2, AV: 6, R#: 3]



Chapter Eight: Wealth

One of the Batman's most effective weapons in the war against crime is Bruce Wayne's vast personal fortune. Wayne's millions have allowed him to design and build his incredible crime-fighting Gadgets, to set up charities, and to finance philanthropic foundations aimed at reforming criminals all over Gotham City.

Each and every Character in the **DC Heroes Role-Playing Game** has a ***Wealth*** rating that indicates how much money the Character has at his disposal. Like Attributes, Powers, and Skills, Wealth is measured in APs. Zero APs of Wealth is equal to $25. A Character's listed Wealth rating measures his weekly salary. A Character with a Wealth rating of zero, for example, makes $25 a week or less, while a Character with a Wealth rating of 8 makes between $3,200 and $6,400 a week.

Wealth is the only AP value that cannot be increased by spending Hero Points gained during adventures (see **Experience and Character Growth**, page 31). Rules involving the increase or loss of Wealth are found under **Upkeep** at the end of this section.

Buying Items

Wealth is used to purchase goods and services. Purchasing a good or service is a Dice Action using the purchaser's APs of Wealth as the AV/EV and the dollar cost of the good or service (measured in APs) as the OV/RV. Hero Points may be spent as usual to increase the AV/EV of a ***Wealth Action Check***. If a Player earns one or more RAPs on the Wealth Action Check, the Character succeeds and the item is bought. If the Action Check fails, the Character simply could not scrape up the cash for the purchase.

Normally, a Character is only allowed one Wealth roll per game week, whether successful or not. If the Player wishes, his Character may purchase more than one item at a time with this roll. The OV/RV of an attempt to purchase multiple items is equal to the total cost (in APs) of all the items being purchased with the roll.

If a Character has already used his one Wealth roll and it becomes necessary to make another Wealth roll later in the week, the Player may purchase the right to make additional Wealth Checks by spending Hero Points. The second Wealth roll in a one week period costs a number of Hero Points equal to twice the Character's Wealth rating used in the Check, which may be less than the full APs the Character has. The third Wealth roll costs a number of Hero Points equal to three times the Wealth rating used, and so on. The only limit to the number of additional rolls Players are allowed to make in this fashion is the number of Hero Points they are willing to spend.

The only goods and services that Characters need to purchase through the use of Wealth are those that will have a direct bearing upon adventures. Green Arrow would need to use his Wealth to purchase a new bow or the scuba gear that he will need for an undersea investigation, but he does not need to make a Wealth roll every time he buys a hot dog or a newspaper.

Charity

A Character who does not make any Wealth rolls during a one week period can donate part of his weekly earnings to charity. Making a charitable contribution in this fashion nets the Character 5 Hero Points which can be saved and spent as he sees fit.

Savings and Loan

Each week during which a Character does not make a Wealth Check or a charitable contribution, he can "out bank" a Wealth Check as *savings*. Players should record the number of Wealth Checks they have banked on their Character Sheet.

Whenever a Wealth Check is made, the Player may expend banked Checks to increase the chances of success. Expending one banked Check allows the Player to temporarily add 1 to his Wealth score for a single Wealth Check. Expending 3 banked Checks temporarily adds 2 to the Character's Wealth, 7 banked Checks adds 3 to the Wealth, 15 banked Checks adds 4 to the Wealth, and 31 banked Checks adds 5 to the Wealth.

Players may also take out *loans*. He may use the amount of money he is borrowing to make a single free Wealth Check, meaning that he does not need to spend Hero Points to make this roll if he has already made a Wealth Check that week. From that point on, however, the Player must then make a Wealth Check each month for the duration of the loan, to make a loan payment. To figure out the dollar cost of each payment, and the OV/RV of the payment Wealth Check, the Player must decide how much money he wants to borrow, and over how long he wants to spread out the payments. The formula for computing the dollar cost of each payment is as follows:

Monthly Payment (in APs) = Amount Borrowed (in APs) +20 - Total Time of Loan (in APs).

Example: Suppose Phil decides that his Character is going to borrow $10,000 (9 APs of money) and spread his payments out over 16 months (24 APs of time). In this case, the OV/RV of his monthly payment is 5 (9 plus 20 minus 24 equals 5).

If a Character ever fails to make a loan payment, he must keep trying to make the payment until the end of the month. If the end of the month rolls around and he has still failed to make the loan payment, all of the items that he purchased with the original Wealth roll that you earned through the loan are repossessed. This includes any Gadgets that were built with parts that were purchased on the roll.

Purchasing Parts for Gadgetry Attempts

As seen in **Chapter Seven**, a gadgeteer must purchase parts using his Wealth score before attempting to design and construct a Gadget. The dollar cost of the parts necessary to install each of the Gadget's Abilities is equal to the Ability's rating in APs. The gadgeteer has the option of buying all of the parts necessary to build the device at once, using a single Wealth roll as discussed above, or buying the parts of each of the Abilities with separate Wealth rolls. Naturally, an Ability cannot be installed until the parts necessary to install that Ability have been purchased.

Upkeep

Once per game month, each Character must spend a Wealth Check to pay for his upkeep (rent, food, and other sundry expenses). The OV/RV of this roll is equal to the Character's Wealth rating, so an "11" is needed for success. If this Check gains positive RAPs and receives more than 2 Column Shifts, the Character may add 1 AP to his Wealth rating for each Column Shift earned in excess of the first two (he got a raise, inherited money, or had a good business month). If the Wealth Check fails, however, and the die roll was more than 3 lower than the Success Number (7 or less), the Character must lower his Wealth by 1 AP. If the roll was 6 or more points less than the Success Number (a 5 or less), the Character must lower his Wealth by 2 APs (financial hard times). A failed Wealth Check also means that the Character must attempt the Upkeep Wealth Check again the following week, or spend the Hero Points to make another roll the current week, and keep trying until he finally succeeds.

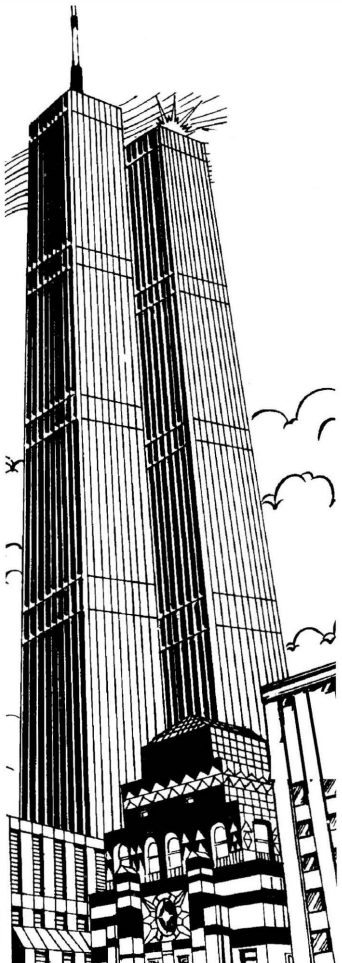
Hero Points may never be spent to increase a Character's AV/EV while making an Upkeep roll.

Example: Wally West, the Flash, starts with a Wealth rating of 4. While making one of his monthly Upkeep rolls, Wally rolls a 50 and receives 11 Column Shifts. His Wealth is now 13 (4+11-2=13); Wally just won the lottery.

Bankruptcy

If a Character's Wealth score is reduced to 0, or a monthly Upkeep Check fails with a roll of 2, the Character immediately goesbroke, no matter what his Wealth score was, and must enter into a Wealth Subplot during the next adventure. Whether or not the Character loses any Wealth and how much is lost depends upon what happens in the Subplot and the GM's good graces. Booster Gold, the Flash, and Blue Beetle have all lost their fortunes in this manner.





Chapter Nine:

Gamemastering

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 chapter 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 Standard Award guidelines. **Chapter Ten: Subplots** will also provide a good review for experienced Players who are new to the **DC Heroes Role-Playing Game**.

I. Principles of Being a GM

The ***Gamemaster***, or ***GM***, 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 GM 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 GM works from only a slim framework. 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 GM did not expect.

The Gamemaster 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 GM must do all of the bookkeeping for the ***Non-Player Characters***, or ***NPCs***, keeping track of their Hero Points, locations, damage, and 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 everyone involved learns the game mechanics.

A Gamemaster is a storyteller, a director, a playwright, an actor, a bookkeeper, and in the end, a chemist. He mixes different story lines, plot elements, and characters with the Players to see where their combined imagination will lead them.

Work Together

The **DC HEROES RPG** 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 your way. The Players will often approach a situation in completely different ways from any that you might imagine.

The GM has 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 Characters' Motivations. A Player whose Character is Batman should impress upon the other Players that Batman is hardnosed, fair, and more than a little neurotic about seeking justice.

The GM is responsible for creating events that allow the Players to act out their Characters' personalities. If a Characters' Motivation is Upholding the Good, give that Character the opportunity to do good deeds. You could also put him in situations that test his mettle, like choosing between two evils.

Most Players' Characters' Motivations are based on respect for the law. Heroes do not break the law casually. If your Players' Characters start to indiscriminately wreak havoc, the long arm of the law will bring them to justice. If the Players start to act like villains, they should receive no Hero Points for that adventure. Period.

Do Not 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 of a larger campaign. Major Characters should seldom be killed. If a Player is extremely foolish or careless, his Character may die, but that will happen without any real effort on the GM's part.

The sole object of the villain's plot should rarely 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 did to Superman.

If a villain decides to kill a Player Character, he usually wants his victim conscious, so that he can gloat over the "inescapable" trap that 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 from "inescapable" traps. Player Characters should be allowed the opportunity to escape and continue the campaign to its conclusion.

Plan Ahead

The GM should spend at least an hour and a half before the game starts, preferably before the Players arrive, reviewing 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, Skills, and information for all of the major villains and minor Characters. The more you plan, the more smoothly the game will proceed.

Plan for the Future

If you look at each week's game as a single issue of a comic book, you can see that if you stay only one week ahead of the game, the result will be a choppy campaign. The Players will become more involved in the game if they have a long-term objective. When Justice League International went into outer space to rescue Mister Miracle, the quest continued for many issues before the team finally confronted Manga Khan and Darkseid on Apokolips. Occasionally, you can take a break to play one of the Character's Subplots, or a side adventure that takes place in the course of the overall scenario (like the JLI's fight with Lobo during the Mr. Miracle chase).

Challenge the Players' Minds

The DC Universe is very rich in possibilities for adventure. The game should not be just a series of slugfests. Challenge the minds and imaginations of the Players with clues and veiled information. Do not 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 the GM to inject this excitement into the game.

Create a Stable Environment

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.

II. Running the Adventure

Before you learn how adventures are created in the **DC Heroes RPG**, you should know what it is like to be the Gamemaster for one. Many of the principles already described 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 is not stuffy or noisy. Have this rulebook and other props nearby and ready to use. The better the setting, the less distractions you will 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, say the Question walks into a room where people have just stopped arguing; no words are spoken by the Characters, but the GM might 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 lots of information without being boring. On the other hand, too much description will slow play. Always strive for 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 GM 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 Players, do not 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 P.I.S.T.?"***

All NPCs are important because they convey a lot of the information that Player Characters need in the game. They are the way the GM affects the unfolding events. A helpful NPC can speed up the game, or 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 do not 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 a scene. Role-Playing NPCs and describing the scene gives the Players something to listen to. Try giving them something to look at as well. A prop can be anything visual: a map, a note in secret code, a jigsaw puzzle they must put together, or something else that the GM can invent.

The GM could simply describe the scene, and then hand the Players a prop that will lead them to a clue, or may even be a clue in itself. Props representing the Characters themselves, such as lead miniatures or cardboard figures, can be used to keep track of the heroes and villains in combat. Such props 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 may 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 be so devious that it becomes obscure and leads the Players in a different direction than you intended. It can be very frustrating for you and the Players to spend a lot of time running around in circles.

Once in a while, it might be a good idea to "nudge" the Players in the right direction. NPCs are good for this. In the DC Universe, the Phantom Stranger spends most of his time "nudging" other heroes. NPCs can spot the box of matches containing the vital clue, or identify the blood stain on the carpet, or whatever it takes for the story to continue. You may

also want to try news flashes, kidnapping a Character, even taunts by the villains (especially those with Irrational Attractions or Psychological Instabilities).

Your help does not have to be free. The Players might lose Hero Points for missing clues or straying from the story. See the Standard Award Guidelines later in this chapter for more information.

Now They See It, Now They Don't

Keep the game fun by keeping the Players guessing. A clever GM once created a villain called the Deceiver who fooled the heroes into thinking he was the Joker. The Deceiver even carried out his crimes dressed as the Clown Prince of Crime. When the heroes moved in to capture him, they were totally unprepared for his Illusion Powers.

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. If the adventure always begins with a phone call or a body flying through the headquarters window, the Players will soon grow tired of these clichés. Even dice rolling can be spotted and noted. Nothing is quite as enticing as a few false dice rolls, especially if you 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 villains 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 henchmen who will attempt to free him from the heroes' clutches? Perhaps you might decide to suspend the Recovery Rules just this once and allow him a Desperation Recovery Check. Will his plans go on without him? Perhaps the villain was *really* working for some other, more powerful villain who now has to step in and take over personally. In any case, be sure to award the Players their Standard Award for the first adventure, even though it did not work out the way you envisioned it.

II. Don't Panic

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 imbedded 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. When a hero uses the Escape Artist Subskill of Thief to free himself from a block of ice created by another Character's Power. The APs of Ice Production mimics the Opposing Value for normal restraints.

2. When a hero uses Persuasion to try to neutralize the effect of Phobia or Control placed on another Character. Again, the APs of the Power substitute for the natural Opposing Value of being Persuaded.

3. When a hero uses his Tracking Subskill to find an Invisible villain hiding in a room. The APs of Invisibility are used as the Opposing Value of the condition of the trail.

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 of the New Titans has been successfully attacked by Phobia of the New Brotherhood of Evil, using (logically enough) the Phobia Power. He now believes that the Titans are his most fearsome enemies in the universe.

Nightwing tries to Persuade him by using his Charisma. If Nightwing gets a successful result (that is, he gains positive RAPs) using his APs of Charisma 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 Titans are enemies to be feared.

When Won't a Skill Negate the RAPs of a Power?

1. A hero cannot use Charisma to oppose a Phobia or Empathy Power attack on himself. The Phobia Power is used as the Acting Value and therefore cannot be affected.

2. A hero cannot use the 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.

Powers vs. Powers

When two similar Powers come into conflict, compare the RAPs of each Power to determine the outcome.

For example: Mudman is using his Power of Earth Control to patch a break in a dam. He gets a total of 11 RAPs. The villain, Destructo, tries to use his Telekinesis Power on the earth that Mudman is Controlling, and move it away from the dam. Subtract Destructo's RAPs from Mudman's RAPs. The result is the number of RAPs that are usable by the Character with the greater RAPs. If Destructo's RAPs came to 5 APs, Mudman would subtract 5 from his original 11, which would leave him with 6 RAPs of Earth Control.

Skills vs. Skills

Like Powers vs. Powers, 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. See **Chapter Four** for more information on how APs are combined.

If Players want to combine the efforts of their Characters for a Dice Action, use the ***Team Attack Chart*** to reduce the Opposing and Resistance Value for the action (see **Combat Maneuvers** in **Chapter Five**).

If the action is Automatic, like lifting a weight, the action becomes a Dice Action, with Team Attack bonuses. The highest Effect Value of the group is used for both the Acting and Effect Values. The Opposing and Resistance Values 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 a rock that weighs 8 APs. The OV/RV is 8/8 (the rock's weight). The Team Attack bonus gives them +1 Column Shift. Even with the bonus, the Characters need to roll a 13 or better to lift the rock.

A Character must have the appropriate Attribute, Power, or Skill with APs within three 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 STR of 6 APs could not contribute to a combined lifting action with a Character with a STR of 14, because 6 and 14 are four Columns apart on the Action Table. The amount of contribution which a STR 6 Character would make when combining a lifting action with a STR 14 Character is negligible.

Using the Universal Modifiers Table

The ***Universal Modifiers Table*** is explained in **Chapter Three**. It will probably be the most frequently used table in the book for the GM, since using it can simulate a wide array of situations and conditions. Here are some examples of how it works during actual play.

Situations of Increased Opposing Value

In some situations, if a Character is attempting to lift or hold an object, the Opposing Value may be increased because the object is slippery and therefore harder to grab.

Modifier Example Table One

Slipperiness	OV 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.

Situations of Increased Resistance Value

Sometimes an object may be particularly resistant to certain forms of attack. The GM has 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.

Modifier Example Table Two

Situation	RV Modifier
Laser fired at highly-polished steel	+2 (Difficult)
Laser fired at a mirror	+4 (Extreme)
Laser fired at a new STAR Labs polished laser resistant metal	+7 (Beyond the Limit)

IV. Creating an Adventure

You are reading a DC comic book when suddenly an idea hits you: What if our role-playing group had to face Darkseid? You can almost see parts of the story falling into place, but the picture is not complete. More than just a good idea is needed to tell a story. But what?

This section is concerned with creating good adventures that have a plot, Characters, and a sense of fun. While the Players and GM work together to create this adventure, the GM provides the ***framework*** that holds it together. 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. 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 rescuing Mister Miracle. Once you have gone through a number of campaigns and adventures, you and your group will have created an entire world in which to play your Characters.

A. The Elements of an Adventure

An adventure consists of eight elements: Background, Non-Player Characters, Encounters, the Timeline, linking, balancing, Troubleshooting, and Subplots. Subplots are discussed at length in **Chapter Ten: Subplots**.

1. Background

The ***background*** is the main story line; in fact, the background is the adventure. It could be the villain's scheme, a natural disaster, or a crime. All the events that lead up to the beginning of the adventure should be detailed here, as should the ultimate aims of the villains. Basically, background 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 your local newspapers are good sources for ideas, as are science fiction and fantasy books. Once you've developed the idea for your story, concentrate on three parts: the villains involved, the goals of the major villains, and the events leading up to the adventure.

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 anyone 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: ***In today's adventure, the Terminator and Cheshire have been hired by Brother Blood to steal the data banks from the Titans' Kilotrax computer. Brother Blood's involvement in the assassination of a United Nations diplomat is documented in***

these data banks. This evidence could jeopardize the acceptance of Brother Blood's country, Zandia, into the U.N. The Terminator plans to send the Titans on a wild-goose-chase to catch a gang of bank robbers while he steals the files from Titans' Tower.

The bank robbers controlled by Brother Blood are ordinary humans, but each of them is armed with an extremely powerful pulsed-laser weapon.

2. Non-Player Characters The Major Villain(s)

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 that 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 the DC Comics, his statistics may be listed in **Appendix A. The DC Universe** or one of numerous sourcebooks, sold separately. An especially good source for statistics is the four-volume *Who's Who Role-Playing Supplement*. If you are making him up from scratch, first imagine what he is like, what Powers, Skills, and Abilities he has, and what Drawbacks or Limitations he might have. Try to think of his costume and the way he carries himself: does he swagger with self-inflated ego, or is he slimy and kind of creepy? The Motivations for villains are found on page 29.

After you have a rough idea of what the villain is like, you can design him like you would a heroic Character. Complete instructions for designing a villain can be found in **Chapter Two**. Remember to balance your villains with your Players' Characters (see **Balancing the Adventure**).

Once the villain is established, try to mesh your original story with his personality. Certain villains will go after certain goals due to their Motivations or certain Drawbacks. The Joker, for instance, has an Irrational Attraction to practical jokes, and the Riddler always leaves riddles as clues. Major villains could want money, rare objects, power, 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.

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 villains. If they have special Abilities, give them Attribute, Skill, and Power statistics where appropriate. If they are normal humans, assume that they have all Attributes rated at 2 APs. Exceptional humans such as soldiers, scientists, or doctors, may be given 3s or 4s at the GM's discretion.

Since you have already thought about your major villain, you should now be thinking about what type of flunkies he would want working for him. The Joker is more likely to have street thugs with warped senses of humor working for him, while Brother Blood surrounds himself with religious zealots. Is your villain afraid of independent thinkers, or might he be afraid of betrayal? Does he hire smart, streetwise punks or lumbering strongmen? You can use thoughts like these when designing the basic characteristics of other NPCs.

Once the NPCs are created, each of them should be rated for his level of hostility or agreeability towards the heroes (see **Chapter Six: Character Interaction**), as well as how much information he knows. Characters making Character Interaction or Control attempts may try to find out this information.

Remember to design any special equipment or weapons that the major villain and his NPCs might have.

Recurring NPCs

Besides the villains and their henchmen, there can be other NPCs involved in the story. For example, Troia's husband Terry Long, Superman's sweetheart Lois Lane, or Batman's ally Commissioner Gordon might be NPCs in an adventure. NPCs can include the heroes' friends, 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, all of its NPCs should be worked out. All Attributes, Powers, Skills, Advantages, and Drawbacks should be worked out for recurring NPCs.

For example, two NPC scientists might be created for the scenario described previously: *One of the scientists, Mike Martin, is under the control of Brother Blood and will help the Terminator and Cheshire to bypass the Titans' security systems and break into the computer. The other scientist, Chuck Polta, suspects the first, but has no hard evidence against him.*

Other NPCs in this scenario might include the guards at the bank, innocent bystanders, the bank robbers, and Brother Blood's Purifiers.

3. Encounters

Encounters are the logical breakdown of the adventure. They include the fights between the heroes and the villains, time spent searching for clues, and playing out Subplots. Each Encounter has an interior structure which helps the GM keep things straight. Encounters can be broken down into four components: the Set Up, Players' Information, GM's Information, and Maps and other charts.

The Set Up

The *Set Up* for each Encounter should consist of notes on the situation that the Characters will face. The GM should ask himself how the scene could change because of what the group has done previously. You must also anticipate the possibility of there being several different approaches to an Encounter; each different approach will change how the Players see and experience the Encounter.

For example: *When the Titans approach 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 come 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've planned will be useless.*

Players' Information

The *Players' Information* section is reserved for descriptions of what the Players' Characters 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 situation seem believable and real. For the sample adventure, 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 sulfur. 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's Information

What you know as the GM is put into the *GM's Information* section. These notes are important, because it is easy to forget details like the placement of the villains and their strategy. An example of GM's Information for the sample Encounter might go something like this:

If the villains' lookout warns them of the Titans' 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 vault's door, so the room smells like sulfur. Brother Blood's henchmen are in positions behind the generators, armed with poison gas guns.

Gas Guns
[Body: 3, Fog: 5, PoisonTouch: 5, R#: 5]
Limitation: Fog and Poison Touch work in conjunction with one another as poison gas.

Any statistics that are unique to the specific Encounter, whether for innocent bystanders, particular NPCs, or equipment (like the Gas Guns) should be listed with the GM's Information for ease of reference.

Maps and Charts

It is essential that the GM map out the locations where the Encounter 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 are in relation to the villains, and where each can 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 NPCs that live or work in this area.

4. The 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.

The DC Heroes RPG is a very time-dependent game. The villains will not wait at the scene of a 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 heroes might as well shampoo the dog before they start to look for it. Continuing the previous example:

Brother Blood's Timeline: May 21

11:00 AM	*Bank robbers take up positions*
11:15 AM	*Bank robbers attack bank*
11:25 AM	*Bank robbers intentionally bungle attempt, take hostages, and alert authorities*
11:35 AM	*Titans summoned to the scene*
11:40 AM	*The Terminator and Cheshire sneak onto Titans' Island*
11:50 AM	*Bank robbers start shooting hostages*
11:55 AM	*Bank robbers wire building for demolition*
12:00 Noon	*The Terminator and Cheshire successfully sneak into Titans' computer room*
12:20 PM	*Data banks are transferred to Brother Blood's personal mainframe computer via phone lines*
12:25 PM	*Bank robbers blow up bank building to cover their escape*
12:30 PM	*The Terminator and Cheshire plant explosive charges, then leave Titans' Tower*
12:35 PM	*Titans' Tower explodes and falls into the East River*

In the adventure, the Titans go after the bank robbers but are alerted that the Terminator and Cheshire will attack their computer. On the timeline, the GM has set the invasion of Titans' Tower for 12:00 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 data banks. It looks good that the Titans will be able to make it back in time to stop him. Without a timeline, the GM would have to guess when the Terminator and Cheshire would make their attack.

5. Linking Encounters

There must be a logical reason for the heroes to move from one Encounter to another; the Encounters should not be random events, but should flow naturally one to another. This can be accomplished in several ways, but clues and NPC Information are fairly easy links for an adventure.

Clues

Clues are usually designed by the GM before the Encounter begins. This process is called a clue structure. A full explanation of a clue structure is in **Chapter Two** under the entry for the Detective Skill.

However, all clues do not have to be designed this way. Players may uncover the clue themselves, without the help of their Characters' Powers or Skills. For example, you might require the Players to solve one of the Riddler's riddles themselves, rather than just giving them the answer due to a dice roll. 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 uncovered by using the Character Interaction rules found in **Chapter Four**, or by using the Charisma Skill. In a pinch, an NPC might even volunteer information, but in most cases, the Players' Characters will have to ask NPCs for information. They will rarely offer it 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 Characters who don't have the Detective Skill, unless it is obvious that the Players will be able to figure it out themselves. Be considerate. If finding a clue requires a special Skill or Power, make sure the Characters are appropriately equipped.

6. Balancing the Adventure

A balanced adventure matches the heroes' Abilities with the task they are facing. 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 AV or EV of his Character. A 15 or better occurs about one out of five times, or 20% of the time.

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 his Character will have and spend the number of Hero Points needed 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 in the task.

The One-Shot Warning Rule

Players deserve to know if a critical task may only be attempted once. If Players do not know that such a task is a one-shot deal, many will save their Characters' Hero Points, assuming that someone else can try the task, or that they may 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 critical 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 three different basic types of fighting: 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 villains, do the following:

1. Try to have each Character attacked through his weakest area, whether Physical, 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, without rolling the dice.
4. Assume that all combatants spend no Hero Points.
5. Assume that all Characters roll all 15s.

Once you have run two phases of combat, put the heroes and villains into the three following categories: unhurt, injured, and unconscious. If a Character has taken no damage, he is ***unhurt***. If he has been damaged but is still conscious, he is ***injured***, and if he is unconscious, he is ***unconscious***.

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.

For example, five heroes from the People's Intergalactic SWAT Team take on four nefarious villains from the Hit Squad. After two phases of test combat, the "scorecard" reads something like this:

P.I.S.T.:
0 unhurt, 4 injured, 1 unconscious
Hit Squad:
1 unhurt, 1 injured, 2 unconscious

You use the scorecard to adjust the adventure by adjusting the Hero Point total of the villains as follows:

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, plus bonus Hero Points. Find out how many Hero Points the villain would have to expend to damage the hero, assuming a roll of 15, and add a bonus of five times this number to the villain's total Hero Points.

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 expend to damage the villain, assuming a roll of 15, and subtract five times this number from the villain's Hero Point total. This is the number of Hero Points for the hero. If the number winds up being negative, give the hero 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 the villain has been assigned Hero Points as explained previously under ***Unhurt Heroes.***

Unconscious Villains: If there are more unconscious villains than heroes, give the villains the average number of the heroes' Hero Points plus 10%. If there are more unconscious heroes than villains, give the villain the average number minus 20%.

A Warning

This system should not be applied blindly. The **DC Heroes RPG** is too varied a system to have a simple, clear-cut balancing rule. Common sense will have to be used, but the balancing system should help even out combats.

7. Troubleshooting

Troubleshooting an adventure means looking for things that might go wrong in the adventure before they happen and anticipating ways to solve these potential problems. Look over the adventure and try to find any loopholes. Could the Characters accidentally miss a vital Encounter? Might they reach a point where they need information that they missed? Is there a chance that they will jump from the first Encounter to the last Encounter in ten minutes? Are they going to be misled by a clue and move completely away from the point? Whenever you can answer "yes" to a question like these, you must make adjustments to the Encounters to eliminate potential problems.

V. Standard Awards

Adventure modules published by Mayfair Games give you the Standard Award for each adventure. However, when you are running your own adventures, you will need to use the following ***Standard Award Guidelines*** to calculate the Standard Award for each adventure.

A. Guidelines

In determining a Standard Award, there are four aspects of the adventure that need to be considered: the Level of Opposition, Critical Points for completing the scenario, the Area of Consequence of the villain's plot, and the Severity of the scheme. The following sections describe 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 ***Level of Opposition*** that the Characters will face in overcoming the villain in combat. To calculate this, you should look at your adventure and set up the last battle between the villains 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 conclusion as follows:

No Match **(*Superman versus the Penguin*)**
The heroes are expected to win in 1 to 2 phases. The villains have no chance to escape. **Hero Points: 0**

Inferior **(*The Flash versus Captain Boomerang*)**
The heroes are expected to win in 3 to 5 phases. The villains have some chance to escape. **Hero Points: 15**

Equal **(*Starfire versus Blackfire*)**
There is an equal chance for either the heroes or the villains to win. Both sides have equal chances of escaping. **Hero Points: 20**

Superior **(*Green Arrow versus Major Force*)**
The villains are expected to win in 3 to 5 phases. The heroes have some chance of escaping. **Hero Points: 25**

Overwhelming **(*Manhunter versus Darkseid*)**
The villains are expected to win in 1 to 2 phases. The heroes don't have a chance of escaping. **Hero Points: 40**

Critical Points

The next step is awarding points for ***Critical Points*** that the Characters must accomplish in order to get from one Encounter

to the next, or a task for which failure could cause the adventure to end. Critical Points should *not* include defeating the villains in combat (because after all, isn't that the whole point?). These tasks could 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 put them back on track if they fail in the task.

For example, in the Titans adventure already described, discovering the Terminator's scheme to invade Titans' Tower would be a Critical Point. If the Titans fail to do so, the GM would have the option of blowing up the Tower and having the Player Characters investigate the explosion. Finding out about Brother Blood's involvement in the plot might be another Critical Point for this adventure.

An adventure might have no Critical Points, one Critical Point, or several Critical Points. As a GM, you should be careful not to weigh down your adventures with *too* many Critical Points, as it may become impossible for the Players to finish the adventure. Be flexible in your adventure design, reserving Critical Points for truly important events.

The difficulty of Critical Points should be evaluated according to the following chart. Assume that the Character who is most likely to succeed in the task (that is, the hero with the most APs of the Attribute, Skill, or Power needed to perform the task) will make the attempt without spending any Hero Points. Find the Success Number of the Dice Action and compare it to the Chart below, assigning the appropriate Hero Points. If a Critical Point does not require a Dice Action, it is considered "Miscellaneous."

Difficulty	Success Number	Hero Points
Easy	3-4	1
Seldom Fails	5-7-9	2
Even Odds	11-13	3
Seldom Succeeds	15-18	8
Long Shot	21+	20
Miscellaneous	N/A	5

Area of Consequence

Hero Points are also awarded based on how large an ***Area of Consequence*** will be affected if the villain succeeds in his plan. Awards based on area are as follows:

Area of Consequence	Hero Points
Personal	0
City/Local	3
State/Large Portion of a Country	4
Nationwide	5
International	7
Worldwide	15
Multiple Worlds (2 to 25)	20
Galactic	25
Universal*	50

*When we say Universal, we mean *Universal*; nothing less than the **Crisis On Infinite Earths.**

Severity

The final evaluation for awarding Hero Points is how ***Severe*** the consequences will be if the villain's plan succeeds.

Fatal: The villain's scheme could result in the deliberate deaths of innocents, such as a town being destroyed by a mystical storm that kills the inhabitants, the assassination of a public figure, or blowing up the world. **Hero Points: 15**

Permanent Nonfatal: The effects of the villain's plan will remain unless extraordinary action is taken to undo it, such as establishing a totalitarian government, wrecking a bridge that must be rebuilt from scratch, or framing a hero for a crime he did not commit. **Hero Points: 10**

Temporary Nonfatal: The villain's plot will eventually disappear over a period of time, or the effects will be reversed, such as a bank robbery (since the money will eventually be returned by insurance companies), making the heroes look like idiots on television, or knocking a hole in a prison wall that can be repaired without rebuilding the entire jail. **Hero Points: 5**

Example of a Standard Award

Once all four of the areas of the adventure have been evaluated, add all of the Hero Points awarded in each area together. This sum is the total Standard Award for the adventure.

To demonstrate how this system works in an adventure, we will calculate the total Standard Award for the Titans adventure that has already been described.

1. Level of Opposition: The final battle should be the Titans versus the Terminator and Cheshire at Titans' Tower. Despite their prowess, the Terminator and Cheshire will probably be overwhelmed by the Titans' greater numbers. Therefore, the Level of Opposition is Inferior (15 Hero Points).

2. Critical Points: The Titans have two Critical Points: finding out that the Terminator and Cheshire are breaking into Titans' Tower, and discovering Brother Blood's involvement with the pair. Since it does not require a Dice Action to discover the break in at the Tower (the Players must deduce the fact from clues), the first Critical Point is Miscellaneous (5 Hero Points). Accessing the computer to find out what files the Terminator was stealing will lead the Titans straight to Brother Blood, so the second Critical Point is Easy (1 Hero Point). The total for Critical Points adds up to 6 Hero Points.

3. Area of Consequence: Since the point of Brother Blood's scheme is to smooth Zandia's entrance into the U.N., the Area of Consequence for this adventure is International (7 Hero Points).

4. Severity: Since Titans' Tower would be destroyed and Zandia would enter the U.N. if Brother Blood's plot succeeds, both of which would be extremely difficult to undo, the Severity is Permanent Nonfatal (10 Hero Points).

The final Standard Award for this adventure would look something like this:

Level of Opposition:	
Inferior	15
Critical Points:	
Discovering Titans' Tower Break-In	
Miscellaneous	5
Uncovering Brother Blood	
Easy	1
Area of Consequence:	
International	7
Severity:	
Permanent Nonfatal	10
Total Standard Award	**38**

B. Distributing Standard Awards

In the **DC Heroes RPG**, experience is measured in Hero Points. Hero Points are gained through Characters' actions and by events which occur during the adventure. Once a Player has

begun playing his Character's crimefighting career, he can receive Hero Points for five kinds of achievements: participating in adventures, role-playing the Character well, saving the lives of innocent bystanders, thwarting the plans of the villains, and role-playing Subplots (see **Chapter Ten**). A sixth award, the miscellaneous award, may be granted by the GM on rare occasions, like not entering Killing Combat in a desperate situation. Each of these accomplishments is worth a single Standard Award per adventure.

As described previously in this chapter, an adventure is defined as a single plot by a villain or group of villains. Once the plot has either succeeded or been foiled, that adventure is over; then the Players are awarded Hero Points. An adventure may require several gaming sessions to resolve, and the Standard Awards should not be given out until the entire adventure is over.

The following situations can occur in any adventure. Each situation is worth a single Standard Award. The Standard Award is simply a benchmark and is subject to change from adventure to adventure. Participating in a battle against The Toyman should not count as much as going up against Darkseid. Therefore, a sliding scale for Standard Awards is created to judge each adventure on its own merits (see **Standard Award Guidelines**). A Standard Award can range from 5 to 500 Hero Points, depending on the villains you send up against your Players' heroes.

Each Player receives Hero Points equal to one Standard Award for ***each*** of the following categories that his Character fulfills.

Important Note About Killing Combat

Note: Unless your group is playing in a more realistic genre (see **Appendix C: Genres**), a Player whose Character initiates Killing Combat forfeits ***all*** Hero Points that he would have received for the adventure. If a Player's Character enters Killing Combat only ***after*** he has been attacked in Killing Combat, he only forfeits one-half of the Hero Points that he would have received for the adventure.

Standard Award Categories

Participation

Any Player whose Character takes part in the adventure receives the Standard Award for this category. If a Player Character is run as an NPC by the GM due to the absence of the Player, the GM may opt not to give this award.

Note: Players who consistently forfeit the Participation award may be asked by the GM to not participate in future adventures.

Role-Playing

A Character in the DC Universe will have friends, colleagues, and a persistent foe with whom to interact. If the Player's role-playing is consistent with the Character's personality, Drawbacks, and Motivations, the Player receives the Standard Award for this category.

If the Player's actions violate his Character's Motivations, or if the Character seems to undergo sudden personality changes, the Player should not receive this Standard Award.

Players who are always 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 Standard Award bonuses. Any exceptional creativity in role-playing should be rewarded by the GM, who may choose to award any amount from 1 Hero Point to one full Standard Award as he sees fit.



Saving Innocent Bystanders

If the conflict between the heroes and the villains endangers the lives of innocent bystanders, heroes should always attempt to save the bystanders. If Player Characters succeed and save innocent bystanders, this award is given.

Only those NPCs who blunder into the action by mistake are considered innocent bystanders. If the Joker plans to blow up Gotham City, for instance, and Batman thwarts him, the citizens of the city are ***not*** considered innocent bystanders.

Thwarting the Villain

This award is given to all Players whose Characters foil the plan of the villain or villains. The award is given at the end of the adventure in which the plot is finally crushed. The villain or villains do not necessarily need to be captured for the Players to receive this award: some villains in the DC Universe habitually escape capture, even though their plans have been wrecked.

Subplots

Role-playing a Subplot is worth one Standard Award, or fifteen Hero Points, whichever is greater.

All Players whose Characters were involved in a Subplot receive the award for role-playing a Subplot (see **Chapter Ten**).

Miscellaneous

The GM may give any Player an extra award from 1 Hero Point up to one Standard Award for any heroic actions that are not covered in the other categories. For example, capturing an arch-criminal who has evaded justice for an extended period of time, or inventing an ingenious solution to the perfect death trap are heroic activities deserving of praise. This award is completely at the discretion of the GM and does not have to be given out at all.

An example of a Miscellaneous Award is a ***Surprise Tactic Bonus***. Combat in the comics is generally a high-strung, fanciful affair. It is rare for two comic book combatants to simply come out punching and kicking. Generally, comic book characters like to try things like shooting the supports out to cave the roof in on their opponent, or bouncing a shot off three walls so it can come around and strike the opponent from the rear.

In the **DC Heroes RPG**, all of these maneuvers are Trick Shots, and since it is harder to succeed with a Trick Shot than a normal attack, there is no real incentive to employ these surprise tactics. GMs can correct this flaw by granting a special Hero Point bonus equal to one-quarter of a Standard Award to any Player whose hero regularly employed such maneuvers throughout an adventure. "Regularly employed such maneuvers" means that the hero used at least one trick tactic in every one of the adventure's major battles.

For more information on Standard Awards and their use in Character growth and experience, see **Experience and Character Growth** on page 31.

Chapter Ten:
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 are just a few examples. Subplots can be light-hearted or serious, short stories or continuing sagas. Subplots are the group's chance to have their 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 chapter discusses the creation of Subplots and gives GMs and Players hints on how to run them in an ongoing campaign.

Subplots get Players to speculate about their Characters' personalities and to initiate new story situations, rather than just react to situations the GM poses for them. Once the Players begin to use Subplots, they will have more fun having their Characters interact with NPCs. There is an additional incentive for the use of Subplots, also: if the Players role play the Subplots well, they will be awarded extra Hero Points (see **Standard Award Guidelines** in **Chapter Nine**).

Subplots invite the Players to do a lot of role-playing. If the GM 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.

Using Subplots forms a unique creative position: the GM becomes 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 the story being acted out and growing with each new session.

I. Gamemastering Subplots

This section will give GMs instructions on how to plan and execute Subplots before and during the course of play. Hints for Players on their end of Subplots are contained in **II. Playing Subplots**, later in this chapter.

A. Initiating Subplots

Remember that the Players' Characters are the forces of good. They tackle those tasks that ordinary individuals and the government cannot. Heroic 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.

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.

B. 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 halfback 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 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?

A 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!

C. The Gamemaster'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 NPCs 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 following example.

D. Subplot Example:

A group of Players creates a group of heroes in Central City, known as The Justice Crusaders. The heroes include Crunch, Echano, Foxxbatt, the Grenadier, and War Rock. The Grenadier's Dark Secret is that he is an artificial life form Character created by S.T.A.R. Labs. He has a Catastrophic Fear that people (other than the ones at S.T.A.R. who created him) will discover that he is not human. This means that when faced with the possibility of his true nature becoming known, the Grenadier will make protecting his Dark Secret his top priority. He will even forgo 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 Drawback 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.

1. 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 hero? 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.

2. 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 "soap opera," with lots of opportunity for overacting in the roles of the NPCs. The GM decides he would like to do the Subplot.

3. 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, let's 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.

4. How can you begin the 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. Arthur Molin, the Grenadier's creator.

The GM sketches out a story line which is centered around the Grenadier and Dr. Molin. He begins to think about the other NPCs he will need to carry out the story.

5. What NPCs will the Subplot involve?

Do the NPCs 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 why he 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 NPCs 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 NPCs 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. Arthur Molin, head of the S.T.A.R. Labs team which built the Grenadier. He has decided that Dr. Molin will be the Character who is having the financial difficulties. The GM decides that the Subplot will also need Eric Sandeen, a loan shark who has financed the run of gambling losses which put Dr. Molin in this bind, as well as Drew DeSilver, the Mirror-Inquirer reporter who is getting the exclusive on S.T.A.R. Labs research programs. The GM also sketches out the NPCs who are the hired muscle for Eric Sandeen, as well as Brian Ludescher, 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 it's needed.

6. What locations need to be created for the Subplot?

In creating a Subplot, there are two different terms used for a group of locations. The area in which the Characters regularly adventure is called the ***larger environment***. The specific locations in which the Characters regularly interact is 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 (part of 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 Players' Characters need to search for information, the details will be different and more concrete: "***The elm tree three feet to your right has a heavily 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 the location he has already detailed. He thinks that he will need to outline three more locations: the home/headquarters of Eric Sandeen, the editorial room of the Mirror-Inquirer, and the illegal casino that Dr. Molin frequents. The GM guesses that the Grenadier would most probably search for information at Eric Sandeen's, and if combat takes place in the Subplot, it will most likely happen there. He sketches out a floor plan with the necessary information (such as clues to Sandeen'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 Eric Sandeen 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 Eric Sandeen's hired muscle. Sandeen 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 floor plan, 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.

7. 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 the DC's hero-group comics 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: Foxxbatt and Echano.

Foxxbatt is a friend of the Grenadier's. The GM decides to have Dr. Molin call the group headquarters and "warn" Foxxbatt that the Grenadier is under tremendous pressure and that, unless observed closely and discreetly, the Grenadier will probably become violent. In Dr. Molin's opinion, the Grenadier would later regret his violent action, but perhaps Foxxbatt could prevent his friend from going nuts? The GM decides that Dr. Molin is afraid of what the Grenadier may do to him when the Mirror-Inquirer story hits the streets and hopes to have Foxxbatt around if the Grenadier does anything rash.

The second new Character, Echano, will play a minor role unless Echano's Player manages to make some deductions of his own. Echano is also an android Character, but his robotic nature is known to the world because of an earlier Subplot. While he was not built by S.T.A.R., Echano does have a Low-level Connection there. Echano will be contacted by S.T.A.R. Labs, who 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. Molin if a solution cannot be found. If Echano's Player compares notes with Foxxbatt, the Characters should at least be suspicious of the Grenadier's true nature.

A Rule of Thumb

Not all Subplots need be this elaborate, but some may grow to encompass an entire adventure in themselves: the Wedding Issue of *The New Teen Titans #50* is a superb example of a 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 and 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 gaming 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 during the 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.

What if a Subplot is too much work?

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 NPCs 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.

E. 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. New Subplots are easier to come by than new 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 to 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, its Severity, the Area of Consequence, the tone of the Subplot, and the degree of the Subplot.

Subplot Type:

The *type* of Subplot falls under one of the categories listed under **III. Subplot Categories**, later in this Chapter. The categories are: Family, Friends, Job, Death Guilt, Secret Identity, Secret Past, Power Complication, Public Reputation, Romance, and, of course, Miscellaneous.

Severity:

The *Severity* of a Subplot is similar to the severity of an adventure, as described in the **Standard Award** section of **Chapter Nine**. 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 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 the same as the Area of Consequence of an adventure, as described in the **Standard Award** section of **Chapter Nine.** Most Subplots have a Personal Area of Consequence, 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 one 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.

F. 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 NPCs the Character will encounter, his goal, 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. Arthur Molin's gambling debts leading him to offer the sleazy Mirror-Inquirer the exclusive on the creation of the Grenadier.

Background:

Dr. Molin is $37,000 in debt to Eric Sandeen, a loan shark. Dr. Molin's compulsive gambling keeps him losing an average of $700 a week... it's just that he's dropped $20,000 in the last month on a real string of "bad luck." Eric Sandeen is asking for payment of the entire debt by Monday of next week. Sandeen's motivation is to frighten Molin into giving him access to S.T.A.R. Labs technology. Scrambling desperately for the money, Dr. Molin has contacted a college friend, Drew DeSilver. Dr. Molin 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. DeSilver 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: 1:00 am, 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), Foxxbatt will be receiving his call from Dr. Molin warning Foxxbatt 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, Foxxbatt, Echano. If the Grenadier ignores the Mirror-Inquirer clue, Dr. Molin will blurt out something like "that newspaper story could really upset the Grenadier" to Foxxbatt. It is entirely up to Foxxbatt 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.
Other Characters: as described.

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* toward the Grenadier and will tell him to go away. Drew DeSilver, the reporter covering the story, is not here.

At S.T.A.R. Labs, Drew DeSilver is interviewing Dr. Molin, gathering the information for this Sunday's paper. DeSilver is posing as a subcontractor from a firm called Futurbotics in order to gain access to Dr. Molin. As Dr. Molin 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. Molin has not yet revealed the Grenadier's secret. Dr. Molin will terminate the interview in order to speak with the Grenadier. Molin will be nervous and evasive. He will try to divert the Grenadier's attention to the problem of his debt to Eric Sandeen; if the debt is taken care of, there will be no need for DeSilver's story. Dr. Molin hopes the Grenadier can help him with Eric Sandeen. He will admit to his gambling debts but will deny talking to the Mirror-Inquirer.

If Foxxbatt is present, Dr. Molin 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 DeSilver's connection with Futurbotics (either through the Justice Crusader's computer or by calling Futurbotics), he will discover that DeSilver does not work there.

The Mirror-Inquirer will admit that DeSilver is one of their reporters... one of their best.

Other Characters: Foxxbatt is optional. Echano is idle, unless invited along by Foxxbatt or Grenadier.

Encounter 3: Rolling the Dice

Dr. Molin will want to go to the casino with Grenadier, to show him Eric Sandeen's operation. However, he will go alone 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. Molin after he is gone, a lab technician will tell him where he can be found: Dr. Molin's gambling addiction is a poorly kept secret. At the casino, the Grenadier will not be allowed in if he arrives in his hero costume. If in street clothes, he must arrive with a "host," such as Dr. Molin, or he will be denied admittance. The hero or heroes will have to gamble or they will be asked to leave. If a fight ensues and Sandeen's musclemen lose, Sandeen's boys will take it out later on the "host" who came with the heroes. Dr. Molin is aware of Sandeen's thugs, so he will ask the heroes to be on their best behavior.

Maps: Casino

Clues and Information: The games are rigged (OV/RV of 6/6 against Perception Checks). Gambling is illegal in this city, so there is no evidence linking Eric Sandeen to the casino, just innuendo.

Troubleshooting: The goal here is to obtain evidence on Sandeen. Possible solution: gamble, lose big, and borrow from Eric. Record the the transaction. Be open to Player suggestions on other solutions.

Other Characters: Foxxbatt could be at the Casino. Echano should have an appointment at S.T.A.R. Labs for the same period in which Dr. Molin 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 Eric Sandeen's. Sandeen'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, Eric will be slimy and ingratiating, professing how much he admires the heroes and their work.

While he is talking, Sandeen will have one of his toughs in another room call the police. Once the phone call is made, Sandeen will ask the heroes to leave the house. If they show any

reluctance to do so, the toughs will jump them. Sandeen does not expect them to win, merely to have the police arrive to find the house in shambles and the heroes inside; he wants the heroes arrested and out of the way. Eric does not 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, Eric will be arrogant, setting outrageous terms for the loan. If the heroes reveal their heroic identities at this point, Eric 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 Eric will be arrested and Dr. Molin's debt will be wiped out.

Unless they do this before 8 p.m. Saturday evening, the heroes will be too late to stop Dr. Molin from telling the full story to Drew DeSilver.

Map: Eric Sandeen'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 Eric Sandeen arrested. This solution requires no fighting at all.

In a hidden compartment in Sandeen's desk (OV/RV of 3/3 against a Perception Check to spot it), there is a large notebook which records the loans and repayments. This is evidence of Sandeen's loan sharking operation.

G. 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're role-playing an outrageous Character. Move the story along with your own role-playing, parceling out the information and the plot twists. Let the Subplot develop from the interaction of your Character and the Players' Characters. You may even want to forget you have the Action Table for awhile.

When running Subplots, you should remember that they are *Sub*plots. 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? The DC HEROES RPG 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 which are 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. Osmond'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 the 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. Molin, and threaten to fire him if he breathes another word to DeSilver. The administrators of the lab then lean on the Mirror-Inquirer to be quiet, money and high-tech gear change hands, and Eric Sandeen 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, but 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 way 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.

H. Problems and Solutions

What do I 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, Dave 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. Dave cannot simply declare that he is running his Family Subplot, fly to the hospital, say "Hi, Mom," and then fly off to battle and expect an award for his Subplot.

A Subplot assumes first that the Subplot story line 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 chapter, you may have to coach the Players on playing Subplots. Once they really start playing Subplots you won't have this problem.

What do I 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 Subplot suggestions for the story element contained in them: even the most self-centered suggestion may have the kernel of a really interesting story. You do not have to run a Subplot you do not like.

How many Subplots should I 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?

The DC HEROES RPG 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.

II. Playing Subplots

Your 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 can become just as important as whether or not the villain can be stopped.

In the DC HEROES RPG, 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 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 **Standard Awards** in **Chapter Nine**).

A. Creating A Subplot

Subplots are chosen by category. These categories are listed later. You may choose as many Subplots as the GM will allow, although 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. The DC HEROES RPG 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. Once you've chosen a Subplot, outline the basics of the story.

If there is one basic rule for creating Subplots, it's: ***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:

1. 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.

2. 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?

3. 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 **Gamemastering Subplots** section earlier in this chapter has more information on Subplots. If you are stuck, read that section again for advice on coming up with interesting and playable Subplots.

B. Playing Your Subplot

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. Like the main adventure, Subplots should not have only one way of ending. You are never locked into a solution for a Subplot. Like real life situations, which rarely have neat and tidy resolutions, Subplots can continue for many adventures without being resolved, or they can resolve themselves in unexpected or surprising ways.

Subplots can be positive for Players and NPCs. In the main adventure, your 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 and 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 fighting crime. No life or death struggle there—and role-playing this scenario could be really fun. You do not have to compete with 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.

C. 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 judgment. 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 cannot 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.

III. Subplot Categories

This section lists the basic categories for Subplots. Some Subplots may be natural to a Character due to his Drawbacks, or they may spring right from your mind without affecting the basic structure of the Character's design at all. The following 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 commonly used Subplots. If you create a different Subplot and the GM approves, use it.

Criminal Past

The Character has been a criminal at some time in his past. This may cause problems with the police, the media, the public, or other heroes. Even though the Character has reformed, others may not be ready to forgive and forget that Character's past mistakes. It is also possible that a villain will try to recruit the Character, which is certain to raise eyebrows.

The Character may try to hide his past, or he may try to improve his image by performing good deeds. He may try to deal with his past in any way he chooses, but he will not be able to ignore it.

If you choose this Subplot, determine the extent of the Character's criminal career, who his associates were, and why he turned from a life of crime.

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 a good example of the Guilt Drawback, and it might 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 with the Guilt Drawback 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 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 does not 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.

6. One of the Character's parents or older siblings is a well-known heroic Character. He lives in the shadow of the other's reputation, in his attempts to become an individual.

If you choose a Family Subplot, describe the Character's family relationship to the GM.

Friends

A Friends 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.

3. The friend has a serious personal problem that cannot be overcome with any of the hero's Powers and Skills. If the Character helps his friend, he will have less time to devote to the adventure.

If you choose a Friend Subplot, describe the friend and his 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 personal 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.
4. The time the Character spends on heroic activities makes it difficult for him to hold down a responsible job.

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 extra Hero Points 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 NPCs involved in the Subplot and their relationship to the Character, including the duration and seriousness of the relationship.

School

Saving the world on a consistent basis can eat away at study time, and facing life-threatening situations can make one forget about upcoming exams. For some reason, teachers and professors do not seem to understand this.

A School Subplot involves the Character's effort to stay in school long enough to finish his education. This type of Subplot should be discussed with the GM.

Secret Identity

With a Secret Identity Subplot, the Character chooses the Secret Identity Drawback during Character Design 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.

Secret Past

Like a criminal past, a secret past assumes that the Character has a 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 institute, or coming back from the dead, to a Character who lived in a Tibetan monastery. This Subplot may also be associated with a Dark Secret Drawback.

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 the former life and the lives of those people who might have been part of it. You should also have a reason why the Character left the former life.

Wealth

There are basically two types of Wealth Subplots: sudden fortune and sudden bankruptcy. In a sudden fortune Subplot, the Character comes into a large sum of money without warning, causing him to have to deal with the sudden influx of money. If you choose the sudden bankruptcy Subplot, your Character loses all of his money due to some uncontrollable event, and must somehow learn to get along without his previous financial reserves. Be sure to consult with the GM on this Subplot, so that the Character's Wealth rating can be adjusted accordingly.

Miscellaneous

Discuss any other Subplot ideas you may have with the GM. They may fit nicely into an adventure.



APPENDIX A.

The DC Universe

This appendix provides information on the people, places, and events of the DC Universe. It is particularly useful for Gamemasters who are running campaigns in the DC Universe using DC Characters.

I. History of the DC Universe

The Beginning...

The first important residents of the DC Universe sprang up on the planet Maltus, located several billion light years away from our own Milky Way Galaxy, more than ten billion years ago. The Maltusian civilization was not the first to make its way out of the caves and off to the stars; but it was the first to dodge the icy grip of imperialism and conquest, which inevitably plunged those that succumbed to its temptation into extinction.

Unimpeded for over five billion years, the Maltusians prospered: fantastically advanced medicine increased their life spans several thousand-fold; great increases in the field of bioengineering endowed them with great psionic powers; and the philosophical wisdom that came in equal proportions to their technical achievements brought them peace of mind. Soon, nature held but one final secret from the science of the Maltusians, the one secret into which Maltusian philosophy forbade inquiry — the secret of creation itself.

Eventually, there came a Maltusian, a scientist named Krona, who hoped to penetrate the mystery of creation. The strange mixture of curiosity and foolish pride that burned in his blood prompted the impetuous Krona to construct a device that would enable him to look back to the very beginning of time itself. Deaf to the warnings of his colleagues and ignorant of the consequences, Krona looked into his scanner and saw the great swirl that gave birth to the cosmos. At the center of the swirl was the omnipotent hand of creation, a ball of intense white light, the fruit of life, resting in its palm. Just as Krona's scanner was beginning to penetrate the hand and its burden, the machine exploded, tearing the entire Universe asunder!

The calamity that shook the Universe on that day had grave repercussions. Part of the very fabric of space itself was torn away and cast into a formless nether-region shredding the Universe into two opposing halves: the Positive Matter Universe of old, and a newly formed Anti-Matter counterpart. At the same time, the birth of the Anti-Matter Universe gave immediate rise to a wave of evil that spread across the zone of Positive Matter, corrupting more than fifty million worlds.

From that day forward, the Maltusians assumed responsibility for the evil unleashed by one of their own. Krona was transformed into a being of pure energy and beamed out into space to wander the cosmos forever. Many of the Maltusians then migrated to the planet Oa, a small green world located at the exact center of the known universe, there to ponder what course of action would best counter the evil Krona unleashed.

It was around this period that the women of Oa, frustrated at the Oan's inaction, left the planet. In later centuries, they would become known as the fearsome race of warriors called the Zamarons. Soon after, a faction of male Oans split from the main group and formed their own peacekeeping group, the Controllers.

Assuming the title "Guardians of the Universe," the remaining Oans turned their attention toward creating a race of warriors to patrol the universe and combat evil first-hand. Their first such experiment resulted in the creation of the lizard-like Psions. A few million years later, the Psions rebelled and began carving out their own empire amongst the peoples they were dispatched to protect, forcing the Guardians to banish their children to the Vegan Star System.

The Guardians' second experiment was the creation of the android Manhunters. Like the Psions, the Manhunters ultimately betrayed their creators and had to be subdued, though the Manhunters eventually had grown so powerful that not even the Guardians themselves could succeed in completely removing their threat from the cosmos.

Disheartened by their past failures, the desperate Guardians finally drafted a plan to recruit the bravest and most worthy beings from across all space to aid them in their cause. Each of the recruits was pledged to a stringent moral code and given a ring of power to aid in their struggles against villainy. This band of elite emerald warriors, known as the Green Lantern Corps, finally restored the Guardians' lost honor. With the aid and advice of their Oan masters, the Green Lanterns would continue to carry out their mission successfully for millions of years to come.

Life on Earth

One of the fifty million worlds corrupted by the wave of evil unleashed when Krona unwittingly called the Anti-Matter Universe into being was the planet Earth, located in the Western Spiral Arm of the Milky Way Galaxy.

On Earth, the evil manifested itself as a race of horrible demons that battered their way to dominion over the land and air. After a tyrannical reign of more than one thousand years, the demons were finally banished to the depths of Hell by the Lords of Order, a nearly omnipotent race of mystical beings who are as old as the universe itself. The Lords of Order were forced to take direct action against the demons because the Earth itself plays an important strategic role in their mysterious battle against the demon's masters, their siblings, the Lords of Chaos. Among the demons banished were Abnegazar, Rath, and Ghast, all of whom would later return to wreak further havoc.

With the demons gone, Earth was finally primed and ready for the coming of mankind. Among the first of the primitive Neanderthals were the rival Bear and Blood Tribes, the leaders of which were granted power immortal by a mysterious shimmering meteor that fell from the sky. Later, these two cavemen would become the heroic Immortal Man and the villainous Vandal Savage.

Scant decades later, a Neanderthal man struck down a primitive woman in anger. Eventually, the souls of this woman and her unborn child would return, reincarnated in the persons of Queen Hippolyte and Princess Diana of the Amazons.

As the proto-humans progressed, the age of Neanderthals ended in favor of the era of the Cro-Magnons, during which the boy Anthro and the warrior Kong the Untamed sped their peoples on toward unification and enlightenment. Finally, the age of the Cro-Magnons gave way to the first age of civilization.

The first true civilization on Earth arose on the island of Atlantis, where the first practitioners of science quickly found themselves locked in a struggle with a coven of corrupt sorcerers. Some of the early Atlanteans fled the squabbling after they discovered the underground caverns that led to Skartaris, a savage other-dimensional world that seems to lie beneath the Earth's surface, while others remained behind to fight. The wars were finally ended by Arion, a sorcerer who chose to use his powers for peace. Many years later, Arion would engage a group of alien invaders in a ferocious battle that ended with the sinking of the entire island of Atlantis. The only shreds of the Atlantean civilization to survive this catastrophe were the twin cities of Poseidonis and Tritonis, which were protected by vast underwater domes.

The flames of civilization were eventually rekindled in the fertile cradles of Egypt and Greece. In Egypt, learning and science progressed side by side with the practice of the mystical arts. During this era, Pharaoh Kha-ef-re combined sorcery and science to produce the Blue Beetle Scarab, which endowed its wearer with unimaginable power. Four thousand years later, the Scarab would be unearthed by American archaeologist Dan Garret. Shortly after the reign of Kha-ef-re came the noble wizard Shazam and his corrupt disciple Teth-Adam. The wizard Nabu, one of the ancient Lords of Order, was dispatched to Earth to fulfill a holy mission some years after Shazam mysteriously departed from the land of the Nile. Among the last of the great Egyptian heroes were Prince Khufu and his beloved Shiera, who would be reincarnated more than two thousand years later as the original Hawkman and Hawkgirl.

In Greece, civilization flourished under the guidance of the Gods of Olympus, the sons and daughters of the Titans, a race of beings descended from the primordial Chaos. After warring against their parents for control of the Earth and heavens, the Gods finally grew tired of battle and sealed off their home of Olympus from all outside contact.

Elsewhere in the universe, the fall of the Gods created two new worlds which would eventually give rise to a race of New Gods. One of the worlds, a beautiful tropical paradise named New Genesis, fell under the rule of Izaya the Inheritor. The other, a foul, barren cinder christened Apokolips, became the domain of mighty Darkseid, the demon avenger.

Among the greatest warriors to arise in ancient Greece were the legendary Amazons. After a bitter struggle with the demigod Heracles and his followers, Hippolyte, the Amazon queen, decided that her people would be better off isolated from the world of the patriarch, and led the Amazons to remote Paradise Island, also known as Themyscira, where they would remain for the next three thousand years.

After more than two thousand years of civilization, Greece fell to the might of Rome and its heroes, men like the legendary Golden Gladiator. Of course, the new empire was not without its menaces. Blackbriar Thorn, demon priest of the ancient Druids, spread terror across the entire known world until the Roman legions descended upon him and left him trapped in a volcanic fissure, from which he would emerge two thousand years later.

Eventually, the candle of Rome was extinguished by marauding barbarians. The fall of the Roman Empire brought on the Dark Ages, an era of violence and cruelty. A few hundred years later, however, a great age of enlightenment began with the foundation of Camelot, the court of the legendary King Arthur, where brave heroes such as Sir Lancelot and Sir Justin the Shining Knight battled against the villainy of Mordred and Morgan LeFay. Around this same time, the sorcerer Merlin came to power and summoned forth his own hell-born servant, the Demon Etrigan.

Arthur succeeded in unifying Britain and establishing its place in the hierarchy of nations. Later, the heroes of England would include the outlaw Robin Hood and his Merry Men, and the mysterious crusader known as the Silent Knight.

The New Gods
by Jack Kirby

I originally created the New Gods for DC Comics as a simple but effective vehicle that would involve its characters in the eternal struggle of Good against Evil. It began as that—two giant planets, hundreds of light years from our own solar system, were continually locked in an eternal struggle to nullify the intentions of each to erase the philosophy which governed the other.

Apokolips, the clanking, military machine of a world, was ruled by a vicious and grasping dictator named Darkseid, a man almost insanely driven by an urge to conquer everything within his grasp and to continue this uncontrollable desire with all means at hand until there was nothing in the entire universe which did not bear his stamp of ownership.

On the other hand, in the path of this mammoth evil force, the planet New Genesis orbited peacefully, bathed in a glow of serene tranquility and constructive growth. Its leader, Highfather, was an impressive and heroic figure, who with his adoptive son, Orion, would lead the opposition to the planet Apokolips.

This was essentially the opening formula of this opus, which contained its own variety of secondary characters such as Big Barda, the young Forever People, and Mister Miracle, who were also central characters in their own volumes.

Through the ensuing years, these characters have become and integral part of the DC Universe and continue to enjoy a huge readership worthy of their value. There is no doubt that their success will continue, because of the innate attraction to readers in a universal age group. This, of course, is the key to good story telling: it has stature coupled with a legendary quality which radiates timelessly in a cosmos inhabited by us all.

Of course, the rest of the world was hardly static while England was coming of age. In North America, Arak Red-Hand, son of Thunder, charted the destiny of the Quontauka tribe, while Jon the Viking Prince was leading the people of Scandinavia to new conquests.

During the next few hundred years, the Vikings clashed with the English while the fledgling nations of Europe began acquiring tremendous resources of their own. Before long, the European monarchies became locked into a protracted squabble over the land of the "New World" of America discovered in the late 15th century. Great men wandered through this age as well—men like The Black Pirate Jon Valor and his freedom fighters, Keith Everett the mysterious Grim Ghost, and the legendary Captain Fear of the Carib Indians.

After three hundred years of European domination and exploitation, the colonies in the New World fought to gain their independence and the right to build a nation that celebrated values of their own choosing. Their struggle was initiated by patriots like Thomas Jefferson and Ben Franklin, but was won by heroes such as the colorful Miss Liberty, the stoic Tomahawk, and daring Dan Hunter. In the late 18th century, the United States of America was born.

The United Stated quickly established itself as a land of legends. "Within the first century of its existence, it gave rise to the Indians Firehair and Scalphunter, Bat Lash the gambler, Strongbow the scout, El Diablo the hunter, lawmen Pow Wow Smith and Johnny Thunder, law women Cinnamon and Madame .44, and perhaps the most famous of all, the legendary Jonah

Hex. Hex was a bounty hunter, gambler, soldier, and gunfighter, who spent the latter part of his gunslinging career in the year 2050 AD, where madman Reinhold Borsten had scooped him up from the past to participate in a series of bloody gladiatorial duels.

The Age of Heroes

The end of the 19th century swept the world into an era of war and an era of heroes. The First World War was fought by men like Balloon Buster Steve Savage, and Hans Von Hammer, the Enemy Ace; while the 1930s brought about an explosion of costumed crime fighters.

In New York City, Dr. Richard Occult allied himself with the mysterious Seven against the pawns of the mystical entity Koth. As Dr. Occult, he became the fist "costumed" hero of the modern age.

In Keystone City, Midwestern University student Jay Garrick was transformed by a laboratory accident into the original Flash, the fastest man on Earth. Orson Welles' "War of the Worlds" broadcast inspired Lee Travis to assume the identity of the Crimson Avenger in New York City, where he quickly teamed up with playboy Wesley Dodds, who had christened himself the Sandman, in order to battle the mysterious Phantom of the World's Fair.

Mere months later, Carter Hall, the modern reincarnation of Prince Khufu of ancient Egypt, first donned his wings to become the original Hawkman. New York chemist Rex Tyler invented the wonder compound Miraclo, which allowed him to assume the identity of the original Hourman, the man of the hour.

In the southwest, engineer Alan Scott came into possession of a mystical Chinese lantern and became Earth's original Green Lantern. Diminutive college student Al Pratt trained himself with the aid of former heavy-weight champ Joe Morgan, and become the original Atom.

These heroes were not alone. There were others: Dollman, Steel the Indestructible Man, Johnny Thunder and his mystical Thunderbolt, the almost omnipotent Spectre and the intriguing Dr. Fate. In November of 1940, President Franklin Delano Roosevelt gathered together a group of heroes to battle the hordes of Hitler. The group became known as the legendary Justice Society of America, and included the Flash, Green Lantern, Hawkman, Dr. Fate, the Atom, and the Sandman.

An explosion of heroes and heroines followed the formation of the Justice Society. The Black Condor, Doctor Mid-Nite, the Red Bee, the Shining Knight, the Human Bomb, Mr. America, Air Wave, the Tarantula, Uncle Sam, Manhunter, the Vigilante, Miss America, the Guardian, Mr. Terrific, Judomaster, Sargon the Sorcerer, Amazing Man, Robotman, a pair of Firebrands, the Phantom Lady, the Star Spangled Kid, the Whip, the Jester, TNT and Dan the Dyna-Mite, Wildcat, Midnight, Iron Munro, Flying Fox, Tsunami, Fury, the Huntress, Neptune Perkins, and many others were eventually organized into a gigantic fifty member legion known as the All-Star Squadron, under the leadership of the heroine, Liberty Belle.

As in any age, however, there were plenty of villains to keep the heroes busy. There were common criminals and saboteurs such as the notorious Injustice Society of the World, founded by the Wizard in response to the Justice Society, and whose members included the Gambler, the Sportsmaster, Shade, the Icicle, the Fiddler, Harlequin, the original Brain Wave, Per Degaton, and Solomon Grundy. More despicable were those fiends who chose to work directly for the Axis Powers, such as Baron Blitzkrieg, the Dragon King, and the hordes of Axis America. But perhaps the most deadly menace of the era was Adolf Hitler himself, who managed to uncover the mystical Spear of Destiny, a potent arcane artifact which he used to prevent the heroes of America from ending the war almost before it began.

Golden Age Heroes by Roy Thomas

It was a time both of heroes, and of ultimate evil.

When World War II began in Europe in 1939, only such costumed "mystery-men" as the Crimson Avenger, the Sandman, and Zatara the Magician were on hand to combat possible Axis sabotage in the United States.

Yet somehow, as if the War itself were a bizarre catalytic agent, they were soon joined by a new breed which would be called "super heroes"—beginning with the minuscule Doll Man, but swiftly followed by the likes of Commander Steel and many another.

Many of these earliest titans—some superpowered, others not—joined in spybusting and crime fighting organizations to safeguard America's shores.

The first of these, in November 1940, was the legendary Justice Society of America, without whose valiant actions the President of the United States himself would have been assassinated during those dark days. The J.S.A.'s initial members were the Flash, Green Lantern, Hawkman, the Sandman, the Atom, Hourman, the Spectre, and Dr. Fate. They were soon joined by the likes of Johnny Thunder, Dr. Mid-Nite, and Starman.

A second group soon formed: the Seven Soldiers of Victory, composed of the Shining Knight, the Crimson Avenger, Wing, the Star-Spangled Kid, Stripesy, the Vigilante and his partner Billy Gunn (who was soon replaced by Stuff, the Chinatown Kid).

In the aftermath of Pearl Harbor in December 1941, virtually all of America's costumed heroes, including the J.S.A. and the S.S.V., became charter members of the wartime All-Star Squadron by special request of President Roosevelt himself. They operated the rest of the war from the Periphere in Queens, New York.

Before long, however, the living embodiment of American spirit, Uncle Sam, led a splinter group consisting of the Black Condor, the Phantom Lady, and several others to Washington D.C., where they operated separately as the Freedom Fighters.

In early 1942, within the Squadron, a secondary group was formed by such youths as "Iron" Munro, Fury, Dan the Dyna-Mite, Flying Fox, Neptune Perkins, and the Nisei girl Tsunami. These teens, called the Young All-Stars, soon displayed a heroic caliber to rival their elders.

Though the most powerful of the heroes were generally kept out of enemy-held territory by certain occult powers wielded by Hitler and the mysterious Dragon King, the heroes of the All-Star Squadron protected America from saboteurs and Axis agents such as Baron Blitzkrieg and Ubermensch for the duration of the war.

At the same time that the colorfully costumed men and women noted above were protecting America's shores from saboteurs and Nazi spies, the real heroes were abroad battling the forces of Germany and Japan firsthand. Fighting alongside the allied forces were the mysterious Unknown Soldier, the man known as Gravedigger, the commandos code-named the Losers, Lt. Jeb Stuart and his Haunted Tank, the Blackhawk Janos Prohaska; and perhaps the greatest soldiers of all, Sgt. Frank Rock and the men of Easy Company.

As World War II came to a victorious close for the Allies, the heroes began to vanish. First, the Law's Legionnaires (sometimes known as the Seven Soldiers of Victory), were dispersed through time while battling the potent Nebula Man. In the early 1950s, the hero community was dealt one of its greatest blows when the members of the Justice Society of America were brought before the House Un-American Activities Committee under suspicion of aiding enemy spies. Rather than reveal their true identities to the world, the JSAers chose to retire and return to civilian life.

While the greatest of Earth's Golden Age heroes were retiring, however, one of the greatest of its second generation was just arriving. In the late 1950s, the renowned scientist Professor Erdel accidentally scooped up the warrior J'onn J'onzz from the sands of Mars and teleported him to Earth, where he secretly battled injustice in the guise of Martian Manhunter.

Within the next three decades, new heroes began to appear almost as suddenly as the old had vanished, beginning with perhaps the two greatest heroes of all time.

In the town of Smallville, Jonathan and Martha Kent adopted an infant they discovered in the wreckage of an alien spacecraft which crashed near their home. The infant Kal-El was the last son of the planet Krypton, which exploded in a geological catastrophe. Kal-El was rocketed to Earth just before the explosion by his parents, Jor-El and Lara, who hoped to save his life. Kal-El was given the name Clark Kent and would grow up to become Superman, the never-yielding warrior for truth, justice, and the American way.

Soon after, in Gotham City, the life of young Bruce Wayne was shattered by two bullets that ended the lives of his parents. Bitter and energetic, the boy spent years sharpening his mind and body to a keen edge, which he used to wage an all-out war on the lot of cowardly, superstitious street criminals, giving birth to the legend of Batman.

The emergence of Superman and Batman began the Silver Age of heroes. In Central City, police scientist Barry Allen was doused with chemicals which gave him amazing speed. Out of respect to his predecessors, he became the new Flash, the fastest man alive. In a remote lighthouse, an Atlantean-human hybrid was born in the form of Arthur Curry, who later became Aquaman, king of the seven seas. In Ivy Town, physicist Ray Palmer discovered the secret of size and weight control. He used his unique abilities to combat evil as the second Atom. In Coast City, test pilot Hal Jordan was given a Power Ring and battery by the dying Abin Sur, becoming the Green Lantern Corps' first Terran recruit. There were many more: Oliver Queen became the Green Arrow, Dr. Will Magnus built the Metal Men, Ralph Dibny became the Elongated Man, the element man Metamorpho was born, and the original Doom Patrol was founded.

Soon, the second generation of heroes followed in the footsteps of their predecessors and formed their own hero team. The Justice League of America was born when the Martian Manhunter, Green Lantern Hal Jordan, the second Black Canary, Aquaman, and the Flash joined together to repel an invasion of Earth by the bizarre alien Appellaxians. Before it was finally disbanded, the J.L.A. would boast almost twenty members.

It was not long until the heroes' junior partners formed a "junior Justice League" of their own, the Teen Titans. The Titans, founded by Robin, Kid Flash, Speedy, Wonder Girl, and Aqualad, continued to evolve and grow over the years. By the end of the decade, the group dropped the "Teen" from their title, and boasted several new Titans: Changeling, Raven, Cyborg, Jericho, Kole, Starfire, and young Danny Chase.

The fact that a second "age of heroes" was underway was signaled in spades by the arrival of two more important members of the superhuman community.

In Boston, Princess Diana became the first Amazon in over three thousand years to enter into the "Man's World." Dubbed Wonder Woman by the American press, Diana has since decided to remain in America to spread her message of peace and hope.

In San Francisco, young Billy Batson was drawn into an abandoned subway tunnel, where he was given powers far beyond the mortal ken by the ancient wizard Shazam. As Captain Marvel, Billy has since become the world's mightiest mortal.

"Take Ten"

by Robert Kanigher

I created, wrote, and was the editor of Sergeant Rock from his first appearance in "The Rock and the Wall" in **Our Army At War #83**, in 1959. I never consulted or collaborated with anyone, from illustrator to publisher. If I had, Enemy Ace would have been rejected. (What?—A *German* shooting down *American*, French, and British pilots!—***Never!***)

I chose Joe Kubert to illustrate that first Rock. I only write wholly finished scripts. Our relationship on Rock lasted thirteen years of monthlies, specials, and covers. Kubert undoubtedly is the definitive artist on Rock, Enemy Ace, as well as the Viking Prince.

Rock and Easy Company were in continuous publication for almost thirty years, five times longer than World War II itself. Rock is considered the quintessential American sergeant. I've picked up copies of Rock in England, France, Italy, Spain, Holland, and Finland. Reader mail has come in from Manhattan to Manila.

In more than three hundred scripts I made Rock as real and as authentic as I could. He had no super powers. Scratch him, and he bled. He was tired, hungry, thirsty, battered. But he concealed his fears and always led his men forward. He was "the sergeant generals would like to be"—he was "the Rock of Easy." I made it quite clear, years ago, that because of the continuous combat they were in, neither Rock nor Easy would survive the war.

Rock has always existed *outside* the DC Universe. As I conceived and wrote about him, Rock lived, fought, and died in real time—just as his father had before him, buried in a military cemetery in France. The epic tales of "The Last Days of Easy" and "End of a Rock" are firm in mind.

I had no control over other editors using Rock to attract attention to their characters. Their comics' characters have no more credibility in teaming up with Rock's gritty realism than Mickey Mouse would have with General Patton.

How real and pertinent is Rock? From **"Charlie Company," What Vietnam Did To Us**, by Peter Goldman and Tony Fuller. William Morrow and Company Inc., New York: "Omega Harris was worried about his men too. It was why they called him *Sergeant Rock*, not just because he was good with an 81 mm mortar, but because he was concerned about getting them home alive."

Editor Mike Gold wrote that Rock was one of the most enduring comics creations of all time... "he represents *our* most noble efforts under extreme duress."

Ten's Over - Move Out!

The Age of Crises

As the years drew on, more and more superhuman defenders of truth sprang up all across the globe. But what is a hero without a crisis to test his or her mettle? During the final decades of the 20th century, the heroes of Earth were provided with plenty of challenges.

First, there was the greatest Crisis of them all. At the time that the Anti-Matter Universe was created, two nearly

omnipotent beings were born: the Monitor on a moon of Oa, and the Anti-Monitor on Qward, the planet located at the center of the Anti-Matter Universe. Throughout the history of the two Universes, these two beings were forever locked in bitter struggle. Toward the end of the 20th century, the Anti-Monitor was awakened after a long period of dormancy, and promptly redoubled his efforts to destroy the Positive Matter Universe and his good-hearted counterpart. The ensuing battles lasted for months and took the lives of the second Flash, Kole, Aquagirl, the first Dove, Prince Ra-Man, and the Immortal Man, though the Universe survived intact.

Perhaps the worst part of the Crisis, however, was that it caused certain emanations on the mystical planes which allowed the villainous Brujeria, a mad cult of nihilists, to put into motion a maniacal scheme to destroy the entirety of creation. After traveling across the United Stated at the behest of the mysterious John Constantine in order to witness the nature of evil first hand, the Swamp Thing, Earth's elemental guardian, successfully diffused the evil of the Brujeria. Eventually, however, the climactic final battle of the so-called *American Gothic Saga*, a huge assault on the realms of Heaven and Hell themselves, swept the demon Etrigan, the Spectre, the Phantom Stranger, Doctor Fate, and Deadman into the fray, and took the lives of the magician Zatara, and Sargon the Sorcerer.

The Crisis also prompted the elderly Guardians of the Universe and their estranged mates the Zamarons to depart their home on Oa for realms unknown. In their absence, the Guardians gave the members of their Green Lantern Corps leave to operate as they themselves saw fit, prompting seven Green Lanterns to settle on Earth.

Less than a year later came Darkseid's attempt to rob the Earth of its heroic "legends." During the campaign, Darkseid tried to turn the people of Earth against their heroes in order to pave the way for a grand invasion; but his scheme failed when Earth's defenders uncovered the true identity of the charlatan G. Gordon Godfrey and sent his warriors back to Apokolips. During these months of tyranny, the Justice League of America was shattered forever when two of its members were killed by the insidious Professor Ivo. A few weeks later, however, a new Justice League arose from the ashes of the old.

In the wake of these tragedies, the people of Earth were finally given some good news. A short time after their departure, one of the Guardians of the Universe and his Zamaron mate returned to bring a message to Earth. Herupa Hando Hu and Nadia Safir claimed that they had determined the Earth was eventually to become the birthplace of the cosmos' next immortal race. The pair selected ten humans, known as the Chosen, to carry the genetic seeds of future glory. After the Guardian's announcement, however, the android Manhunters, the malfunctioning robot servants constructed by the Guardians many millennia past, caught wind of the prophecy and launched an all-out campaign to destroy the Chosen in order to thwart the goals of their former masters. After a long, drawn out battle involving nearly every superhuman on the planet, the Manhunters were finally driven off the Earth. Seven of the Chosen, now dubbed the New Guardians, survived to pursue their unique destiny.

After only a few months rest, the heroes of Earth were forced to defend their planet against a massive alien invasion led by the cruel Dominators, who were bent on subjugating the planet before the humans were capable of plying the space lanes and carving out an interstellar empire of their own.

The invaders were repelled by the change in allegiance of the planet Daxam, whose inhabitants discovered that they possessed nearly Kryptonian-level powers in Earth's atmosphere. The last-minute detonation of a "gene-bomb" in the atmosphere by a rogue Dominator nearly wiped out all Earth's heroes, but a rescue team led by J'onn J'onzz managed to infiltrate the Dominion and bring out a cure for Earth's ailing heroes.

In the wake of the invasion, Justice League International formed a permanent European branch, and seven victims of the Dominators' experiments united to become the Blasters. The aliens Katar and Shayera Hol reestablished the presence of Hawkman and Hawk woman. In outer space, Coluan native Vril Dox saw the need for a new galactic peacekeeping force following the destruction of the Green Lantern Corps and gathered together a group of alien heroes who would patrol the space ways as the L.E.G.I.O.N.

Legends
by Mike Gold

Superman, Batman, Wonder Woman, the Justice League of America... there is a certain majesty to the DC Universe. These are not simple heroes we're talking about; these are legends.

There is a reason why these characters have survived for five decades and are known the world over. Tales of mere heroism are not sufficient for the long run. In order to endure, we must chronicle the adventures of gods.

But gods survive only as long as people remember them. Characters created before the second World War must adapt to changing times. In 1938, Superman was less likely to perceive a correlation between the natural destruction of his home planet Krypton and the ecological oblivion faced by his adopted planet Earth. Fifty years later, the Man of Steel must be deeply concerned by the similarities.

Superman, as the ultimate hero, had the attributes of a god. Wonder Woman is the prodigy of gods. And Batman is Pluto on Earth—a Dracula who lusts after the blood of evil.

We are not simply in the storytelling business—we are in the myth-making business. Given our need to establish and maintain a strong continuity, each story is part of a chain reaction, just as each starts its own chain reaction. Our sagas become myths.

In recent years, the DC Universe has solidified not solely because of its adherence to an established continuity, but because its residents are, at last, being perceived as the legends they are.

The Future and Beyond

The DC Universe continues to thrive well beyond the twentieth century. Just after the beginning of the twenty-first, seven nations will rise to the status of superpower and global tensions will escalate into a massive nuclear onslaught. In the years that follow the turmoil, rich robber barons will divide up the land amongst themselves and establish a new order, forcing the common people to once again fight for their freedom, a struggle in which the famous gunfighter, Jonah Hex, snatched from the past by one of the power barons, will continue to make his reputation.

As the years go on, heroes will continue to spring forth to Earth's defense. Chris KL-99, the Star Rovers, Star Hawkins, Omac the One Man Army Corps, Tommy Tomorrow and the Planeteers, and the Space Ranger.

In the 30th century after a millennium of peace, a group of youngsters from habitable worlds, almost too numerous to count, will form perhaps the greatest grouping of heroes ever: the legendary Legion of Super-Heroes. Heroes like Brainiac 5, Lightning Lass, Sensor Girl, Timber Wolf, Polar Boy, Cosmic Boy, Blok, Chameleon Boy, and Tellus will struggle against the likes of the Khunds, Universo, Starfinger, the Fatal Five, the League of Super-Assassins, and the ever-present Darkseid.

Joining the Legion in their struggle for justice will be the astounding Champions of Lallor and the cosmic Wanderers.

Towards the end of the 30th century, the Dominators will have made up for their failure in overtly conquering Earth a thousand years past by subverting Earthgov and effectively ruling the planet. After a hard-fought resistance led by many of the previously laughable Legion SUBS, the Dominators will finally be forced off of the Earth. However, the joy of victory will not last long, as first the Moon, and then the planet Earth herself, are destroyed by a combination of Dominion machinations and humanity's own lack of foresight. On June 4, 2995, from the ashes of the planet, a New Earth will rise; an amalgam of 94 Earth cities launched into space using archaic 28th century technology. This Earth will have its own heroes, the youthful Legionnaires.

Eventually, however, it seems that Earth's heroes will gradually disappear. By the time of the 58th century, Earth's leaders, the so-called Solar Council, will begin summoning famous heroes from the past to help them wage their wars. What will come of the Guardians' prophecy which selected mankind as the next immortal race in the cosmos remains to be seen.

At the end of time, the Universe will have become a vast wasteland. The fate of mankind is unknown, but waiting patiently in this era is the Time Trapper, who will meet his destiny at the hands of the Infinite Man, a confrontation that will start the cycle of the universe all over again. Thus, even the end of DC Universe is only the beginning.

II. Places of Interest in the DC Universe

A good role-playing adventure, like a good story, needs an interesting setting. Fortunately, the DC Universe comes already equipped with a number of suitable locales. An alphabetical listing of some of the planets, cities, and places that have woven their way in and out of the DC comics over the past fifty years is provided below.

Time for a cheap plug! There is not nearly enough room to cover all of these areas in full detail. More detailed entries for most of the major areas can be found in the various DC Heroes Role-Playing Game Sourcebooks available separately: ***The Atlas of the DC Universe*** provides a detailed look at the cities, planets, dimensions, and people of the DC Universe. ***The Apokolips Sourcebook*** gives you a closer look at the New Gods of both that dismal planet and the paradise-like New Genesis. The ***Swamp Thing Sourcebook/Adventure*** grants more insight into that character, as well as his swamp home outside Houma, Louisiana. For a look into DC's past, you can consult ***The World at War Sourcebook***, and for a glimpse of the far future, ***2995: The Legion of Super-Heroes Sourcebook*** is the key. ***Magic*** provides everything you need to know about the mystical places and characters of the DC Universe, while the four-volume ***Who's Who in the DC Universe Role-Playing Supplement*** is the ultimate source of DC Heroes game information on literally hundreds of the most important characters, places, and gadgets in the DC Universe. See your local gaming store for more details on what is available.

Apokolips

Apokolips is the dismal home of the New God Darkseid, the demon avenger. It was created by the destruction of the Old Gods at the same time New Genesis, the domain of Highfather Izaya, came into being. Apokolips and New Genesis are virtually the only habitable planets in their section of the universe, and can only be reached through extreme measures, such as the Boom Tube.

Apokolips is an unclean world speckled by huge gray houses and machinery. The vast majority of its inhabitants blindly acknowledge Darkseid as their sovereign. If he so desires, Darkseid can blanket all of Apokolips under a huge cloaking device that hides the planet from the eyes of all but the most determined travelers, though he rarely bothers, because no one is foolish enough to travel to Apokolips willingly.

Some of Apokolips' more notable locations include:

Armagetto: Armagetto is a massive shanty town/labor camp. Here, Darkseid's slaves, known as the Hunger Dogs, endlessly toil away to keep up the flow of fuel to the vast Energy Pits. Located several hundred miles away, the Pits provide the planet with a nearly endless supply of energy. Every now and then, a group of Hunger Dogs will rebel and cause a temporary planet-wide emergency.

Granny Goodness' Happiness Home: The Happiness Home is a sort of orphanage in which those youngsters that display the necessary potential to become one of Darkseid's dreaded Dog Soldiers are forcibly enrolled. There they are tortured and trained in combat by Granny Goodness and her lackeys. Mister Miracle of Justice League International grew up here, but managed to escape to Earth.

The Tower of Rage: The tower is Darkseid's personal fortress. Located several hundred miles away from Armagetto, the Tower of Rage features a nearly impenetrable network of defense systems and intruder alarms. It is said that those who enter the Tower of Rage never return. Outside the tower is a giant stone sculpture of Darkseid himself.

In addition to Darkseid and Granny Goodness, other inhabitants of Apokolips include the Female Furies, Mantis, the Deep Six, DeSaad, Kalibak, Virman Vundabar, and Kanto the assassin.

Superman was forcibly abducted to Apokolips during Darkseid's campaign to rob the Earth of its legends. The planet was recently visited by the members of the Justice League International when they traveled to Apokolips in pursuit of their enemy Manga Khan who had abducted their teammate Mister Miracle.

Atlantis

The sunken continent of Atlantis is located in the North Atlantic Ocean, approximately 7,000 feet beneath the surface. Atlantis is the first place on Earth where civilization took root and eventually flourished.

While it was still above sea level, Atlantis was originally a strong center of magic. When society was first founded upon its shores, Atlantis was governed by a body of mad sorcerers, who became engaged in a long struggle with the followers of science. Though the two groups were determined to destroy each other, they managed, at times, to cooperate for brief ventures that would benefit all. Around 50,000 B.C., for example, the Atlanteans built a magically powered interplanetary exploration vehicle which ran scientific tests upon all of the Earth's neighboring planets and sent the results back to Atlantis.

As the war between science and magic continued, there eventually came a sorcerer known as Arion, who decided to use the power of magic toward good ends. Arion finally managed to put an end to the struggle that rocked his people, but not before a great many of the Atlanteans had fled the continent for the extradimensional world of Skartaris. Twenty-five years later, Arion stood alone to oppose a colossal alien invasion of the Earth. He succeeded in driving off the aliens, but not before tragedy had struck, sinking Atlantis beneath the surface of the sea.

Two of the Atlantean cities, Tritonis and Poseidonis, survived the catastrophe. The people of each city had developed a serum that would allow them to live and breathe underwater. For the people of Poseidonis, everything worked out as expected. The people of Tritonis, however, had an unexpected reaction to the serum and developed into a race of Mer-people. One legend tells of a war between the two cities which involved time-traveling members of the Legion of Super-Heroes, but this story is widely considered a myth. Over the years, the inhabitants of both cities developed telepathic powers, enabling them to communicate efficiently underwater.

Today, the twin technologically advanced Atlantean cities remain beneath the sea, suspended under huge protective domes. For a time, the hero Aquaman served as King of Poseidonis and married a queen, Mera. Ex-Titan Aqualad is also a former resident of Atlantis, as was Lori Lemaris, Superman's lost love. Recently, Poseidonis was conquered by renegade Durlans, but was subsequently freed by the heroic efforts of Aquaman.

Belle Reve Penitentiary

Belle Reve is a huge federally funded maximum security prison designed to house superhuman inmates. The prison is located in Terrebonne Parish, about 10 miles southwest of Houma, Louisiana, on the edge of the vast swamp system frequented by the Swamp Thing.

Belle Reve was constructed after the U.S. Government passed the Keene Act and Ingersoll Amendments in the late 1960s which gave prison officials much greater latitude in dealing with unusually powered criminals of all types. Life in Belle Reve is certainly no picnic, but up until now there has only been one successful escape, when G. Gordon Godfrey was liberated by Darkseid's Female Furies.

What makes Belle Reve truly interesting is the fact that it once served as headquarters to the top secret government commandos known as the Suicide Squad. In fact, most members of the Squad were at one time inmates of Belle Reve who were offered an amnesty plan if they would agree to perform a certain number of top secret dangerous missions for the government. This is how criminals like Captain Boomerang, the Penguin, Chronos, the Thinker, the Parasite, Typhoon, Mr. 104, Blockbuster, the Enchantress, Deadshot, and Bronze Tiger were first recruited into the Squad.

Belle Reve is large enough to support approximately fifty-five inmates, and features a guard staff of approximately thirty. The prison is connected by a pneumatic tunnel to nearby Yeager Field, where the Suicide Squad stored its airships and heavy equipment.

Bialya

Bialya is a small beleaguered country located in the Middle East. It first came to prominence when the Silver Sorceress, Wandjina, and Blue Jay arrived on Earth from their home dimension, intending to destroy all of Earth's nuclear weapons—presumably in order to save mankind from itself. Bialya was the first country targeted by the three aliens, who then fell under the charismatic sway of Bialya's terrorist dictator Rumaan Harjavti, who began using the aliens to stir up international havoc. Harjavti's scheme was later squashed by members of the newly formed Justice League International, who ran up against Harjavti again a few months later when the madman began a cooperative effort with Batman's nemesis the Joker to assassinate each and every J.L.I. member.

Since that time, Harjavti has been assassinated and replaced by the enigmatic Queen Bee. The Queen Bee and her army of superhuman followers have mysteriously managed to turn the poverty stricken Bialya into a country of wealth and prosperity. The Queen Bee has since been removed and replaced by Harjavti's brother.

Central City

Central City is located, appropriately enough, near the center of the continental United States. It is famous as the longtime home of Barry Allen, the second Flash.

Central City was originally a stop on the great cattle trail leading out west, and most of the great rail barons of the late 19th century built railways through the city. Central City rapidly became the most important stop west of Chicago, simply because so many rail lines crossed through the city that anyone or anything travelling cross-country was bound to pass through Central City at one time or another.

Currently, Central City's population stands at around 750,000, including its suburbs. The city itself boasts some of the nation's most famous landmarks: The Van Geld Opera House, the Hardwell Tower, the Gedde Museum of Natural History, Blackjack Stadium, and the Flash Museum.

Interestingly enough, the presence of a real-live hero never really brought the fame and notoriety to Central City that the presence of Superman and Batman brought to Metropolis and Gotham. Strange villains seemed to flock to Central City in unbelievable numbers just to test their mettle: Mirror Master, Captain Boomerang, Captain Cold, the Trickster, the Weather Wizard, etc. Ever since Barry Allen's tragic death during the Crisis, Central City has become a lot quieter, though a lot less interesting.

Coast City

Coast City, California is located on Highway 101 near Sausalito, just across the bay from San Francisco, Oakland, and Pacifica. It is one of the busiest seaports on the Pacific coast, and boasts a mild climate, exotic scenery, and a world famous skyline. Coast City is the home of Earth's first Green Lantern, Hal Jordan.

Currently, the population of Coast City rests around 675,000 people. Among the city's bright spots are: the Joseph M. Leff Museum of Natural History, the "Two Mile Mall," the U.C.C.C. (University of California at Coast City), the Cost City Police Museum, and the free-wheeling Dropaway Beach. In addition, Coast City has recently become a major oil producer, now that the city fathers have allowed off-shore drilling in the Santa Clara Channel that passes right through the city, though many argue that the drilling is harming the surrounding environment.

Green Lantern and his colleagues are very popular amongst the people of Coast City, even though more than one of his enemies has wreaked havoc upon the city itself. In fact, they have shown their appreciation by constructing a giant marble statue of Green Lantern in the downtown Star Square.

Feithera

Feithera is a hidden city of intelligent bird-men located in northern Greenland. It was founded almost three thousand years ago. In 1946, the city was discovered by an American pilot who had strayed off course. When the pilot returned to America, few believed his story, although he was persuasive enough to interest an opportunistic group of hunters, who hoped to bag one of the bird people and return with it for exhibition. This scheme was thwarted by the original Hawkman and Hawkgirl, who not only stopped the hunters and agreed to keep Feithera's existence a secret, but foiled an attempted coup by the villainous birdman Trata as well.

From that day forward, Hawkman and Hawkgirl became frequent visitors to Feithera. Eventually, the Feitherans allowed their human friends to bring anthropologist Dr. Fred Cantrell to live among the bird people and study their customs. While in Feithera, Cantrell fell in love with Osoro, the daughter of the Feitheran ruler Worla, and the two had a half-breed son, Norda. Eventually, Norda left Feithera for a time to join the heroes of Infinity Inc., but has since returned to replace Worla as the leader of his people.

Recently, Feithera was destroyed by a passing glacier, but the bird people have since rebuilt the city in a safer location. Today, Feithera stands as a shimmering city of gold amongst the Arctic wastelands.

Gemworld

Gemworld is an other-dimensional realm that is only slightly removed from the plane of Earth. It was founded when the wizard kings of the twelve great houses of ancient Earth sought to create a new kingdom for their people after a major sun went nova over two thousand years ago, realigning the zodiac and removing most of the magic from the Earth. Just after this catastrophe, the kings of the twelve houses poured all of their remaining mystical might into the person of Citrina, a young sorceress, and bade her to find a suitable unformed mystical dimension in which magic was plentiful. Citrina succeeded when she founded the Gemworld, and the people of the twelve houses followed her there.

Gemworld consists of one central land mass surrounded by a vast sea, with several small island clusters lying just off shore. One of the interesting things about Gemworld is that it is clearly flat. Its sea is circular in shape and constantly cascades off the edge of the world in a steep fall. What lies below and beyond Gemworld is unknown. Another peculiarity is that Gemworld's sun is a living entity. Each day, the sun leaves its home in the eastern sea, and blazes through the sky. As it moves, it dissipates most of the energy it replenishes at night, until it becomes a moon at the end of its journey.

Because it does not lie upon the Earth plane, the physical laws on Gemworld are completely different from those on Earth. In fact, the laws are dictated by the powerful sorcerers that rule the plane. There are twelve important houses that rule over Gemworld: Amethyst, Ruby, Emerald, Garnet, Diamond, Moonstone, Topaz, Sapphire, Sardonyx, Turquoise, Opal, and Aquamarine. Princess Amethyst recently learned that she is one of the mystical Lords of Order born in human form. Her nemesis, Dark Opal, serves one of the Lords of Chaos.

Somehow in the future, Gemworld will be transported to the Earth dimension and become known as Zerox, the Sorcerers World. The exact circumstances of this transformation remain unknown.

Gorilla City

Gorilla City is a civilization of highly evolved gorillas found in Africa between the Congo and Sudan. The inhabitants of Gorilla City, all of whom are far larger and stronger than ordinary gorillas, were mentally enhanced by a fallen meteorite. The gorillas founded their own civilization during the late 19th century.

The gorillas of Gorilla City owe their unique abilities to the fact that they have learned how to tap a full 100 percent of their cranial and muscular capacities, as opposed to the normal 20 percent used by humans. They are in general a kind, peace-loving people who have developed their technology to levels far in excess of those of mankind. One product of this technology is the huge invisible barrier which keeps Gorilla City hidden from the eyes of all but its inhabitants and keeps out unwanted intruders.

Currently, Gorilla City is ruled by the good King Solovar, who was a friend of the second Flash, Barry Allen. The Flash helped Solovar thwart the evil schemes of his countryman Gorilla Grodd on many occasions. For a long time, Allen was the only human entrusted with the knowledge of Gorilla City's existence. On one occasion, however, Grodd managed to switch off the city's force barrier, rendering Gorilla City visible to humans. Thereafter, Solovar traveled to the United Nations in New York City and won worldwide recognition of Gorilla City's right to exist as a separate nation.

In time, however, the gorillas decided that exposure to humanity was harmful to its society and once again cut off all ties to the outside world. In order to guarantee isolation, Solovar himself constructed a Myotronic Beacon near Earth's North Pole in order to broadcast a radioactive signal that would cause the population of Earth to forget about Gorilla City forever. The only human allowed to retain his memory of the gorillas and their civilization was the second Flash, who has since died. Recently, the third Flash and Green Lantern were called to Gorilla City by Solovar to thwart an attempt by Grodd to gain massive powers be reexposing himself to the meteoric rays that first gave him his powers.

Gotham City

Gotham City is a large city which has seen better days. The fact that 4,800,000 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.

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 has 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-1970s. While still a great city, Gotham has a grittier, grimier feel to it than Metropolis does. Perhaps only Gotham could have given birth to the Batman.

Gotham City is not broken up into boroughs, but rather is composed of a number of diverse neighborhoods. Some of the most prominent of these are as follows:

Chelsea

Chelsea was originally the area where the wealthy of Gotham had their summer homes. As the city 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. There 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 younger business professionals as well as artists.

Gotham University lies on the northeast edge of Chelsea.

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. The decline seemed to begin when Gotham State Prison, nicknamed "the Tombs," caused property values in the area to plummet. 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. Occasional escapes by villains from the Tombs have only exacerbated the situation. 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.

Neville

The old docks and the older British naval barracks have been razed or renovated as part of this neighborhood's rehabilitation project. Much of the rehabilitation has been sponsored by the Wayne Foundation, and the Wayne Foundation Building is located here. 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.

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 very weird, all living in Uptown. Residential hotels that 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 Dodge Omni. Uptown is a very tolerant neighborhood, and the mix of people here makes it the most vibrant of Gotham's areas... at least in the opinion of the Uptowners.

Vicki Vale, photographer for Picture News, lives in Uptown, in an apartment overlooking Gotham Park.

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 traditions of Chinatown, the residents here choose their own method of handling things. Chinatown is one of Gotham's most crime-free neighborhoods.

Gotham Village

Recently renamed, the character of the area is best described by its former title: the Gotham Industrial Park. After a failed attempt to lure new industry to Gotham, the city has tried to convert the 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 to Bryanttown rather than live in Gotham Village.

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 homes. 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 Department.

Stately Wayne Manor, home of millionaire playboy Bruce Wayne, is located in Bristol.

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 told in Gotham have their origins in the Bowery.

Unlike the 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, Thomas and Martha Wayne, were killed, is located in the Bowery.

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, Hispanic, Argentine, Vietnamese, Turkish, and Italian. The mix has divided Manchester into a number of sub neighborhoods, each zealously guarded by its own street gangs. Gang violence has recently escalated, the most famous 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.

The House of Mystery & The House of Secrets

The Houses of Mystery and Secrets are huge sprawling mansions that lie on opposite sides of a cemetery located somewhere in the Kentucky Hills. The House of Mystery is overseen by the reincarnation of the biblical Cain, while the House of Secrets is cared for by Cain's brother Abel. Both Cain and Abel are master storytellers with a gift for the macabre. The brothers are subservient to the will of the Sandman, ruler of the Dream Dimension, who gave them their charters at some point in the past.

The exact physical locations of the House of Mystery and House of Secrets are somewhat vague. Sometimes the houses are present, while other times they are not. At times, the houses apparently remove themselves to the outskirts of the Dream Dimension. In fact, most visitors reach the houses while in a dream state. In any case, it seems that only those whom the higher mystical beings deem worthy of a mystery or secret can ever hope to reach the houses.

When a being first approaches the Houses of Mystery and Secrets, he is generally met by Cain and Abel and then asked to choose whether he would rather be entrusted with a mystery or a secret: mysteries are dark and impenetrable, but secrets must always be kept to one's self. One of the two brothers then takes the visitor inside and relates some horrific tale. Usually, this tale will highlight a lesson that has some bearing upon the visitor's life.

Inside, the houses defy perception. Those who wander in without a guide invariably end up becoming hopelessly lost in the winding passageways.

Hub City

Hub City is a sprawling urban jungle located somewhere in the midwest. Its chiefly ethnic inhabitants are generally looked

down upon by the rest of the American populace, many of whom like to swap Hub City jokes. Currently, Hub City has a population of just over 500,000.

Hub City is unique in that it is perhaps the most corrupt city in the entire country. Ever since its foundation in the 19th century, the city has been a well-known center of organized crime activity, and the city fathers and officials have been connected with Hub City's mobs and syndicates as long.

Recently, Vic Sage, Hub City's crusading tele-journalist, also known as the Question, managed to cripple the administration of crooked mayor Wesley Fermin, sending shockwaves through the Hub City underworld. When Fermin's term ran out, his feisty-but-honest wife Myra Connely Fermin ran a bitter neck and neck mayoral campaign against the syndicate candidate Royal Dinsmore. During the campaign, Dinsmore resorted to coercion and fixed ballot boxes to buy votes, though both of these schemes were foiled by the Question. Dinsmore was killed in an automobile accident on election day, and Myra Fermin was declared winner by default. Before she could take office, however, she was shot by her mentally unstable husband. Acting Chief of Police Isadore O'Toole assumed the duties of the mayor until such time as Myra Fermin came out of her coma.

Even looking past the crime and corruption, Hub City is still a terrible place to live. Its 34% unemployment rate is the highest in the nation, and nearby industrial centers dump enormous amounts of pollutants into the air over the city every day. Still, its residents claim that Hub City has a charm all its own, and many would not leave for anything in the world.

Krypton

Krypton was the birthplace of Superman, Earth's greatest hero. Superman, or Kal-El, as he was known on his homeworld, was rocketed away from Krypton by his parents, Jor-El and Lara, just before it was destroyed in a geological catastrophe over fifty years ago. While it existed, Krypton was roughly the size of Earth and orbited a giant red sun located about 50 light years away from the Earth solar system.

Before Krypton exploded, its science and technology far exceeded anything that Earth has yet produced. Clones of all living Kryptonians were kept on hand so that diseased or injured body parts could be replaced with those of the appropriate clone, vastly increasing the Kryptonian life span. The Kryptonians had time to enjoy these long lives, since all menial labor on Krypton was performed by semi-sentient work robots.

Although they were generally a peace loving people, the Kryptonians eventually became embroiled in a huge war which escalated out of a debate over the ethics of cloning. Shortly thereafter, the vast internal pressures that created the deadly radioactive Kryptonite and would one day destroy the entire planet began building.

Markovia

The tiny European nation of Markovia is the original home of the hero Geo-Force of the now defunct Outsiders. Markovia came to national prominence when Lucius Fox, a friend of millionaire industrialist Bruce Wayne, was trapped in the country during a coup attempt staged by the psychotic Baron Bedlam. In the guise of Batman, Wayne traveled to Markovia where he met Geo-Force, Halo, Katana, Black Lightning, and Metamorpho the element man. These heroes in turn freed Fox and thwarted Bedlam's scheme. In fact, the team was so successful during their brief stint together that they decided to move to the United States and form a hero team, the Outsiders, under the tutelage of the Batman.

While they were in the United States, Markovia provided the Outsiders with lodgings and a scientific advisor, Dr. Helga Jace. Markovia's Nobel Prize-winning physicist. Later, the team returned to Markovia to foil yet another invasion by Baron Bedlam; and, after their headquarters was destroyed by Major Disaster, briefly stationed themselves permanently within Markovia's borders. Unfortunately, the Outsiders parted company after their members were rocked by the Millennium/Manhunter affair.

Oa, the Mosaic World

Oa is the homeworld of the Guardians of the Universe, the founders of the mighty Green Lantern Corps. Most of Oa seems

Metropolis

by Roger Stern

From its modest beginnings in the 1600's as a Dutch fort, Metropolis—literally the Mother City—has grown to become the greatest American city of the 20th century.

Occupying three islands, as well as the banks of the Hob's and West Rivers, Metropolis is divided into six boroughs: Queensland Park, Bakerline, St. Martin's Island, New Troy, Hell's Gate, and Park Ridge. The city today boasts a resident population of 6,000,000, making it one of the most populous cities in the nation.

Home to many thousands of businesses, large and small, Metropolis is the headquarters city for a score of banking, insurance, investment, and financial concerns. A majority of Metropolitan businesses, of course, are wholly or partially owned subsidiaries of LexCorp International, the multinational conglomerate founded, owned, and managed by Lex Luthor.

Among the many holdings of LexCorp are LexCom (owners of the television station WLEX), Advanced Research Laboratories, LexOil, SecurCorp Armored Car Service, and the Good Foods Group (owners of Ralli's Family Restaurants and the Bun'n'Run fast food chain)—as well as two major airlines (InterContinental Airlines and LexAir), three banks (the Metropolis Mercantile Bank, Commerce Bank of Metropolis, and First Metro Security), and Koul-Brau Breweries. As LexCorp dominates the commerce of the city—and indeed, of the world—so too does its 96-story "L" shaped tower dominate the Metropolis skyline from a position at the eastern point of New Troy. It has been estimated that Luthor either directly or indirectly employs nearly two thirds of the city's population.

A major center of the arts, sciences, and education, Metropolis boasts over a score of colleges and trade schools, as well as the sprawling campus of the University of Metropolis (better known as UMet), located along the southern border of Centennial Park. Founded in 1817, UMet is ranked alongside such prestigious schools as Yale and Harvard, and is famed worldwide for its School of Journalism.

As with all big cities, Metropolis is not immune to misery and deprivation. The same streets walked by the city's multimillionaires are home to penniless bag people. A single block separates the classic brownstones of Bessolo Boulevard from the X - Rated theaters and adult bookshops of Hob's Lane, the southern boundary of Metropolis' most impoverished area, the ten square blocks known as Suicide Slum.

A once prosperous neighborhood, still officially referred to in the city register as Hob's Bay, Suicide Slum began its slide into crime and poverty with the Great Depression of the 1930's. Despite numerous attempts at urban renewal, Suicide Slum has remained a hellhole without equal. Nevertheless, from amid its squalor have come a Congressman, a

to be a desert wasteland suspended beneath an unusually proximate sun. The planet's most noticeable feature is the huge, gleaming Citadel built by the Guardians. Sitting in the Citadel's central chamber is the Central Power Battery which powers the Green Lanterns' Power Rings and batteries from afar. There is no life native to Oa, so being trapped out in the desert can be deadly. Fortunately, the entire planet is honeycombed with tunnels leading into the Citadel. The only other truly noticeable features on Oa are the periodic projecting stations dotted across the landscape which are used to surround the entire planet with a vast energy shield, keeping out intruders. This shield is still programmed to allow automatic entry to members of the Green Lantern Corps.

Another feature of Oa that remains intact is the huge block of scienceIIs used by the Guardians to incarcerate dangerous intergalactic criminals. Sinestro and the mad sector 3600 are the only criminals that have ever escaped from the scienceIIs.

Recently, the mad Guardian called the "Old-Timer" stranded on the planet Oa communities from various worlds. The Guardians have pressed Green Lantern John Stewart into watching over this "Mosaic" world and to work out the bases of future cosmic harmony.

Paradise Island (Themyscira)

Named for Themyscira, the walled city that was the original home of the Amazons in ancient Greece, Paradise Island rests in the middle of the Bermuda Triangle under a perpetual cover of clouds. One of the peculiar enchantments of Paradise Island is that all technological devices that are brought within a short distance of the island fail to function.

The Amazons were first brought to Paradise Island by their queen, Hippolyte, after she and her sister Amazons were abused and humiliated by the demigod Heracles and his followers. Upon settling on their island home, the Amazons vowed to keep themselves isolated from the world of man, and devoted their existence to the worship of Gaea, the Earth goddess. The goddess Athena guided the Amazons to settle on Paradise Island so they could watch over the unspeakable horror that was imprisoned beneath the island under the huge gate known as Doom's Doorway.

Among the island's other interesting features are:

The Royal Palace: the vast commons in which Queen Hippolyte and her advisors hold court.

The Coliseum: where the Amazons engage in the thrill of competition. It was here that Princess Diana won the right to travel to man's world.

The Senate Chamber: where the elders of the Amazons meet.

The Temple of the Oracle: where, until recently, the Amazon Menalippe could sometimes commune with the gods.

The Island of Healing: where the Amazons would take their sick and wounded. Those treated with the herbs that grow here are almost inevitably cured.

Recently, the Amazons have opened up the shores of Themyscira to the outside world. Among the first visitors were Diana's friends Vanessa and Julia Kapatelis.

The Parliament of Trees

In the DC Universe, the Earth itself is a sentient being. Since the first life took root in its soil, the Earth has found it necessary to create its own champion to protect the environment and planetary energies from outside harm. The latest such champion is Louisiana's Swamp Thing.

Eventually each of these champions, or plant elementals as they are called, grows weary of his struggle and travels down to a small grove in Brazil near the river Tefé to take permanent root and join minds with all of the former elementals that make up the so-called Parliament of Trees. The current members of the Parliament include: the Great Url, the guardian of prehistoric Africa; the Ghost Hiding in the Rushes, protector of ancient China; the Erl-King of medieval Europe; and Jack in the Green, an elemental that sprang up in turn of the century England.

Qurac

Qurac is a small Middle Eastern nation that runs along the west band of the Persian Gulf. Most nations of the world refuse to carry on diplomatic relations with Qurac because of the country's wholesale endorsement of terrorism.

Federal Court judge, at least three baseball greats—including Hall of Famer Hank "the Hammer" Halloran—and a young man named Perry White. White fought his way out of Suicide Slum making a name for himself as a journalist and war correspondent. He is currently the managing editor of the *Daily Planet*.

Unusual in this day of electronic media, Metropolis boasts four daily newspapers: the *Daily Planet*, the *Daily News*, the *Star*, and the *Eagle*, as well as an alternative weekly called the *Whisper*. It is, however, the *Daily Planet* which is the city's most prestigious newspaper.

The *Daily Planet* had its origins in the weekly periodical *Our Planet*, which was founded by publisher Joshua Merriwether in 1775. The original *Planet* offices on New Troy's South End were burned to the ground by a band of British loyalists in January 1783. The paper resumed publication ten years later in new offices at the corner of Fifth Street and Concord Lane. President George Washington wrote the first editorial for the new *Daily Planet*, the text of which later became the basis for his Farewell Address. In 1928, the *Planet* offices were moved to the building which now bears its name.

The thirty-seven story Daily Planet Building, with its distinctive rooftop globe, is one of the most recognizable landmarks on the Metropolis skyline. Originally owned by its builder, Jonas K. McAuley, the Planet Building and the paper itself are now owned by Transnational Enterprises. In addition to the *Planet*, the building also houses the home offices of many of Metropolis' older corporations. It was in the Planet Building that Lex Luthor first established his corporate offices, when he was only twenty-two. In the course of building his empire, Luthor acquired ownership to the *Daily Planet*, but abandoned his holdings in the paper when he became convinced that television was the only communications medium that fit his vision of the future.

There are literally thousands of things for which Metropolis can claim fame, from the dazzling theater district along Glenmorgan Square to the bustling waterfront of the South Side. But the city is mentioned most often in connection with her famous champion, Superman.

Superman made his first public appearance at Metropolis International Airport, where he acted to save the experimental space plane Constirution. Although Superman had since ranged worldwide, working to avert both natural and human engineered disasters, he had been a constant presence in Metropolis. The residents of the city knew little about the personal life of the Man of Steel, but like so many of the international interests headquartered in the city, he appeared to have adopted Metropolis as his home base.

Qurac was part of the Ottoman Empire until the end of World War I, during which it was seized by Arabic and English forces under the command of T.E. Lawrence (known as Lawrence of Arabia). During World War II, Qurac halfheartedly allied itself with the Axis powers shortly after winning its independence. In 1942, German engineers built the fortress Jotunheim in Qurac's mountainous south. The fortress is still used today.

Until quite recently, Qurac was ruled by General Marlo, a ruthless military dictator. Unfortunately, one of Marlo's first actions as dictator was to accidentally poison Qurac's liberal oil reserves by test-firing a crude, improperly shielded atomic weapon. Since that time, Qurac has been waging a global campaign of terror that has brought the nation into conflict with the New Titans, Superman, and even the Soviet Union. Superman himself once invaded Qurac and destroyed Quaraci armed forces; an effort that failed since it finally won the Quaracis a small measure of public sympathy. The tiny nation garnered even more sympathy when it recently became the victim of a nuclear bombing caused by the Sisterhood of Evil. The bombs devastated Qurac's capitol, as well as its ruling family.

Qward

Qward is the planet that lies at the very center of the Anti-Matter Universe, created when Krona broke the ancient Oan taboo that forbade inquiry into the origins of creation. On Qward, everything is perceived in the exact opposite manner from the way it is perceived in the Positive Matter Universe; things that are virtuous are considered foul in the Anti-Matter Universe, while things that are despicable are cherished.

Qward is difficult to reach from the Positive Matter Universe, though there are a number of "cosmic gateways" scattered around the Positive Matter Universe that lead directly into Qward. One such gateway lies on the fringe of California's Coast City.

For the most part, Qward is a horribly gray world dominated by stone and steel structures. One half of the planet is covered by a thick jungle, while the other half is swept by a cold desert. Qward's main feature is its capital city Qwardeen, home of the dreaded Weaponers and their warriors, the Thunderers.

For quite some time before his death, Green Lantern's arch-enemy Sinestro was imprisoned in Qward by the Guardians of the Universe, where he entered several of the Qwardian "Popularity Contests," an annual competition to see who could perform the most heinous deed.

Rann

Rann is the third planet in the Alpha Centauri-A system, approximately 4.3 light years away from our own solar system. Rann is much older than Earth, and the first primitive inhabitants of Rann developed space travel more than one billion years ago.

Rann's modern population constructed its chief city, Ranagar, approximately five thousand years ago, just after a planet-wide revolt that broke the power of a formidable military dictator. The anniversary of the founding of Ranagar is still celebrated every year as the Festival of Dyalina, one of the planet's most festive holidays.

Approximately one thousand years ago, a great war broke out between Ranagar and one of its neighboring cities, Zared. Eventually, the conflict heated into a nuclear exchange which devastated the planet, killing off much of its indigenous vegetation, and rendering most of it's humanoid population sterile.

More recently, Sardath, Rann's greatest scientist, began using a Zeta Beam to bring Earthman Adam Strange to Rann so he could mate with Sardath's daughter, the Princess Alanna. Strange became one of Rann's greatest heroes, and foiled numerous coup attempts by the murderous Kanjar Ro.

Strange was most recently returned to Rann by a Mega-Zeta Beam, whose teleportational effects would not wear off. When he arrived, he was faced with chaos: Alanna had died while giving birth to their daughter Aleea, and Ranagar had been launched into space by a now-mad Sardath after an all-out attack by Zared. Strange is only just beginning to emerge from a state of depression to take care of his newborn daughter and to help restore order to Ranagar.

Skartaris

Skartaris is a vast world that lies on a plane slightly removed from that of the Earth. Skartaris can be entered through portals near Earth's north and south poles, though the physical laws on Skartaris are quite different from those of Earth. There is no nightfall, the moon follows a highly erratic orbit, and magic is plentiful and potent.

Many thousands of years ago, Skartaris was called Wizard World and was inhabited by an odd collection of goblins, dwarves, and other legendary creatures. Over the ages, many of the creatures of legend disappeared and various creatures from Earth's surface found their way into Skartaris. Cavemen and dinosaurs, both long extinct on the Earth, still exist in Skartaris along with nomads, Cyclopes, Centaurs, Lizard-Men, Bat Men, Bog Men, and humans.

Skartaris is also the current home of Travis Morgan, the Warlord, and his allies Machiste, Mariah, and Shakira.

Thanagar

Thanagar, sometimes known as the Hawkworld, is located approximately 400 light years away from Earth, orbiting the star Polaris. Several thousand years ago, Thanagar developed a humanoid population and civilization, although the Thanagarians developed levels of technology at a much higher rate than Earth. Some centuries ago, the Thanagarian people were enslaved by the slavers of Polar, but were freed by the Thanagarian hero, Kalmoran, who defeated the Polaran slavers and founded the Thanagarian space empire.

The surface of Thanagar is almost four-fifths covered with water. Plagued by an ever-increasing population and a dwindling amount of natural resources, it seemed at one point that the Thanagarians were doomed to extinction. They were saved, however, by the development of anti-gravity technology by renowned Thanagarian scientist Paran Katar. Anti-gravity allowed the Thanagarian people to build cities high in the air, leaving the surface and the alien races they conquered behind.

Currently, the planet is divided into two distinct zones, called Upside and Downside. Upside, floating high above the surface, consists of ornate, beautiful cities inhabited by the rich natives of Thanagar, while Downside, the surface of Thanagar, is a huge slum, inhabited by refugees, prisoners of war, and criminals.

The military and police force of Thanagar is collectively known as the Wingmen, an army of highly trained soldiers most easily recognized by their wings and fearsome hawk masks. As a group, the Wingmen symbolize the martial philosophy and class separation of the planet's inhabitants. The Wingmen are considered one of the most fearsome fighting forces in the galaxy, as seen by their participation in the recent Dominator-organized invasion of Earth.

Katar Hol and his partner, Shayera Thal, the most recent Hawkman and Hawkwoman, are both natives of Thanagar. They were sent to Earth many years ago to study the planet's defenses, but rebelled against Thanagar's repressive government and opted to stay on Earth and defend it against their countrymen.

Vegan System

Vega, the fifth brightest star in Earth's night sky, is located approximately 26 light years away from the Earth solar system in the constellation of Lyra the Swan. Vega is three times the size of the Earth's sun, much hotter, and much brighter.

Billions of years ago, two races evolved around Vega: the peace-loving Okaarans, and the violent Branx. The lizard-like Psions, a race of cold-blooded scientists, eventually stepped in to interbreed the two races to create the many diverse life forms that now inhabit the Vegan system. The Psions also turned an Okaaran woman, X'Hal, into a powerful energy being who is now worshiped as a goddess.

For a long time, the Vegan system was under the complete domination of the military empire known as the Citadel. Recently, the Vegan freedom fighters known as the Omega Men broke the power of the Citadel, which unfortunately left the area open for an incursion by the nearby Spider Guild.

III. Inside the DC Universe

This section contains all the inside information you will need to get your **DC Heroes Role-Playing Game** campaign off the ground. By combining this information with the setting descriptions you have just read and the individual character backgrounds located in the Roster section, you should gain a pretty good feel for what the DC Universe is all about.

Magic & Mysticism

Unlike the real world, the DC Universe is filled with powerful magic-users and sorcerers of all descriptions. Before you begin running a **DC Heroes RPG** campaign, you should probably understand a few things about magic and how it works.

The DC Universe is made up of multiple planes of existence, commonly known as "dimensions." Most of the adventures found in the pages of DC Comics take place on the plane of Earth, which includes not only Earth, but all of the planets, stars, and moons as well. This is where Superman, Batman, Wonder Woman, the Justice League, and nearly all of the other DC heroes reside. The other planes include: Mr. Mxyzptlk's Fifth Dimension, Raven's home of Azarath, Gemworld, the domain of the Lords of Order, and the Realm of the Just-Dead, frequently visited by Deadman.

Each of the planes of existence is permeated with certain magical energies that flow naturally across the plane. These are the energies that are called upon by most sorcerers to produce their magical effects. The sorcerer more or less draws the energy "out of thin air" and redirects it for his own purposes. A sorcerer's power, therefore, depends upon the amount of ambient magical energy available that flows through his plane. The amount of energy found on each plane differs. This is why the Lords of Order and other powerful mystical beings tend to avoid the Earth plane: they keep to the dimensions where magic is rich and powerful.

Once upon a time, magic was plentiful and potent upon the Earth plane. Atlantis, ancient Greece, and ancient Egypt all featured a number of active sorcerers and magical manipulators. In fact, there were so many sorcerers during these ages that the magical energies that flow through the Earth plane became depleted, lessening the potency of magic-users everywhere, and forcing them to compete for the mystical energies that remained. This was the event that prompted a group of early sorcerers to leave the Earth plane altogether over a thousand years ago and to found a Gemworld upon a plane where the magical energies were still plentiful.

In the 20th century, the magical energies that flow across the Earth plane are even more depleted, but this does not mean that they no longer exist. There are still sorcerers who roam the Earth, though not nearly as many as there used to be, and they cannot hope to become as powerful as they would have been, say, 2000 years ago.

It should also be noted that the magical energies do not necessarily flow evenly across all areas of a plane. In the Earth plane, for instance, there are certain magic rich areas (such as Arkham Asylum and the Brazilian grove of the Parliament of Trees) and magic poor zones. There also seems to be some sort of strange conflict between magic and science that dates back thousands of years. In places where science is strong (in S.T.A.R. Labs' main facility, for instance), magic is slightly weaker and vice versa.

Post Card
from Neil Gaiman

Dear Thomas.

Sorry—I wrote you an essay on Magic, which went down when my computer crashed and I never got back to it. This may be too late but in brief:

A) In the world of DC Magic, you can have power and ability and so forth, but it's not free. You always pay for it; few of the people who step into the world of magic come away happy.

B) You have a choice. But if you enter the world of magic, you can never return to a scientific point of view. You're in a world which looks like the one you knew but is more glamorous and more dangerous.

C) Magic is a lot of things. Reliable, it's not.

Hope this is of use and not too late.

Best, Neil Gaiman

Sorcerers

Sorcerers are beings with the ability to tap into the flow of ambient magic and redirect it to accomplish their own ends. Under normal conditions, most true humans are biologically incapable of becoming sorcerers, though a rare offshoot of the human race, known as the homo magi, possesses a genetic makeup that allows them to wield the forces of magic. Zatanna is a member of this race, as was her father Zatara and most of the sorcerers of the ancient world. All of the other true sorcerers (Dr. Fate, Sargon, Wotan, Shazam, etc.) are either not truly human, or have had their genetic makeup magically or scientifically altered.

This does not mean that true humans have no control over magic whatsoever. Those who are not sorcerers can always control the forces of magic indirectly through the use of magic rituals. Rituals are long, complex ceremonies that result in some sort of magical effect. Thus, human characters such as John Constantine, Papa Midnight, and Anton Arcane can produce magical effects through study and ritual, though they are incapable of directly wielding the forces of magic like Zatanna or Dr. Fate.

Powerful Magical Beings

Several sets of potent magical beings frequently have a direct influence on the adventures of DC heroes.

First there are the Lords of Order and the Lords of Chaos. These two enigmatic forces are among the first residents of the universe and have been locked in a protracted struggle since the beginning of time. It seems that the history of creation is divided into four ages, known as yugas. The First Age is an age of perfection in which Order rules; this age began at the creation of the universe and continued on until Krona's experiment created the Anti-Matter Universe and unleashed the colossal wave of evil. During the Second Age, Chaos begins to spread its influence; the Second Age began with Krona's experiment and lasted until the century in which the Lords of Order freed the

Earth from the grip of the demons of Chaos. The Third Age is marked by a brutal struggle between Chaos and Order; it ended with the Anti-Monitor and the Crisis. During the fourth and final age (or Kali Yuga) which is currently underway, Chaos triumphs over Order. After the Fourth Age ends, the universe will apparently die out and a new universe will be born, beginning the cycle all over again.

The Lords of Order recently decided to abandon their struggle against the Lords of Chaos, hoping to speed the Fourth Age to its conclusion and end the universe, causing the cycle to begin all over again with the First Age. This decision was opposed by their Earth-bound colleague Dr. Fate, who has vowed to continue the struggle against Chaos until the bitter end. Dr. Fate and the Phantom Stranger are battling against Chaos on Earth and in the after-realms (the latter has dispatched the heroine Power Girl to warn Earth's heroes of the danger posed by the coming age), while Princess Amethyst is trying to stave off the forces of Chaos in the Gemworld. Chaos has already gained the upper hand in the Nightshade dimension (the birthplace of Suicide Squad member Nightshade), and is currently launching an all-out assault on the Meta-Zone, home of Shade the Changing Man.

Dwarfed in power by the Lords of Order are the ever-present gods of Olympus. The ancestors of the gods were apparently born at the same time as the Lords of Chaos and Order. In fact, it is possible that the gods are descended from one or more of the Lords, but this hypotheses has yet to be proven. Originally, the gods drew a great deal of magical power from their worshippers on the Earth plane. Eventually, as the ambient magical energy dried up on Earth and worshippers became scarce, the gods became more isolated and less powerful. Recently, the gods decided to abandon Olympus and move on. The only group remaining on the Earth that still worships the Olympian gods are the Amazons of Themyscira.

Elsewhere in the universe, the chaotic destruction of the Old gods, caused in part by the immensely powerful being known as the Anti-Life Entity, resulted in the birth of the New Gods. The residents of Apokolips and New Genesis have apparently abandoned magic in favor of science. The mystical potential of the New Gods is formidable, and they could be a powerful magical force if they so chose.

There are also several powerful mystical beings that dwell in the after-worlds, including the many races of demons, the angels, and the Phantom Stranger, whose true nature remains a mystery. The demons and angels each have their own internal hierarchies, the lower levels of which are not immune to the occasional squabble. A recent skirmish between low-level demons and angels was waged on the Earth under the banners of the Damnation Army and the Resurrection Crusade. Seated near the top of the angelic hierarchy are the Voice that commands the Spectre and Deadman's Rama Kushna, both of whom dwarf even the Lords of Order in power. However, there are still more mysterious forces next to which both the Voice and Rama Kushna pale by comparison.

Finally, no catalogue of the powerful mystical beings which inhabit the DC Universe would be complete without a mention of the Earth itself. The Earth is a mystical being capable of wielding powerful magical energies. It uses these energies in times of need to create its own elemental guardians to oversee the environment, roles currently occupied by the Swamp Thing (earth), Red Tornado (air), Firestorm (fire), and Naiad (water).

Magic and the Common Man

Although they have certainly been exposed to the exploits of Dr. Fate, Zatanna, and other sorcerers through the news media, most of the common men and women of the DC Earth don't really believe in magic. All of the powerful mystical beings described in the preceding paragraphs are completely unknown to the general populace of the Earth, with the exception of the Swamp Thing, who convinced all but the most skeptical of his existence during an adventure in Gotham City.

All of the traditional occult menaces are alive and well in the DC Universe: vampires exist (in fact, until recently there was an entire town of vampires located in Rosewood, Illinois, just outside Chicago), as do werewolves, witches, zombies, mummies, patchwork men, mad slashers, and all of the other inhabitants of the typical midnight movie.

Science and Technology

The 20th century technology found in the DC Universe is leaps and bounds ahead of that available in the real world. Heroes and villains have access to medicine, space technology, military equipment, and computer hardware far more sophisticated than anything with which you or I are acquainted.

Currently, most of the materials that are on the cutting edge of scientific achievement are being produced by S.T.A.R. Labs, a private technological think tank. S.T.A.R.'s main competitors are: the highly diversified LexCorp, owned and operated by Lex Luthor II; the Chicago-based Kord Incorporated, which was once owned by Ted Kord (Blue Beetle); and the international industrial conglomerate known as the Sunderland Corporation.

Wealth
by Dan Jurgens

Wealth has had an important and vital role in the DC Universe almost from the start. When creating the Batman, Bob Kane realized that for someone to effectively fight crime at night, he couldn't have a day job. In those circumstances, a personal fortune comes in handy.

Bruce Wayne's personal fortune makes it possible for the Batman to exist. Wayne might best be described as a comfortable millionaire—someone who has more than enough money but does not try to aggressively build on it. The Wayne Foundation helps the less fortunate and provides Wayne with a steady source of capital.

While money makes it possible for the Batman to exist, it provides the reason for Booster Gold to exist. Never a hero for hire, Booster uses his heroic stature to bring him commercial endorsements. When a member of the highly regarded JLI proclaims a certain deodorant the best, who can argue? With his knowledge of the future, Booster is able to invest in companies that will be a sure fire success. At its peak, his fortune was less that Wayne's, but more than the Terminator's.

Also comparable to Wayne is Garrison Slate, founder of S.T.A.R. Labs. His posture is certainly different though, as he is a businessman. Ranking above him we find Steve Dayton, the sixth richest man in the world and president of Dayton Industries. But in the DC Universe, when you talk rich, the man who stands head and shoulders above all is Lex Luthor. Luthor's global empire dwarfs any other man's and he all but owns Metropolis. Because many of his resources are criminal in nature, no true accounting has ever been accomplished.

Medicine

Complex surgery in the DC Universe is almost completely free of complications. Transplant and open-heart techniques are now commonplace and risk free. In addition, prosthetic and artificial limbs and organs are in widespread use. Lex Luthor had an artificial hand which was just as functional as the original, and LexCorp technology has restored paralyzed community activist Jose Delagdo's mobility, though such technology is still expensive.

Space Technology

All of the world's major governments have space shuttle technology, and most have staged moon landings. Both the United States and the Soviet Union have landed men on Mars, and both are busy planning missions to Venus. The U.S. and Russia have also developed complex satellite-based radar tracking systems that allow their military forces to track all space traffic within 256,000 miles of the planet, and orbiting multi-purpose space stations. Both nations are rumored to have secret manned bases upon the surface of the moon.

In the DC Universe, there is a great deal of space technology in the hands of private corporations and individuals. S.T.A.R. and LexCorp both have their own operational shuttles and space stations, as do a number of smaller firms specializing in aerospace technology. Justice League International has space-faring vehicles of its own in the tradition of its predecessor the Justice League of America, which was formerly headquartered aboard a giant orbiting satellite.

Currently, military weapons are still banned from space by international agreement, though ever since the global alien invasion organized by the Dominators, there have been rumors of secret negotiations between the U.S. and Russia concerning a mutual space defense treaty.

Military Hardware

This area is almost completely dominated by S.T.A.R. and LexCorp. Both firms produce a variety of expensive battlesuits and war machines which are just beginning to enter experimental service in the world's armies, though their cost still prohibits wholesale adoption. The current cream of S.T.A.R. or LexCorp weaponry is capable of giving a hero as powerful as Superman a run for his money if placed in capable hands. In the air, stealth technology is in widespread use, and one of the few important pieces of military hardware developed outside the confines of S.T.A.R. or LexCorp is the Solar Jet built by the Ferris Aircraft Corporation based in Coast City, California.

Because conventional forces have become so advanced, nuclear weapons are somewhat less prominent among the superpowers, though nuclear technology is dangerously common amongst Earth's poorer nations. The terrorist nations of Qurac and Bialya are both rumored to have access to nuclear technology, for example, though neither have used their nuclear weapons abroad, probably because they fear swift reprisals from the world's hero community.

Computer Hardware

The most advanced computer constructed with human technology is currently S.T.A.R. Labs' Kilotrax, though the firm is promising to release an updated version, the Megatrax, within the next ten years. The Kilotrax has a memory capacity measured in tens of gigabytes and a processing speed that is more than ten times faster than its closest competitor. S.T.A.R. has also developed a rudimentary artificial intelligence package for the Kilotrax. Artificial Intelligence is supposedly the big breakthrough that will be highlighted in the forthcoming Megatrax.

The Scientific Community

Until recently, the greatest scientists on the planet were probably Superman's nemesis Lex Luthor and Niles Caulder (the Chief), leader of the Doom Patrol. Luthor's demise and Caulder's disappearance have left a void in the upper echelons of the scientific community. Among those individuals in the forefront of science today, mention must be made of Ray Palmer (the Atom), who developed dwarf-star size and weight control technology; Ted Kord (the Blue Beetle), who constructed the amazing "Bug;" Dr. Megala of the government's Captain Atom project; the Batman, whose amazing crime fighting devices are completely without precedent; Dr. Bruce Gordon, the world's foremost expert on solar technology; and Dr. Will Magnus, creator of the amazing Metal Men. Other earth-bound scientific geniuses include the aliens Mister Miracle, Hawkman, and Hawkwoman, all of whom have access to technology that far surpasses that found on Earth.

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?

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.

Politics and the World

As one would expect, the proliferation of superpowered humans has had a profound impact upon the politics of the DC Universe. Heroes tend to function like natural resources and exert a pronounced shaping influence upon the global balance of power. For some unknown reason, most of the world's heroes and villains tend to be clustered in the United States and the Soviet Union.

The United States

The U.S. Government has recognized the political potential of heroes for more than forty years. As far back as the Second World War, the U.S. was already employing heroes to implement policy in an official capacity.

Currently, the government has a two-tiered policy concerning super-humans. Official government policy refuses to support or condemn the many masked vigilantes that roam across the country, and promises a stance of total neutrality on the issue of superheroics, although the policy acknowledges that the President and military leaders might call upon the heroes in times of national emergency, as happened during the invasion organized by the Dominators.

Covertly, however, the U.S. Government provides direct support to a number of organizations and individuals, and even created a special top secret organization, code named Task Force X, to coordinate government-backed super-human activities. Task Force X consisted of two special projects: the Suicide Squad and Checkmate. Also under government control were agencies such as the Captain Atom Project, the C.B.I., the Force of July, Project Peacemaker, and others.

The entire U.S. Intelligence community was recently shaken to its core by the events known collectively as the Janus Directive. The criminal mastermind Kobra attempted to trick the various agencies into wiping each other out, leaving the way clear for his insidious plan to replace the world's highest placed government officials with android duplicates. The scheme was foiled when Task Force X director Amanda Waller uncovered

Kobra's plan, but the chain of events caused the White House to order a complete restructuring of the intelligence community.

The Suicide Squad is a largely independent organization directly overseen by Amanda Waller. The Squad is mostly made up of convicted villains who are secretly offered an amnesty plan in return for a period of government service, though the Squad also employs a few "straight" heroes and a large support staff. Generally, the Suicide Squad is sent out to handle the toughest and most sensitive government operations that require the special abilities of its members.

Checkmate is overseen by Harry Stein and Harvey Bullock. The hierarchy among Checkmate staffers is patterned after the pieces on a chess board: Stein, the King, sits on top, while Bishops (like Bullock) and rooks help plan and execute agency activities. The real work horses in Checkmate are the Knights, who serve as field operatives. The Knights are drawn from the best personnel available in government agencies and the nation's police forces. Each is trained at a special facility known as the Dome, and is equipped with an array of amazing high-tech weapons and devices.

The Captain Atom Project is overseen by the feisty General Wade Eiling, who enjoys a bitter rivalry with Amanda Waller. Captain Atom is a hero who received his powers as part of a military experiment conducted more than twenty years ago. When Captain Atom first came on the scene, the military tricked him into becoming a special operative and invented an elaborate cover story to explain his presence to the world at large. The government used to call upon Captain Atom to perform special "high profile" missions that would compromise the secrecy of the Suicide Squad or Checkmate. The Captain was even infiltrated into Justice League International, where he was to serve as a government "spy." Recently, Captain Atom has quit serving the government, though he has yet to reveal his true nature to the world. The Captain Atom Project is also responsible for the creation of Major Force, a psychologically unstable operative with powers and abilities similar to those of the Captain. In a pinch, the government will occasionally send Major Force out on a mission, though government officials realize that the Major's psychological shortcomings are a very dangerous liability.

The (Former) Soviet Union

The Soviet Union found it necessary to employ paranormal operatives to protect its interests. Like that of the United States, the Soviet policy had two levels.

The first level of Soviet superhuman involvement consisted of the Rocket Red Brigade, a group of artificially evolved, highly trained soldiers equipped with technologically advanced battle armor. The prototype for the original Rocket Red battlesuit was designed and developed by the Green Lantern, Kilowog, during a visit to the Soviet Union. The Rocket Reds were the U.S.S.R.'s overt protectors. The Brigade members were under the command of the military and were most frequently called upon for national defense. One of the Rocket Reds, Dmitri Pushkin, served as a Soviet representative in Justice League Europe. The Rocket Red Brigade is currently approximately fifty strong.

The second level of Soviet heroic activity was composed of a series of covert agents known only to the Politburo. Included in this group were the assassin Stalnoivolk, and the strike teams known as the People's Heroes and Blue Trinity. These covert agents fulfilled the same role as their American counterparts: they performed dangerous and sensitive missions to preserve national interests. Although their existence was a closely guarded secret within the borders of their homeland, many of the Soviet operatives were known to American heroes with whom they frequently clashed.

The only group of heroes operating in the U.S.S.R. without governmental control were the youngsters known collectively as Soyuz, whose members included Firebird, Vikhor, Rusalka, Perun, and Morozko. For most of their brief careers, they were pursued by agents of the K.G.B., but due to their heroic actions during the invasion, the Soviet government relaxed its efforts to trace and control Soyuz's actions.

With the dawning of Glasnost and the collapse of the U.S.S.R., the "cold war" between Russian and American heroes has all but stopped. The new Republics are currently in a state of turmoil, and the status of their "super-resources" remains a mystery to the west.

The Intelligence Community
by Paul Kupperberg

The intelligence community in the DC Universe has long been a tangled web of individual fiefdoms, uneasy alliances, and confused hierarchy. The Janus Directive, a diversionary tactic staged by Kobra to cover his plan for world domination, set these diverse agencies against one another, the aftermath resulting in a complete restructuring of the agencies by Presidential order.

A new Cabinet level post of "Intelligence Czar" has been created, filled by veteran intelligence agent Sarge Steel. In this capacity, Steel oversees all paranormal activities under government control. Task Force X, incorporating Checkmate and the Suicide Squad, which prior to the Janus Directive was headed up by Amanda Waller, has been disbanded. Waller's responsibilities now involve only the Suicide Squad, under the direct supervision of Sarge Steel.

Checkmate has become an autonomous agency, now a known entity among its intelligence brethren and headed by Harry Stein, who also reports to Steel. Under the provisions of the restructuring, Checkmate also absorbs Project Peacemaker (including Christopher Smith, AKA Peacemaker, and the Project's head, Dr. Bridgette D'Abo). General Wade Eiling remains in charge of the Captain Atom Project (responsible for Captain Atom and Major Force, among others), as well as heading up all other Pentagon related meta-human projects.

The National Bureau of Intelligence (N.B.I.) has been reduced in stature and personnel and is now under the command of King Faraday. Such organizations as the F.B.I., the C.I.A., and the various branches of military intelligence, retain separate and autonomous status.

The Rest of the World

Few of the world's other nations have employed heroes in an official capacity, probably because there seem to be so few superhumans outside the borders of the U.S. and Russia in the first place. This tends to increase the separation between the superpowers and the rest of the world. Exactly how powerful a few paranormal operatives can be was effectively demonstrated during World War II: no one wanted to become involved in an incident with the United States or the Soviet Union and find themselves going up against the likes of Superman or the Rocket Red Brigade.

Looking after the interests of the rest of the world are the members of Justice League International, which has a special United Nations sanction and embassies in almost every U.N. member nation. In order to give the League a higher international profile, the New York-based JLI decided to permanently relocate a group of heroes to its Paris embassy. This team has been nicknamed Justice League Europe.

The Law

The effectiveness of the average costumed vigilante has forced the law enforcement officials of the DC Universe to make some serious decisions. For the most part, all of the country's law enforcement agencies officially discourage vigilante activity, while privately accepting as much help as the heroic community has to offer. The vast majority of the older established heroes are on very good terms with their local police departments, and are frequently called into cases by the police themselves. Newer or less-experienced heroes are usually tolerated but not trusted until they prove their mettle.

It seems that most of the costumed heroes are given a lot more official and legal leeway than one would expect. Many established heroes are on such good terms with local law enforcement agencies that they are given complete access to police records and files upon request. The police are also usually willing to back up these heroes and promptly act upon any information which the heroes have supplied. Less-experienced members of the hero community cannot count on this kind of cooperation, but probably will not face harassment either. When things reach the judicial level, the courts are usually loath to hold costumed heroes to the same rigorous standards of search and seizure imposed upon the police, as long as the case involves paranormal opposition.

One of the reasons that the police are usually so tolerant of costumed heroes is that the heroes seem to be the only force that can effectively contain the many costumed villains. Many police departments have set up special departments to deal with paranormal menaces, but the special units are usually understaffed and underbudgeted. To date, the only such department that has met with any great success is the Special Crimes Unit in Metropolis, headed by Captain Maggie Sawyer.

IV. Character Roster

The following section lists some of the most prominent heroes and villains in the DC Universe. They can be used as Player Characters, or as useful NPCs and enemies in a campaign where the Players design their own Characters. Either way, their presence will help to reinforce the idea that you are playing in the world of DC Comics.

Space restrictions prohibit the inclusion of more than a few of the hundreds of DC Comics Characters that exist. If you want more detailed descriptions of the following Characters, or additional DC Characters for your games, there are a number of resources available, the best of which are the four volumes of the *Who's Who in the DC Universe Role-Playing Supplement*. Together, they contain game statistics, background information, and role-playing hints for over four hundred of DC Comic's heroes, villains, and supporting cast members (The last page of this book is Batman's entry from *Who's Who #4*). Mayfair Games also publishes a number of sourcebooks which contain game stats, as well as more thorough background information, maps, and diagrams. Look for these and other **DC Heroes** products at the store where you purchased this book.

Heroes

Aquaman

Dex:	10	Str:	8	Body:	8
Int:	8	Will:	8	Mind:	7
Infl.:	6	Aura:	6	Spirit:	6
Initiative:		26[28]	Hero Points:		100



- **Powers:** Animal Control: 15, Animal Summoning: 12, Control: 4, Empathy: 6, Speak With Animals: 12, Swimming: 7, Telepathy: 4, Ultra Vision: 7, Water Freedom: 12
- **Skills:** Vehicles: 6
- **Limitations:** Power Restrictions: Animal Control, Animal Summoning, and Speak With Animals work only on marine life forms.
- **Advantages:** Connections: Atlantis (High), Justice League International (High); Leadership; Lightning Reflexes
- **Drawbacks:** Authority Figure (Atlantis, later in career only); Married (separated); Public Identity; Fatal Vulnerability to lack of contact with water; Exile (forced)
- **Alter Ego:** Arthur Curry
- **Motivation:** Upholding the Good
- **Occupation:** Protector of the Seas and Oceans
- **Wealth:** 4
- **Background:**

The son of an Atlantean princess and a human father, Arthur Curry developed his aquatic powers to a phenomenal degree and became Aquaman, King of the Seven Seas.

Batman

Dex:	9	Str:	5	Body:	6
Int:	12	Will:	12	Mind:	10
Infl:	10	Aura:	8	Spirit:	10
Initiative:	35	Hero Points:	150		



- **Skills:** **linked*
  Acrobatics: 9*, Artist (Actor): 8, Charisma: 12, Detective: 12*, Gadgetry: 12*, Martial Artist: 9*, Military Science: 12*, Scientist: 12*, Thief: 9*, Vehicles: 9*, Weaponry: 9*
- **Advantages:** Area Knowledge (Gotham City); Buddy (Alfred Pennyworth); Connections: Arkham Asylum (High), Gotham City Police Department (High), Gotham State Prison (High), Gotham State University (High), Justice League International (High), Street (High); Connoisseur; Expansive Headquarters (Batcave); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Sharp Eye
- **Drawbacks:** Catastrophic Irrational Attraction to Seeking Justice; Mistrust (1st year of career only); Secret Identity; Traumatic Flashbacks: Batman relives the deaths of his parents while he is within Crime Alley, and relives the death of Jason Todd when he sees Robin take damage in Killing Combat.
- **Alter Ego:** Bruce Wayne
- **Motivation:** Seeking Justice
- **Occupation:** Millionaire Playboy **•Wealth:** 20
- **Equipment:**
  Batarang w/Line [Str: 7, Body: 8, EV: 3, Gliding: 2]
  The line is 4 APs long.
  COWL [Body: 4, Thermal Vision: 8, Artist (Actor): 16]
  Batman's cowl features a built-in infrared/night vision apparatus and a built-in throat mike/broadcaster unit that scrambles and augments his voice. The OV/RV of the Perception Check to recognize Batman's voice as that of Bruce Wayne are both equal to the cowl's APs of Artist (Actor).
  Smoke Pellets (x6) [Body: 1, Fog: 10]
  10 AP ABCD Omni-Gadgets (x2)
  For more of Batman's equipment, see his *Who's Who* page at the back of this book.
- **Background:**
  After watching his parents' murder at the hands of a common criminal, young Bruce Wayne trained his mind and body to the peak of human perfection. Donning cape and cowl, the billionaire playboy became the Batman, dark avenger of Gotham City.

Captain Marvel

Dex:	14	Str:	20	Body:	14
Int:	4	Will:	10	Mind:	7
Infl:	4	Aura:	7	Spirit:	7
Initiative:	35	Hero Points:	85		



- **Powers:** Flight: 14, Invulnerability: 18, Superspeed: 13, Systemic Antidote: 10
- **Advantages:** Connection: Justice League International (Low); Insta-Change; Lightning Reflexes
- **Drawbacks:** Alter Ego (Controllable); Secret Identity
- **Alter Ego:** Billy Batson

Billy Batson

Dex:	3	Str:	2	Body:	3
Int:	4	Will:	4	Mind:	4
Infl:	3	Aura:	3	Spirit:	55
Initiative:	10	Hero Points:	20		

- **Skills:** Thief: 2
- **Advantages:** Connection: KWHZ-TV (High); Insta-Change; Scholar (Magic Tricks)
- **Drawbacks:** Age (young); Secret Identity
- **Alter Ego:** Captain Marvel
- **Motivation:** Upholding The Good
- **Occupation:** Television Reporter **•Wealth:** 4
- **Background:**
  When Billy Batson says the name of the ancient wizard Shazam, he is transformed into Captain Marvel, the world's mightiest mortal.

Flash III

Dex:	7	Str:	4	Body:	7
Int:	5	Will:	5	Mind:	6
Infl:	5	Aura:	4	Spirit:	5
Initiative:		33	Hero Points:		55



•**Powers:** Air Control: 8, Superspeed: 14
•**Skills:** Charisma: 5, Scientist: 3
•**Advantages:** Attractive; Connections: Justice League International (High), New Titans (High); Lightning Reflexes
•**Drawbacks:** Serious Irrational Attraction to food after using his Powers constantly for 6 APs of time or more.
•**Alter Ego:** Wallace (Wally) West •**Motivation:** Responsibility of Power
•**Occupation:** Adventurer •**Wealth:** 5
•**Equipment:**
COSTUME [Body: 6, Flame Immunity: 6]
•**Background:**
The third hero to be known as the Flash, Wally West originally served as the second Flash's sidekick, Kid Flash. After the tragic death of Barry Allen during the Crisis, Wally decided to carry on the name of his mentor so that the Flash would live on. His speed powers have a tendency to come and go, but his heroic determination never wavers.

Green Arrow

Dex:	8	Str:	4	Body:	5
Int:	7	Will:	10	Mind:	7
Infl:	8	Aura:	6	Spirit:	8
Initiative:		27	Hero Points:		100



•**Skills:** Acrobatics: 6, Charisma: 8, Detective: 6, Martial Artist: 9, Thief: 8, Weaponry: 12
•**Advantages:** Area Knowledge (Star City, Seattle); Connections: Black Canary (High), Star City (High), Green Lantern Hal Jordan (High), Justice League America (Low); Lightning Reflexes; Sharp Eye
• **Drawbacks:** Secret Identity
•**Alter Ego:** Oliver Queen •**Motivation:** Seeking Justice
•**Occupation:** Florist/Deliveryman •**Wealth:** 4
•**Equipment:**
Bow [Str: 8, Body: 4]
Arrows (x20) [Body: 1, EV: 3]
•**Background:**
To survive when shipwrecked on a deserted island, millionaire Oliver Queen developed a unique arsenal of trick arrows, which he used to fight crime as Green Arrow upon returning to civilization. He has recently given up the use of trick arrows and relies upon his skill as a hunter to battle the criminal element.

Green Lantern

Dex:	8	Str:	4	Body:	12(4)
Int:	8	Will:	25	Mind:	8
Infl:	6	Aura:	7	Spirit:	12
Initiative:		24	Hero Points:		150



•**Skills:** Martial Artist: 5, Scientist: 4, Vehicles: 10
•**Advantages:** Connections: John Stewart (High), Justice League International (High); Iron Nerves; Leadership •**Drawbacks:** Secret Identity
•**Alter Ego:** Harold (Hal) Jordan •**Motivation:** Responsibility of Power
•**Occupation:** Pilot •**Wealth:** 3
•**Equipment:**
POWER RING [Body: 25, Int: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 25, Invulnerability: 18, Life Sense: 40, Omni-Power: 12, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50] Bonus: Green Lantern's Body is 12 while he is wearing the ring.
Limitations: The Power Ring is completely useless against the color yellow; the Power Ring's Skin Armor does not have to be activated at its full AP value: Green Lantern loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lantern Corps.
Miscellaneous Drawbacks: The Power Ring must be recharged once every 15 APs (24 hours) with the lantern-shaped Power Battery.
Power Battery [Body: 25, Energy Absorption: 18, Invisibility: 15, R#: 2]
•**Background:**
Hal Jordan was inducted into the Green Lantern Corps by Abin Sur, the former Green Lantern of Sector 2814. Jordan has since won reknown as one of the greatest Green Lanterns in history.

Guy Gardner

Dex:	7	Str:	4	Body:	10(5)
Int:	3	Will:	18	Mind:	6
Infl:	8	Aura:	3	Spirit:	8
Initiative:		18	Hero Points:		70



- **Advantages:** Connections: General Glory (High), Justice League America (High); Iron Nerves
- **Drawbacks:** Public Identity; Serious Rage
- **Motivation:** Thrill of Adventure
- **Occupation:** Adventurer
- **Wealth:** 4
- **Equipment:**

POWER RING [Body: 18, Int: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 18, Invulnerability: 18, Life Sense: 40, Omni-Power: 9, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4]

Bonus: Guy Gardner's Body is 10 while he is wearing the Ring.

Limitation: The Power Ring's Skin Armor does not have to be activated at its full AP value: Guy Gardner loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect members of the Green Lantern Corps.

Miscellaneous Drawbacks: The Power Ring is subject to periodic power outages, which occur seemingly at random: treat the Ring as having a Reliability Number of 3, the Ring can only communicate in the alien language Korugarian, so its Comprehend Languages Power and Int are useless to Guy.

- **Background:**

During the great Crisis, Guy Gardner was given a Green Lantern Power Ring and battery by a group of Guardians who believed that evil should be destroyed rather than subdued. Recently ejected from the Corps, the disgruntled Guy quested for and captured the yellow Power Ring once wielded by the villain Sinestro. A devotee of machismo, he now uses the ring to fight crime, attain fame, and pick up girls.

Hawkman

Dex:	8	Str:	5	Body:	7
Int:	9	Will:	8	Mind:	8
Infl:	5	Aura:	6	Spirit:	6
Initiative:		24	Hero Points:		100



- **Skills:** Charisma: 7, Detective: 7, Gadgetry: 7, Martial Artist: 8, Medicine: 7, Military Science: 7, Scientist: 7, Vehicles: 5, Weaponry: 10
- **Advantages:** Area Knowledge (Downside, Thanagar); Connections: Justice League International (Low), Thanagar (High), Hawkwoman (High); Scholar (Earth law enforcement history)
- **Alter Ego:** Katar Hol
- **Motivation:** Seeking Justice
- **Occupation:** Police officer (on Thanagar)
- **Wealth:** 4
- **Equipment:**

ANTI-GRAV BELT [Body: 9, Gravity Decrease: 7] Limitation: Gravity Decrease only allows the wearer to hover in place and lift great weights.

Pistol [Body: 5, EV: 6, Range: 6, Ammo: 8, R#: 2]

BATTLE ARMOR [*Body: 9*]

Helmet [Body: 9, Thermal Vision: 13]

Mace [Body: 9, EV: 5]

Wings [Str: 6, Body: 10, Flight: 8] Limitation: The Wings will not function unless used with an Anti-grav Belt.

- **Background:**

Katar Hol was sent to Earth in pursuit of Byth, a criminal from his home world of Thanagar. When Thanagar became a military dictatorship, Hol elected to remain on Earth, where he protects his adopted home as Hawkman.

LOBO

DEX:	10	STR:	16	BODY:	15
INT:	2	WILL:	9	MIND:	9
INFL:	9	AURA:	3	SPIRIT:	10
INITIATIVE:		23	HERO POINTS:		60



- **Powers:** Invulnerability: 24, Jumping: 5, Life Sense: 40, Regeneration: 3, Running: 6, Sealed Systems: 20
- **Skills:** Charisma (Intimidation): 11, Military Science (Tracking): 7, Vehicles (Space Craft): 10, Weaponry: 10
- **Limitations:** Miscellaneous: Lobo's Life Sense can only be used for tracking his "target;" Sealed Systems is ineffective against gas attacks.
- **Advantages:** Iron Nerves; Lightning Reflexes; Scholar (Biology); Sharp Eye
- **Drawbacks:** Catastrophic Irrational Attraction to fighting; Catastrophic Irrational Attraction to keeping his promises; Catastrophic Rage; Serious Psychological Instability
- **Equipment:**
  Hook and Chain [STR: 8, BODY: 10, Claws: 8, Stretching: 1]
  SPACE HARLEY (Custom "SpazFrag 666") [STR: 7, BODY: 7, Flight 39, Projectile Weapons: 9, Radar Sense: 15, R#: 4] Drawbacks: Unluck
- **Motivation:** Psychopath
- **Occupation:** Mercenary
- **Wealth:** 3
- **Background:**

Lobo, whose name means "one who devours your entrails and thoroughly enjoys it," is one of the most feared sentient beings in the galaxy. Through the machinations of Vril Dox II, Lobo (normally a highly paid bounty hunter) is honor bound to work with the Licensed Extra-Governmental Interstellar Operatives Network - L.E.G.I.O.N.

MARTIAN MANHUNTER

DEX:	7	STR:	18	BODY:	15
INT:	9	WILL:	9	MIND:	8
INFL:	7	AURA:	7	SPIRIT:	6
INITIATIVE:		30	HERO POINTS:		145

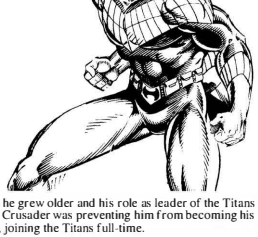


- **Powers:** Chameleon: 10, Flight: 13, Invisibility: 10, Invulnerability: 16, Mind Probe: 6, Stretching: 6, Super Breath: 10, Superspeed: 5, Telepathy: 6, Telescopic Vision: 8, X-Ray Vision: 8
- **Skills:** Scientist: 6, Vehicles: 8, Weaponry: 5
- **Limitations:** Miscellaneous: Use of Invisibility Power strains Martian Manhunter's concentration. None of J'Onn's other Powers will function while his Invisibility is in effect.
- **Advantages:** Connection: Justice League International (High); Leadership; Lightning Reflexes; Scholar (Mars)
- **Drawbacks:** Minor Irrational Fear of Fire
- **Alter Ego:** J'onn J'onzz, John Jones
- **Motivation:** Upholding the Good
- **Occupation:** Private Investigator
- **Wealth:** 4
- **Background:**

J'Onn J'Onzz was summoned across time and space by the famous Dr. Erdel in the mid-1950's. As the Martian Manhunter, J'Onzz kept his existence a secret from the world until he joined the original Justice League of America.

NIGHTWING

DEX:	8	STR:	4	BODY:	6
INT:	8	WILL:	8	MIND:	7
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:		28	HERO POINTS:		90



- **Skills:** **linked*
  Acrobatics: 10, Charisma: 9, Detective: 8*, Gadgetry: 8*, Martial Artist: 8*, Military Science: 8*, Thief: 8*, Vehicles: 8*, Weaponry: 8*
- **Advantages:** Area Knowledge (New York City, Gotham City); Connections: Batman (High), Haley Circus (High), New York Police Department (High), New Titans (High); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Sharp Eye
- **Drawbacks:** Secret Identity
- **Alter Ego:** Richard (Dick) Grayson
- **Motivation:** Seeking Justice
- **Occupation:** Adventurer
- **Wealth:** 9
- **Equipment:**
  Combat Disk [BODY: 7, Gliding: 3]
  Stun Bombs (x5) [BODY: 1, Bomb: 5]
  WRIST ROCKETS (x2) [STR: 5, BODY: 5, EV: 5, Range: 4]
  Limitation: Lethal. Attached to the rockets are swing lines 4 APs long.
  5 AP ACD Omni-Gadgets (x2)
- **Background:**

Dick Grayson was the original Robin the Boy Wonder, partner of Batman. As he grew older and his role as leader of the Titans became more important to him, Grayson felt as though the shadow of the Caped Crusader was preventing him from becoming his own man. He turned the role of Robin over to Jason Todd and became Nightwing, joining the Titans full-time.

Robin III

Dex:	7	Str:	2	Body:	4
Int:	7	Will:	5	Mind:	5
Infl:	7	Aura:	5	Spirit:	6
Initiative:	23	Hero Points:			20



- **Skills:** **linked*
  Acrobatics: 7*, Detective: 7*, Gadgetry: 7*, Martial Artist: 7*, Medicine (First Aid, Forensics): 4, Thief: 7*, Weaponry (Melee Weapons, Missile Weapons): 7*
- **Advantages:** Connections: Batman (High), Nightwing (High), New Titans (Low); Intensive Training; Rich Friend (Bruce Wayne); Scholar (computers); Sharp Eye
- **Drawbacks:** Age (young); Secret Identity
- **Alter Ego:** Timothy Drake
- **Motivation:** Responsibility of Power
- **Occupation:** Student
- **Wealth:** 5
- **Equipment:**
  COSTUME [*Body: 5*]
  Staff [Body: 8, EV: 3] Bonus: When being wielded in combat, Robin's Staff produces an eerie wail which distracts his opponents. Robin receives a -1 Column Shift to the OV when using it in combat.
  Batarang w/Line [Body: 7, EV: 3, Gliding: 2] The line is 4 APs long.
  Razor "R" [Body: 7, Claws: 3, Gliding: 2]
  Sling w/bullets [Body: 2, EV: 3] **5 AP AB Omni-Gadgets (x2)**
- **Background:**
  Using his natural intuition and detective abilities, the young Tim Drake discovered the true identities of his heroes, Batman and Robin. After the tragic death of the second Robin, Jason Todd, Tim decided that Batman needed a new partner. Gaining Batman's confidence with the help of Nightwing, Tim convinced Batman to accept him as the new Robin.

Starfire

Dex:	7	Str:	6	Body:	8
Int:	5	Will:	6	Mind:	8
Infl:	7	Aura:	5	Spirit:	6
Initiative:	23	Hero Points:			65



- **Powers:** Comprehend Languages: 14, Energy Blast: 11, Flight: 12, Solar Sustenance: 15
- **Skills:** Charisma: 7, Martial Artist: 8, Weaponry (Melee Weapons, Missile Weapons): 8
- **Advantages:** Area Knowledge (Tamaran); Attractive; Connections: Fashion Industry (Low), New Titans (High), Tamaran (High); Lightning Reflexes; Popularity; Sharp Eye
- **Drawbacks:** Exile (voluntary, from Tamaran), Serious Irrational Attraction to Nightwing; Minor Rage
- **Alter Ego:** Princess Koriand'r/Kory Anders
- **Motivation:** Upholding the Good
- **Occupation:** Model
- **Wealth:** 6
- **Background:**
  Princess Koriand'r of Tamaran was given to Gordanian slavers in order to spare her planet from the tyrants of the Citadel. She escaped and found her way to Earth, where Raven was organizing the new Teen Titans. The fledgling group managed to save Koriand'r from her Gordanian pursuers, and she has remained a steadfast member of the Titans ever since.

Wonder Woman

Dex:	13	Str:	16	Body:	13
Int:	9	Will:	12	Mind:	10
Infl:	10	Aura:	9	Spirit:	10
Initiative:	36	Hero Points:			150



- **Powers:** Directional Hearing: 4, Flight: 14, Running: 7, Swimming: 6, Telescopic Vision: 3
- **Skills:** Acrobatics: 11, Animal Handling: 8, Charisma (Persuasion): 12, Martial Artist: 12, Military Science (Tracking): 10, Weaponry: 13
- **Advantages:** Area Knowledge (Themyscira); Attractive; Buddy (Julia Kapatelis); Connections: Gods of Olympus (Low), Justice League International (High), Themyscira (High), United Nations (Low), U.S. Army (Low); Iron Nerves; Lightning Reflexes; Scholar (ancient Greek and Themyscian languages, Greek mythology)
- **Drawbacks:** Public Identity: Miscellaneous: Diana still does not fully comprehend the world outside Paradise Island; Diana's RV drops to 4 against Physical Killing Combat, but she may use her Martial Artist Skill to augment it as normal.
- **Alter Ego:** Princess Diana
- **Motivation:** Upholding the Good
- **Occupation:** Ambassador
- **Wealth:** 5
- **Background:**
  Princess Diana of Themyscira was sent to "Man's World" by the gods of Olympus to teach mankind the Amazon ways of peace and love. Dubbed Wonder Woman by the American press, Diana continues to spread her message of worldwide harmony.

Blackfire

Dex:	7	Str:	6	Body:	6
Int:	7	Will:	8	Mind:	6
Infl:	7	Aura:	8	Spirit:	5
Initiative:	23	Hero Points:			45



- **Powers:** Comprehend Languages: 14, Energy Blast: 11, Solar Sustenance: 15
- **Skills:** Charisma: 8, Martial Artist: 7, Military Science: 7, Thief (Stealth): 5, Weaponry (Melee Weapons, Missile Weapons): 7
- **Advantages:** Area Knowledge (Tamaran); Connection: Vegan Worlds (High); Leadership; Popularity
- **Drawbacks:** Authority Figure; Serious Irrational Hatred of Starfire; Public Identity
- **Alter Ego:** Komand'r
- **Motivation:** Responsibility of Power (formerly Power Lust)
- **Occupation:** Queen of Tamaran
- **Wealth:** 15
- **Background:**

Blackfire is the sister of Starfire of the New Titans. After many attempts to kill Starfire and assume the throne of their home planet Tamaran, Blackfire won the acceptance of the Tamaranian people and currently rules the planet.

Catwoman

Dex:	9	Str:	4	Body:	5
Int:	9	Will:	7	Mind:	7
Infl:	8	Aura:	7	Spirit:	7
Initiative:	30	Hero Points:			75



- **Skills:** *linked* Acrobatics: 9*, Animal Handling: 8*, Charisma: 8*, Martial Artist: 8, Thief: 9*, Vehicles: 9*, Weaponry: 9*
- **Advantages:** Area Knowledge (Gotham City); Connections: Batman (Low), Street (High); Intensive Training; Lightning Reflexes; Pets (numerous house cats); Scholar (cats)
- **Drawbacks:** Serious Irrational Attraction to cats and cat motif crimes; Minor Irrational Attraction to the Batman
- **Alter Ego:** Selina Kyle
- **Motivation:** Thrill Seeker
- **Occupation:** Burglar
- **Wealth:** 6
- **Equipment:**

Cat O'Nine Tails [Body: 4, EV: 5]

Swingline and Grapple [Str: 5, Body: 6] Line is 5 APs long.

- **Background:**

Selina Kyle was one of the first costumed adversaries ever faced by the Batman. Over the years, she has reformed, returned to crime, and reformed again. Currently, she engages in only occasional burglaries as Catwoman, but she will undoubtedly cause the Caped Crusader more trouble in the future.

Darkseid

Dex:	10	Str:	25	Body:	16
Int:	18	Will:	26	Mind:	20
Infl:	17	Aura:	17	Spirit:	18
Initiative:	45	Hero Points:			250



- **Powers:** Continuum Control: 30, Dimension Travel: 8, Invulnerability: 20, Regeneration: 8, Warp: 65
- **Skills:** Charisma: 18, Scientist: 15
- **Bonuses:** The "Omega Effect:" If Darkseid uses Continuum Control to attack a target with Energy Blast and receives a number of RAPs exceeding twice the target's Body, he can disintegrate the target, scattering its atoms across the cosmos. Later, Darkseid can reassemble and resurrect targets that have been destroyed in this fashion by making a successful Action Check against OV/RVs both equal to twice the target's Body.
- **Limitations:** Darkseid's Continuum Control, Dimension Travel, and Warp Powers are powered by "X-Element," which he absorbs into his body. Treat these Powers as though they had Minor Power Burnout for the purposes of determining when his supply of X-Element must be replenished.
- **Advantages:** Area Knowledge (Apokolips); Leadership
- **Drawbacks:** Catastrophic Irrational Attraction to discovering the Anti-Life Equation
- **Motivation:** Power Lust
- **Occupation:** Dictator
- **Background:**

Darkseid is the ruler of the dismal planet Apokolips. His goal is to rule all of known creation, and to that end, he is obsessed with the discovery of the Anti-Life Equation, a formula that will give him control over life and death.

The Joker

Dex:	5	Str:	4(5)	Body:	3(6)
Int:	9	Will:	12	Mind:	5
Infl:	10	Aura:	7	Spirit:	7
Initiative:	24	Hero Points:			120



- **Skills:** Artist (Actor): 5, Charisma: 10, Gadgetry: 11, Vehicles: 5, Weaponry: 7
- **Bonuses:** Maniacal Strength: The Joker gains the Str and Body listed in parentheses while he is under the effects of his Psychological Instability Drawback.
- **Advantages:** Connections: Arkham Asylum (Low), Underworld (High)
- **Drawbacks:** Serious Irrational Attraction to practical jokes; Catastrophic Psychological Instability
- **Alter Ego:** Unknown
- **Motivation:** Psychopathic
- **Occupation:** Criminal
- **Wealth:** 6
- **Equipment:**

Acid Flower [Body: 2, Acid: 8, R#: 2] Limitation: Acid has a range of 0 APs.
Electric Joy Buzzer [Body: 4, Lightning: 9, R#: 2] Limitation: Lightning has No Range.
Joker Venom Ring [Body: 5, Poison Touch: 8, R#: 2] Limitation: Lethal. Bonus: When the Joker Venom kills, it leaves the victim's lips pulled back in a twisted smile.

- **Background:**

Easily the Batman's most persistent and deadly foe, the Joker has terrorized Gotham City for years. He is best known for his lethal "Joker Venom," which leaves its victims' faces contorted in a macabre parody of the Joker's own omnipresent grin. The Joker was responsible for the death of the second Robin, Jason Todd.

Lex Luthor II

Dex:	4	Str:	5	Body:	5
Int:	14	Will:	6	Mind:	6
Infl:	8	Aura:	6	Spirit:	5
Initiative:	28	Hero Points:			95



- **Skills:** Charisma: 10, Gadgetry: 15, Martial Artist: 5, Scientist: 15
- **Advantages:** Connections: Business Community (High), U.S. Military (High); Connoisseur; Genius; Leadership; Omni-Connection; Popularity; Scholar (business, aerospace engineering, weapon design)
- **Drawbacks:** Dark Secrets (Illegal activities, The fact that he is actually Lex Luthor); Catastrophic Irrational Hatred of Superman; Public Identity
- **Motivation:** Power Lust
- **Occupation:** CEO of LexCorp International
- **Wealth:** 25
- **Equipment:**

16 AP ABCD Omni-Gadgets (x2)
Note: Although Lex has access to incredible scientific advances (as these Omni-Gadgets represent), he rarely carries any unusual Gadgets around with him. He will only prepare one of these Gadgets when he is expecting trouble.

- **Background:**

Following the death of Lex Luthor in the crash of the LexWing X-27, a will was found naming a son, Lex Luthor II, as sole heir. Unbeknownst to the world, the strong young Australian is actually a genetically engineered clone of Luthor himself, containing the brain, eyes, and partial spinal cord of Superman's greatest foe. Luthor II presents a more cordial public figure than his "father," but still retains a pathological need to be in charge of all he surveys, especially in the city of Metropolis.

Mister Mxyzptlk

Dex:	10	Str:	2	Body:	10
Int:	4	Will:	7	Mind:	9
Infl:	6	Aura:	3	Spirit:	7
Initiative:	20	Hero Points:			175



- **Powers:** Air Walking: 15, Animate Image: 25, Animate Objects: 25, Dimension Travel: 12, Invisibility: 15, Matter Manipulation: 20, Omni-Power: 25, Teleportation: 25
- **Limitations:** Dimension Travel only allows Mxyzptlk to enter the Earth dimension every 90 days.
- **Advantages:** Area Knowledge (Fifth Dimension); Connection: Lex Luthor (Low)
- **Drawbacks:** Catastrophic Irrational Attraction to gamesmanship: Every time Mxyzptlk visits the Earth dimension, he must establish some absurd condition for his return to the 5th Dimension, and when this condition is met, he instantly returns himself; Catastrophic Irrational Attraction to making mischief; Catastrophic Irrational Attraction to humiliating Superman.
- **Alter Ego:** Untranslatable
- **Motivation:** Thrill Seeker
- **Background:**

Mister Mxyzptlk (pronounced *mix-yez-pitel-ick*) is the name used on Earth by a devilish being from the "Fifth Dimension" who occasionally came to Earth to cause mischief for Superman. He usually challenged the Man of Steel to some ridiculous contest, requiring Superman to outsmart him and return him to his home dimension.

Penguin

Dex:	3	Str:	2	Body:	4
Int:	9	Will:	4	Mind:	5
Infl:	6	Aura:	6	Spirit:	4
Initiative:	20	Hero Points:			70



- **Skills:** Animal Handling (Animal Training): 5, Charisma: 6, Gadgetry: 7, Martial Artist: 5, Vehicles: 7, Weaponry (Exotic): 7
- **Advantages:** Connections: Suicide Squad (Low), Underworld (High); Connoisseur; Genius; Leadership; Pets (10-20 birds of prey and others); Scholar (birds, literature, chess)
- **Drawbacks:** Serious Irrational Attraction to birds and bird-motif crimes
- **Alter Ego:** Oswald Chesterfield Cobblepot
- **Motivation:** Mercenary
- **Wealth:** 9
- **Equipment:**
  10 AP ACD Omni-Umbrellas (x4)
- **Background:**

The Penguin has a long list of bird-related crimes in Gotham City to his dubious credit. He is most often brought in by the Batman, but he has faced other heroes as well, and even served a brief stint in the Suicide Squad.

Terminator

Dex:	10	Str:	6	Body:	7
Int:	8	Will:	9	Mind:	10
Infl:	6	Aura:	6	Spirit:	6
Initiative:	26	Hero Points:			100



- **Powers:** Jumping: 3, Regeneration: 5, Systemic Antidote: 6
- **Skills:** Acrobatics: 9, Charisma 8, Detective: 5, Martial Artist: 9, Military Science: 11, Thief: 9, Vehicles: 8, Weaponry: 12
- **Advantages:** Connections: Mercenary Organizations (High), Third World Nations (Low), New Titans: (High); Connoisseur; Iron Nerves; Leadership; Lightning Reflexes; Mistrust; Omni-Connection; Scholar (tactics)
- **Drawbacks:** Age (old); Buddy (W. R. Wintergreen); Guilt; Catastrophic Irrational Attraction to fulfilling contracts; Married; Minor Physical Restriction (blind in right eye); Public Identity
- **Alter Ego:** Slade Wilson
- **Motivation:** Mercenary
- **Occupation:** Mercenary
- **Wealth:** 13
- **Equipment:**
  ARMOR [*Body: 10*, Radio Communication: 7]
  Power Staff [Body: 7, EV: 3, Energy Blast: 11]
  Pistol [Body: 5, EV: 6, Range: 5/8, Ammo: 10, R#: 2] The pistol's Range can be increased to 8 with the addition of a removable barrel extension, which takes 1 phase.
  Sword [Body: 6, EV: 5]
  Knives (2) [Body: 4, EV: 3]
  Grenades [Body: 2, Bomb: 8, Ammo: 1, R#: 2]
  Flash Grenades [Body: 2, Flash: 8, Ammo: 1, R#: 2]
- **Background:**

Slade Wilson had his mind and body enhanced by experiments performed on him by the U.S. Army. Utilizing his newfound abilities, Wilson became Deathstroke: the Terminator, the world's leading assassin.

Two-Face

Dex:	6	Str:	4	Body:	4
Int:	7	Will:	9	Mind:	5
Infl:	7	Aura:	6	Spirit:	7
Initiative:	22	Hero Points:			75



- **Skills:** Charisma (Intimidation): 8, Detective (Law, Police Procedure): 7, Martial Artist: 6, Thief: 7, Vehicles (Land): 7, Weaponry: 7
- **Advantages:** Area Knowledge (Gotham City); Connection: Underworld (High); Leadership
- **Drawbacks:** Catastrophic Irrational Attraction to making all decisions by flipping a coin; Serious Irrational Attraction to committing crimes that revolve around the number two; Serious Psychological Instability
- **Alter Ego:** Harvey Dent
- **Motivation:** Psychopathic
- **Occupation:** Former District Attorney
- **Wealth:** 8
- **Equipment:**
  Thompson Submachine Gun [Body: 4, AV: 5, EV: 5, Range: 5, Ammo: 5, R#: 3]
  .45 Pistol [Body: 4, EV: 5, Range: 4, Ammo: 8, R#: 2]
- **Background:**

District Attorney Harvey Dent was disfigured when acid thrown by a notorious mob boss scarred half of his face. Adopting a two-headed coin with one side marred as his symbol, he became Two-Face, a criminal obsessed with the duality of his nature. His personality can change from demonic to angelic with a flip of his lucky coin.

V. The Death of Superman

The monster called Doomsday emerged from out of nowhere and began a rampage of wanton destruction that led him straight into Metropolis and her most famous and powerful defender: Superman. In a long and hard-fought battle, Superman finally stopped Doomsday, but lost his own life in the process.

Superman (deceased)

Dex:	15	Str:	25	Body:	18
Int:	11	Will:	20	Mind:	15
Infl:	10	Aura:	20	Spirit:	10
Initiative:		49	Hero Points:		200



- **Powers:** Directional Hearing: 8, Extended Hearing: 8, Flight: 18, Heat Vision: 15, Invulnerability: 22, Microscopic Vision: 15, Recall: 20, Sealed Systems: 11, Super Breath: 12, Super Hearing: 8, Superspeed: 11, Systemic Antidote: 18, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13
- **Skills:** Artist (Writer): 4, Charisma (Persuasion): 15, Scientist: 10
- **Advantages:** Area Knowledge (Metropolis); Connections: Batman (High), Daily Planet (High), Metropolis Police Headquarters (High), Justice League International (High), the White House (High); Expansive Headquarters (Fortress of Solitude); Free Access; Leadership; Lightning Reflexes; Popularity; Sharp Eye
- **Drawbacks:** Secret Identity; Fatal Vulnerability: kryptonite, Range of 2 APs; Loss Vulnerability: kryptonite, Range of 2 APs; Loss Vulnerability: magic, Range of 0 APs; Loss Vulnerability: lack of yellow sun radiation, Range of 0 APs (Note: All of Superman's Loss Vulnerabilities affect all of his Attributes and Powers.)
- **Alter Ego:** Clark Kent, Kal-El (Kryptonian name)
- **Motivation:** Upholding the Good
- **Occupation:** Reporter
- **Wealth:** 5
- **Background:**

Rocketed from the dying planet Krypton, infant Kal-El traveled to Earth where he was found and adopted by Jonathan and Martha Kent. As the child grew older, he manifested more and more powers. After graduating from high school, Clark Kent spent several years using his powers secretly to aid mankind. He was finally exposed when he rescued an experimental spacecraft from a near disaster. Realizing that he could no longer keep his presence a secret, Kent turned to his adoptive parents, who helped him devise the identity of Superman.

After a long and distinguished career as Earth's Greatest Hero, Superman met a tragic end at the hands of the monstrous villain Doomsday. In stopping Doomsday's rampage through Metropolis, the Man of Steel lost his life. A memorial statue of Superman stands over his crypt in Metropolis' Centennial Park.

Doomsday

Dex:	16	Str:	27	Body:	20
Int:	4	Will:	12	Mind:	15
Infl:	10	Aura:	3	Spirit:	12
Initiative:		32	Hero Points:		225



- **Powers:** Claws: 20, Density Increase: 2, Invulnerability: 23, Jumping: 13, Sealed Systems: 20, Skin Armor: 3
- **Limitations:** Density Increase is Always On and is already figured in to the Dex listed above.
- **Advantages:** Iron Nerves; Lightning Reflexes
- **Drawbacks:** Catastrophic Irrational Attraction to violence and death; Catastrophic Rage; Strange Appearance
- **Motivation:** Nihilist
- **Occupation:** Living Engine of Destruction
- **Background:**

No one knows the origins of the monster called Doomsday. He cut a swath of destruction across the northeastern part of the United States, decimating Justice League America in the process. He was finally stopped in Metropolis by Superman, who himself died in the battle with Doomsday.

Doomsday's body was examined first by S.T.A.R. Labs and then by the Cadmus Project. Before Cadmus could complete their experimentation, the Cyborg Superman (see below) broke into their compound and absconded with Doomsday. He fastened the monster to an asteroid and hurled him into space. The Cyborg attached a sensor onto Doomsday that will alert him if the asteroid is ever tampered with.

The Reign of the Supermen

Recently, four beings have surfaced all claiming to be Superman. No one knows which (if any) of them is the real Superman, or what the full extent of their powers are. The descriptions that follow are based on recent sightings of the new "Men of Steel" and reflect the most complete descriptions of their abilities available at this time.

Note: Although it has not yet been documented in the comics, the GM can assume that all of the new Supermen share the original's Vulnerabilities (with the possible exception of the Man of Steel). However, this is entirely up to the GM's discretion and is not an "official" part of the Characters' statistics.

The Kryptonian

Dex:	15	Str:	25	Body:	18
Int:	11	Will:	20	Mind:	15
Infl:	7	Aura:	10	Spirit:	9
Initiative:		46	Hero Points:		50



- **Powers:** Directional Hearing: 8, Energy Blast: 15, Extended Hearing: 8, Flight: 18, Invulnerability: 22, Recall: 20, Sealed Systems: 11, Super Breath: 12, Super Hearing: 8, Superspeed: 11, Systemic Antidote: 18
- **Advantages:** Area Knowledge (Metropolis); Expansive Headquarters (Fortress of Solitude); Iron Nerves; Lightning Reflexes
- **Drawbacks:** Mistrust; Serious Physical Restriction: The Kryptonian is blinded by even the dimmest of light and must wear a visor (see Equipment below) to protect him from its effects; Attack Vulnerability: -4 Column Shifts to the OV/RV against Flash Power; Loss Vulnerability: lack of yellow sun radiation (Yellow sun radiation is broadcast to the Kryptonian by the Regeneration Matrix in the Fortress of Solitude; he can no longer absorb it directly.)
- **Motivation:** Seeking Justice
- **Occupation:** Crimefighter
- **Equipment:**

  Visor [Body: 1, Shade: 7]
- **Background:**

The Kryptonian was apparently formed from Superman's energies collected by the robot drones inhabiting the Fortress of Solitude. After regaining consciousness, he realized that he was an immaterial energy being, and required his body to survive. Easily entering his tomb, he recovered his body and became the protector of Metropolis once again!

This Superman is cool and efficient and does not hesitate to answer force with force, often seriously injuring those he fights. He views the happenings in Metropolis from his newly redesigned monitor room in the Fortress of Solitude.

The Man of Steel

Dex:	6	Str:	14	Body:	6
Int:	7	Will:	10	Mind:	10
Infl:	10	Aura:	20	Spirit:	10
Initiative:		25	Hero Points:		50



- **Powers:** Invulnerability: 10
- **Skills:** Gadgetry: 8, Scientist: 5
- **Advantages:** Area Knowledge (Suicide Slum); Genius; Iron Nerves; Lightning Reflexes
- **Alter Ego:** Henry Johnson, John Henry Irons
- **Motivation:** Responsibility of Power
- **Occupation:** Steelworker
- **Wealth:** 4
- **Equipment:**

  MAN OF STEEL ARMOR [*Born: 13*, Flight: 7, Projectile Weapons: 11, R#: 2] The armor Henry built for himself is equipped with a double-barreled spike launcher in the left arm (Projectile Weapons). He typically uses this weapon to trap opponents by pinning them to walls by their clothing. Such an attack is resolved as a Trick Shot, with positive RAPs indicating that the target is pinned to the wall, immobile and helpless. The target's Dex is considered 0 until he can break free, using his Str as the AV/EV against OV/RVs of 3/3. When cumulative RAPs from these Checks exceed the Body of his clothes (usually 1), the target is free.

  Sledgehammer [Body: 12, EV: 5]
- **Background:**

Henry Johnson was once a weapons designer, instrumental in the creation of the BG-80 "Toastmaster," a rifle-sized energy weapon of tremendous destructive capability. His most recent job, however, was as a steelworker. Henry's life was saved by Superman while he was on the high steel, and he vowed that day that he would repay his savior.

During Superman's battle with Doomsday, Henry was buried in the collapse of a building, emerging from the rubble thinking that he had to stop Doomsday. After a near-fatal brush with a Toastmaster-equipped gang, Henry built a protective suit of armor for himself, and became the Man of Steel.

The Cyborg

Dex:	15	Str:	25	Body:	19
Int:	11	Will:	20	Mind:	15
Infl:	10	Aura:	15	Spirit:	10
Initiative:		49	Hero Points:		50

- **Powers:** Control: 11, Directional Hearing: 8, Energy Blast: 16, Extended Hearing: 8, Flight: 18, Heat Vision: 15, Invulnerability: 22, Microscopic Vision: 15, Mind Scan: 11, Recall: 25, Sealed Systems: 11, Super Breath: 12, Super Hearing: 8, Superspeed: 11, Systemic Antidote: 18, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13
- **Skills:** Gadgetry: 10, Thief (Security Systems): 11
- **Bonuses:** Control and Mind Scan work against computers.
- **Limitations:** Control, Mind Scan, and Thief (Security Systems) have No Range and only work against computers.
- **Advantages:** Area Knowledge (Earth); Connection: White House (High); Free Access; Genius; Lightning Reflexes
- **Drawbacks:** Strange Appearance
- **Motivation:** Responsibility of Power
- **Occupation:** Hero
- **Background:**

Nothing is known of the origins of the half-Superman, half-machine Cyborg. However, he has been thoroughly examined by Professor Emil Hamilton, who confirmed that the Cyborg's DNA matches that of the original Superman. The Cyborg's machine half was also determined to have Kryptonian origins.



Superboy

Dex:	13	Str:	22	Body:	13
Int:	4	Will:	6	Mind:	5
Infl:	7	Aura:	7	Spirit:	8
Initiative:		34	Hero Points:		50

- **Powers:** Directional Hearing: 8, Extended Hearing: 8, Flight: 17, Heat Vision: 13, Invulnerability: 15, Microscopic Vision: 15, Recall: 16, Sealed Systems: 11, Super Breath: 12, Super Hearing: 8, Superspeed: 10, Systemic Antidote: 13, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13
- **Advantages:** Connections: Newsboy Legion (High), Galaxy Broadcasting (Low); Popularity
- **Drawbacks:** Age (young); Innocent; Public Identity; Miscellaneous: Superboy has total amnesia.
- **Motivation:** Thrill of Adventure
- **Occupation:** Hero
- **Wealth:** 5
- **Equipment:**

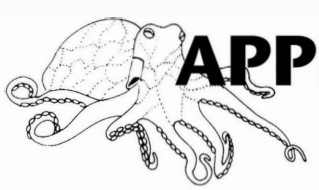
Headset [Body: 1, Radio Communication: 5, R#: 2]

- **Background:**

Superboy is a clone of the original Superman, generated by scientists at the Cadmus Project. He was released from Cadmus by the Newsboy Legion before he had reached maturity, and eventually linked up with Galaxy Broadcasting. He now fights crime on camera as the "official" Superman (don't *ever* call him Superboy to his face).

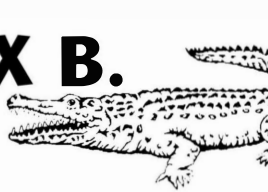
Superboy is uncertain of the limits or full workings of his powers due to his amnesia, but doesn't let that stop him from diving straight into danger. He is cocky and reckless, and has a definite weakness for attractive females.





APPENDIX B.

Animals



This appendix contains a list of animals that can be used in adventures. Of course, this list is by no means all-inclusive, but the GM may use this list to work out the approximate Abilities of similar animals.

The Powers, Skills, and Advantages listed do not represent enhanced Abilities, but rather the natural Abilities and Skills that the animal has which mimic that Power. For instance, any animals listed with the Shrinking Power are simply small animals, and the Power should be considered Always On. Also, all animals are assumed to have certain Abilities and Drawbacks without specifically stating them, simply because of their nature. For instance, no animal can speak, most lack hands, etc. These things should be fairly obvious, and are always subject to GM discretion.

Alligator

DEX:	2	STR:	3	BODY:	3
INT:	0	WILL:	1	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	4|6|				

•**Powers:** Swimming: 2, Water Freedom: 4, Claws: 4
•**Description:** 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 southern China.

Bat

DEX:	3	STR:	0	BODY:	1
INT:	0	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:	4				

•**Powers:** Flight: 3, Shrinking: 7, Sonar: 3
•**Description:** Bats are nocturnal flying mammals. During the day they sleep in caves, scavenging for food at night. Despite popular belief, bats almost never attack humans. A particularly large and ferocious bat inspired Bruce Wayne to become the Batman.

Bear

DEX:	3	STR:	5	BODY:	5
INT:	1	WILL:	3	MIND:	3
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	6				

• **Powers:** Claws: 4, Running: 4
• **Description:** Bears can be found almost world-wide. They are omnivores whose weight ranges from 2 to 5 APs: their STR changes correspondingly (ranging from 3 to 6 APs).

Boa Constrictor

DEX:	1	STR:	3	BODY:	3
INT:	0	WILL:	1	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	5				

•**Advantages:** Lightning Reflexes
•**Skills:** Thief (Stealth): 4
•**Description:** Boa Constrictors will always attempt Grappling Attacks. Their Lightning Reflexes only operate during the first phase of combat. They inhabit the forest and jungles of Central and South America. They can reach a size of up to 15 feet (1 AP).

Cheetah

DEX:	4	STR:	3	BODY:	3
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	9				

•**Powers:** Claws: 4, Running: 6
•**Skills:** Military Science (Tracking): 2, Thief (Stealth): 3
•**Limitations:** Running is limited to two consecutive phases
•**Advantages:** Lightning Reflexes
•**Description:** 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:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	6				

•**Powers:** Shrinking: 1
•**Skills:** Acrobatics: 6
•**Description:** Chimpanzees are native to the jungles of Africa. They are surprisingly strong for their size: a 90-pound chimp is much stronger than a normal man. Chimps are social creatures.

Cobra

DEX:	2	STR:	0	BODY:	2
INT:	0	WILL:	2	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	4				

• **Powers:** Analytical Smell/Tracking Scent: 7, Poison Touch: 3, Shrinking: 4, Ultra Vision: 4
• **Description:** Cobras may be found throughout south Asia. Being cold-blooded, they are sluggish in extreme temperatures.

These snakes are generally aggressive. The strength of snake venom can vary greatly, so any particular species might have the Poison Touch Power rated from 2 to 7 APs.

Cockroach

Dex:	4	Str:	0	Body:	1
Int:	0	Will:	0	Mind:	1
Infl:	0	Aura:	0	Spirit:	1
Initiative:		4			

- **Powers:** Invulnerability: 2, Full Vision: 3, Shrinking: 11, Systemic Antidote: 8
- **Description:** Cockroaches may be found in any inhabitable corner of the Earth. Prolific and hardy, these insects have a high resistance to radiation and, it is believed, will live for millennia after man has become extinct.

Dog

Dex:	3	Str:	1	Body:	2
Int:	1	Will:	1	Mind:	2
Infl:	0	Aura:	0	Spirit:	1
Initiative:		4			

- **Powers:** Analytical Smell/Tracking Scent: 7, Extended Hearing: 3, Running: 4, Shrinking: 2, Super Hearing: 3
- **Description:** Dogs, both domestic and wild, may 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 even feared by lions. The abilities of various breeds vary greatly, so their Attributes and Powers can range from plus or minus 1 AP from those listed above.

Dolphin

Dex:	3	Str:	3	Body:	3
Int:	2	Will:	3	Mind:	2
Infl:	2	Aura:	2	Spirit:	2
Initiative:		7[10]			

- **Powers:** Jumping: 1, Sonar: 7, Swimming: 5, Water Freedom: 6
- **Description:** Dolphins inhabit most areas of the sea, though they may sometimes be found in major rivers hundreds of miles upstream. They are usually found in groups. Dolphins are very intelligent and are usually friendly toward man.

Eagle

Dex:	5	Str:	1	Body:	2
Int:	1	Will:	1	Mind:	1
Infl:	1	Aura:	2	Spirit:	2
Initiative:		9			

- **Powers:** Claws: 2, Flight: 5, Shrinking: 2, Telescopic Vision: 9
- **Advantages:** Lightning Reflexes; Sharp Eye
- **Description:** Eagles may 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
Initiative:		2[5]			

- **Powers:** Lightning: 4, Shrinking: 4, Swimming: 2, Water Freedom: 4
- **Limitations:** Lightning has No Range.
- **Description:** The electric eel inhabits the rivers of South America. Its electrical discharges are powerful enough to paralyze an animal as large as a horse.

Elephant

Dex:	3	Str:	7	Body:	7
Int:	1	Will:	1	Mind:	1
Infl:	1	Aura:	0	Spirit:	1
Initiative:		4			

- **Powers:** Running: 4
- **Description:** 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 a weight of 5 tons. The African elephant can reach a height of 13 feet and can weigh upwards of 6 tons. An elephant requires one half ton of food a day.

Gorilla

Dex:	2	Str:	5	Body:	5
Int:	1	Will:	2	Mind:	2
Infl:	1	Aura:	0	Spirit:	1
Initiative:		4			

- **Description:** Gorillas live in Africa in groups of ten to twenty. They can reach a height of 6 feet, and a weight of over 600 pounds.

Horse

Dex:	2	Str:	4	Body:	5
Int:	1	Will:	1	Mind:	2
Infl:	0	Aura:	0	Spirit:	1
Initiative:		3			

- **Powers:** Running: 5
- **Description:** Horses are found throughout the world, although they are very rarely seen living in herds in the wild.

Lion

Dex:	3	Str:	3	Body:	4
Int:	1	Will:	2	Mind:	2
Infl:	2	Aura:	0	Spirit:	2
Initiative:		8			

- **Powers:** Analytical Smell/Tracking Scent: 3, Claws: 4, Extended Hearing: 3, Running: 4
- **Skills:** Military Science (Camouflage): 3
- **Advantages:** Lightning Reflexes
- **Description:** Lions roam the veldt of Africa and western India. They normally travel in prides of one male, three to six females, and several cubs. They can be trained.

Octopus

Dex:	2	Str:	1	Body:	1
Int:	0	Will:	1	Mind:	1
Infl:	1	Aura:	0	Spirit:	1
Initiative:		3 [5]			

- **Powers:** Extra Limb (x6): 2, Shrinking: 4, Swimming: 1, Water Freedom: 3
- **Skills:** Military Science (Camouflage): 3
- **Description:** The octopus lives in the temperate zones of the worlds' oceans. 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. In combat, octopi always attempt to Grapple.

Rhinoceros

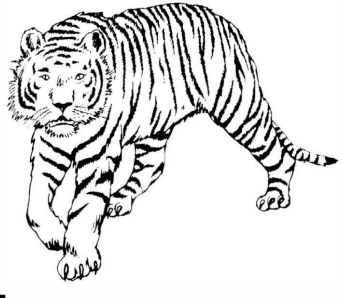
Dex:	3	Str:	6	Body:	8
Int:	1	Will:	1	Mind:	1
Infl:	2	Aura:	0	Spirit:	2
Initiative:		6			

- **Powers:** Claws: 4, Running: 4
- **Drawbacks:** Serious Physical Restriction: the Rhino's maximum range of sight and hearing is 3 APs distance.
- **Description:** Rhinos live in India, Africa, and Malaysia. They are extremely bad-tempered, aggravated by its poor senses of sight, hearing, and smell.

Scorpion

Dex:	1	Str:	0	Body:	1
Int:	0	Will:	0	Mind:	1
Infl:	2	Aura:	0	Spirit:	2
Initiative:		3			

- **Powers:** Poison Touch: 2, Shrinking: 10
- **Description:** Scorpions, which live in temperate, subtropical, and tropical regions, are more of a pest than a danger, but can have a fatal sting. The strength of the scorpions' venom depends on the species; their Poison Touch Power can vary from 1 to 6 APs.



Shark

Dex:	3	Str:	4	Body:	6
Int:	0	Will:	0	Mind:	2
Infl:	2	Aura:	0	Spirit:	2
Initiative:		5 [7]			

- **Powers:** Swimming: 5, Water Freedom: 5, Claws: 7
- **Description:** Sharks may be found in all the major oceans of the world. There are thousands of species of shark, only a few of which are dangerous. The man eaters include the Great White Shark, the Tiger Shark, and the Mako Shark (which has been known to leap aboard boats). Sharks are usually solitary creatures, though some varieties, like the fearsome Hammerhead Shark, live in packs.

Spider

Dex:	4	Str:	0	Body:	1
Int:	0	Will:	0	Mind:	1
Infl:	0	Aura:	0	Spirit:	1
Initiative:		4			

- **Powers:** Full Vision: 2, Glue: 1, Poison Touch: 3, Shrinking: 10
- **Description:** 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. Certain species of spider have more potent venom; their Poison Touch power can range from 1 to 7 APs.

Tiger

Dex:	3	Str:	3	Body:	4
Int:	1	Will:	2	Mind:	2
Infl:	2	Aura:	0	Spirit:	2
Initiative:		8			

- **Powers:** Analytical Smell/Tracking Scent: 3, Claws: 4, Extended Hearing: 3, Running: 4
- **Skills:** Military Science (Camouflage): 2, Thief (Stealth): 4
- **Advantages:** Lightning Reflexes
- **Description:** Native to southeast Asia and Africa, tigers are aggressive creatures that generally live alone.

Whale

Dex:	1	Str:	12	Body:	12
Int:	1	Will:	2	Mind:	2
Infl:	2	Aura:	0	Spirit:	2
Initiative:		4 [6]			

- **Powers:** Swimming: 4, Sonar: 7, Water Freedom: 3
- **Description:** Whales swim in all oceans and most seas of the world. They are some of the largest mammals on Earth.

Wolf

Dex:	3	Str:	1	Body:	2
Int:	1	Will:	1	Mind:	1
Infl:	2	Aura:	0	Spirit:	2
Initiative:		8			

- **Powers:** Analytical Smell/Tracing Scent: 7, Claws: 2, Extended Hearing: 3, Running: 4, Super Hearing: 3
- **Skills:** Thief (Stealth): 4
- **Advantages:** Lightning Reflexes
- **Description:** Contrary to popular belief, wolves are not the enemies of man. Wolves' primary prey are field mice. They now only inhabit the northern regions of Earth's major continents.

Dinosaurs

Comic book heroes seem to run across prehistoric "monsters" all the time. Such creatures can provide an interesting change of pace from the traditional villain fare. Note that Characters cannot use the Shape Change Power to turn into dinosaurs unless they have a special Bonus that allows them to do so.

Ankylosaurus

Dex:	3	Str:	7	Body:	8
Int:	1	Will:	1	Mind:	1
Infl:	2	Aura:	0	Spirit:	5
Initiative:		6			

•**Powers:** Claws: 6, Skin Armor: 2
•**Description:** The ankylosaurus is the most familiar or the armored dinosaurs, and looked much like a giant armadillo. Although totally herbivorous, the ankylosaur could lash out with its club-like tail if cornered.

Apatosaurus

Dex:	2	Str:	11	Body:	10
Int:	1	Will:	1	Mind:	1
Infl:	2	Aura:	0	Spirit:	2
Initiative:		6			

•**Powers:** Stretching: 2
•**Description:** One of the largest animals ever to walk the land, the apatosauraus grew to over 75 feet (3 APs) long. This enormous animal was a herbivore and would probably retreat from a fight whenever possible.

Pterodactyl

Dex:	1	Str:	2	Body:	3
Int:	1	Will:	1	Mind:	1
Infl:	1	Aura:	0	Spirit:	2
Initiative:		3			

•**Powers:** Claws: 3. Gliding: 5. Shrinking: 2. Telescopic Vision: 2
•**Description:** The size of a large dog, the pterodactyl was a reptile that could glide for long distances using the membranes under its arms. The pterodactyl was also incredibly clumsy on the ground, and probably stayed in high places to avoid predators.

Triceratops

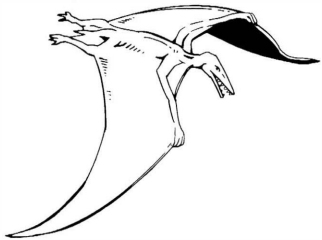
Dex:	3	Str:	8	Body:	9
Int:	1	Will:	1	Mind:	1
Infl:	2	Aura:	0	Spirit:	2
Initiative:		6			

•**Powers:** Claws: 6, Running: 4, Skin Armor: 2
•**Limitations:** Skin Armor only affects attacks from the front.
•**Description:** One of the most famous of all dinosaurs is the triceratops, or "three-horned lizard." Its distinctive bony frill and horns protected it from predators, as it was a herbivore, probably behaving similarly to the modern rhinoceros.

Tyrannosaurus

Dex:	4	Str:	8	Body:	9
Int:	1	Will:	2	Mind:	2
Infl:	2	Aura:	0	Spirit:	2
Initiative:		7			

•**Powers:** Claws: 9, Running: 5
• **Description:** The most well-known and frightening of all dinosaurs, the tyrannosaurus was a monstrous predator that stood almost 20 feet (l AP) tall. Its teeth were as long and sharp as daggers.





APPENDIX C.
Genres

The physics of the DC Universe tend to operate differently depending upon which comic book is under discussion. Some DC Comics are gritty and realistic, some are straightforward heroic fare, while others are far-fetched and fanciful.

I. Genre Types

The rules in this book are intended to depict the mainstream adventure side of the DC Universe. However, play can switch over to the more gritty or ridiculous by invoking Genre Rules. There are five basic genres: Humor, Action, Mock-Real, Gritty, and Real. The GM should choose the one which he feels is most appealing to his Players. Once you decide upon the genre for your campaign, however, it should remain constant, unless a special occasion warrants a temporary change.

Humor

These adventures are ludicrous even by comic book standards. The laws of science are completely suspended in the humor genre: anything can happen and usually does. Nothing *ever* causes Killing damage in the Humor genre, not even Knockback or nuclear bombs. This is usually the only genre in which the Dumb Luck Power may be used. Examples of the Humor genre include: ***Ambush Bug, 'Mazing Man,*** and ***Captain Carrot and His Amazing Zoo Crew.***

Action

Most of the DC Comics are set in this genre. This is where basic hero-versus-villain punch-'em-ups are found. Use the regular **DC Heroes RPG** rules for Action adventures. Examples include: ***Justice League America, Captain Atom,*** and ***Superman.***

Mock-Real

These adventures are only slightly more realistic than the Action genre. Guns and bombs can kill people, but such deaths happen very rarely. The laws of nature apply more strictly in Mock-Real adventures than they do in Action adventures. **The Mock-Real Genre is highly recommended for use by experienced GMs and Players as the standard genre for play.** Mock-Real books include: ***The New Titans, Wonder Woman, Batman,*** and ***The Legion of Super-Heroes.***

Gritty

Gritty adventures present a somewhat more accurate version of combat and Skill use, though the occasional use of "comic book" tactics is not uncommon. Gross violations of scientific reality rarely occur in these adventures. Examples include: ***Green Arrow, Swamp Thing*** and ***The Question.***

Real

Real titles present an even more accurate version of combat, and psychological complexity. Science works in these adventures almost exactly the same as it does in the real world. Examples include: ***Watchmen, V For Vendetta, Underworld,*** and ***Hellblazer.***

II. Genre Rules

The rules governing play in each genre are summarized below on the ***Genre Table.*** Some of the terms used on the table require further explanation:

Killing Combat: In all genres with a "Yes" in this column, all attacks using guns, knives, and explosives are automatically considered Killing Combat. "Never" indicates that Killing Combat never occurs in the genre.

Dice Action: This is the number of Hero Points it costs to raise an AV, EV, OV, or RV by a single point.

Last Ditch: This is the number of Hero Points it costs to remove a single point of damage through Last Ditch Defense.

Desperation: This is the Hero Point Cost of a Desperation Recovery Check. An asterisk (*) here means that a Desperation Recovery Check costs full points even if the Character's Current Body Condition is less than zero (this normally costs only 1 Hero Point).

Pushing: This is the maximum number of APs that may be gained by Pushing an Automatic Ability.

Recovery: This is the amount of time that must pass before a Character that has had any of his Current Conditions reduced below zero is allowed to make a Resting Recovery Check.

A: Multi-Attacks can affect a maximum of 2 opponents unless the attacker is using a weapon with its own Acting Value.

B: Devastating Attacks are not allowed.

C: Add 50 to the Base Cost of the Charisma Skill for all Characters generated for use in this genre; in addition, INFL, AURA, and SPIRIT all have a mandatory Base Cost of 10 Hero Points that must be paid, leaving Players with 30 fewer Hero Points for generating their Characters.

D: Player Characters do not suffer Standard Award penalties for initiating Killing Combat.

III. Customizing Genres

There may be times when none of the genres previously listed will be "just right" for the campaign you wish to run. In this case, a new genre can be invented. By manipulating the values in the columns on the Genre Rules table, the GM and Players can design a separate genre of their own. For instance, if a group wished to play Sgt. Rock and the Combat-Happy Joes of Easy Company, the GM and the Players might generate a genre that looked something like this:

Genre: Sgt. Rock/World War II
Killing Combat: Yes
Dice Action: 3
Last Ditch: 2
Desperation: 25
Pushing: 4 APs
Recovery: 16 APs
Notes: B, C, D

The Genre Table

Genre	Killing Combat	Hero Point Costs: Dice Action	Last Ditch	Desperation	Pushing	Recovery	Notes
Humor	Never	1	1	10	Unlimited	9 APs	-
Action	No	1	1	15	Unlimited	15 APs	-
Mock-Real	Yes	3	2	20	Unlimited	15 APs	-
Gritty	Yes	5	3	25	2 APs	16 APs	A
Real	Yes	8	5	30*	1 AP	17 APs	A,B,C

APPENDIX D.

Character Design Summary

ADVANTAGES		Hero Point Cost	Page #
Area Knowledge:	Neighborhood	10	
	City	20	
	State/Province	30	
	Country	40	
	Continent	50	
	Planet	75	
	Solar System	100	
	Galaxy	125	
	Space Sector	150	
	Known Universe	200	32
Attractive		15	33
Buddy		25	33
Connection:	Low	10	
	High	15	33
Connoisseur		5	33
Free Access		10	33
Gadget		variable	33
Genius		25	34
Gift of Gab		20	34
Headquarters:	Confined	10	
	Expansive	15	34
Insta-Change		5	34
Intensive Training		20	34
Iron Nerves		20	34
Leadership		25	34
Lightning Reflexes		20	35
Luck		15	35
Omni-Connection		25	35
Pet		variable	35
Popularity		20	35
Rich Family/Friends		15	35
Scholar		10	35
Security Clearance	Low	15	
	Medium	20	
	High	25	36
SharpEye		15	36
Miscellaneous Advantages		5/25/50	36

DRAWBACKS		Hero Point Bonus	Page #
Age		15	36
Alter Ego	Controllable	25	
	Uncontrollable	75	36
Arch Enemy		15	37
Authority Figure		15	37
Dark Secret		25	37
Exile	Voluntary	10	
	Forced	15	37
Guilt		50	37
Innocent		10	37
Irrational	Minor	5	
Attraction/Hatred	Serious	25	
	Catastrophic	50	37
Irrational Fear	Minor	5	
	Serious	25	
	Catastrophic	50	38
Married		25	38
Mistrust		50	38
Physical Restriction	Minor	5	
	Serious	25	
	Catastrophic	50	38
Psychological	Minor	5	
Instability	Serious	25	
	Catastrophic	50	38
Public Identity		5	39
Rage	Minor	5	
	Serious	25	
	Catastrophic	50	39
Secret Identity		10	39
Strange Appearance		30	39
Traumatic Flashbacks		60	40
Uncertainty		15	40
Unluck		25	40
Vulnerabilities:			
Attack	-1 Column Shift	15	
	-2 Column Shift	25	
	-3 Column Shift	45	
	-4 Column Shift	65	40
Fatal	Common	150	
	Rare	75	
	Range 5 APs	+20	
	Range 4 APs	+10	
	Range 3 APs	+0	
	Range 2 APs	-10	
	Range 1 AP	-30	
	Range 0 APs	-50	41
Loss	Group of Attributes	35 each	
	All Attributes	125	
	All Powers	100	
	All Powers and Skills	150	
	All Skills	100	
	All Attributes and Powers	175	
	All Attributes and Skills	175	
	All Attributes, Powers and Skills	250	
	Range 5 APs	+20	
	Range 4 APs	+10	
	Range 3 APs	+0	
	Range 2 APs	-10	
	Range 1 AP	-30	
	Range 0 APs	-50	41
Miscellaneous Drawbacks		5/25/50	41

BONUSES	FC Mod	Page #
Area Effect	+1	41
Range	+1	42
Usable On Others	+5	42
Miscellaneous Bonuses	variable	42

LIMITATIONS		FC Mod	Page #
Diminishing		-1	42
Fatiguing		-2	42
Lethal		-1	42
No Range		-1	42
Power Always On		-1	42
Power Burnout	Minor	-1	
	Serious	-2	
	Catastrophic	-3	42
Power Restriction		-1	42
Miscellaneous Limitations		variable	42

POWERS	Link Attribute	Base Cost	Factor Cost	Range	Page #
Acid	Body	15	3	Normal	43
Adaptation	Int	1000	10	Special	51
Air Animation	Aura	30	8	Normal	66
Air Control	Int	20	9	Normal	51
Air Walking	Will	5	2	Self	51
Analytical Smell/ Tracking Scent	Int	10	4	Normal	51
Animal Control	Infl	25	7	Normal	66
Animal Mimicry	Will	50	5	Self	52
Animal Summoning	Infl	35	2	Normal	66
Animate Dead	Aura	25	6	Normal	66
Animate Image	Aura	35	7	Normal	67
Animate Objects	Aura	30	6	Normal	67
Attraction/Repulsion	Mind	15	4	Normal	52
Aura of Fear	Aura	30	5	Normal	67
Awareness	Infl	5	1	Special	67
Bomb	Str	20	3	Special	43
Broadcast Empath	Will	20	5	Normal	52
Cell Rot	Will	20	3	Touch	52
Chameleon	Int	5	3	Self	52
Claws	Dex	25	1	Touch	43
Cling	Str	10	2	Touch	43
Cold Immunity	Body	5	4	Self	43
Comprehend/ Languages	Mind	5	2	Self	52
Continuum Control	Will	550	10	Normal	53
Control	Will	50	7	Normal	53
Damage Transference	Will	15	5	Touch	53
Danger Sense	Int	25	3	Normal	53
Darkness	Str	5	7	Normal	43
Density Increase	Will	10	5	Self	53
Detect	Int	10	3	Normal	54
Digging	Str	5	2	Touch	44
Dimension Travel	Aura	500	6	Special	68
Directional Hearing	Int	5	3	Normal	54
Disintegration	Str	100	4	Touch	44
Dispersal	Will	10	6	Self	54
Dumb Luck	Infl	200	7	Self	69
Earth Animation	Aura	25	8	Normal	69
EarthControl	Int	20	7	Normal	54
Empathy	Will	10	3	Normal	54
Enchantment	Aura	200	10	Normal	69
Energy Absorption	Body	25	5	Self	44
Energy Blast	Body	15	3	Normal	44
Exorcism	Spirit	5	3	1 AP	69
Extended Hearing	Int	5	1	Normal	55
Extra Limb	Str	5	4	Self	44
Eye of the Cat	Aura	20	2	Normal	69
Flame Animation	Aura	25	8	Normal	70
Flame Being	Str	10	6	Self	44
Flame Control	Int	10	6	Normal	55
Flame Immunity	Body	5	4	Self	45
Flame Project	Str	15	3	Normal	45
Flash	Str	20	4	Normal	45
Flight	Dex	10	3	Self	45
Fog	Str	5	3	Normal	45
Force Field	Str	30	6	Self	46
Force Manipulation	Will	75	10	Normal	55
Force Shield	Str	10	5	Normal	46
Full Vision	Int	5	1	Normal	55
Gliding	Dex	5	2	Self	46
Glue	Str	15	5	Normal	46
Gravity Decrease	Int	75	4	Normal	56
Gravity Increase	Int	20	4	Normal	56
Growth	Str	35	10	Self	46
HeatVision	Int	15	3	Normal	56
Hypersensitive Touch	Dex	5	2	Touch	46
Hypnotism	Will	50	6	Normal	56
Ice Animation	Aura	25	8	Normal	70
Ice Control	Int	5	8	Normal	56
Ice Production	Str	20	10	Normal	46
Icing	Str	5	5	Self	47
Illusion	Will	50	10	Normal	56
Invisibility	Dex	45	4	Self	47
Invulnerability	Body	5	7	Self	47
Iron Will	Will	5	3	Self	57
Joined	Aura	5	1	Self	70
Jumping	Str	5	2	Self	47
LifeSense	Will	35	4	Normal	57
Lightning	Str	15	3	Normal	47
Magic Blast	Aura	20	3	Normal	70
MagicField	Aura	20	6	Self	70
Magic Sense	Infl	5	1	Normal	70
MagicShield	Aura	10	5	Normal	70
Magnetic Control	Will	15	10	Normal	57
Matter Manipulation	Int	100	10	Normal	57
Mental Blast	Will	15	3	Normal	57
Mental Freeze	Will	20	3	Normal	58
Mental Illusion	Will	50	6	Normal	58
Microscopic Vision	Int	5	1	0 APs	58
Mimic	Dex	50	10	Normal	48
Mind Blank	Mind	5	4	Self	58
Mind Blast	Will	20	3	Normal	58
Mind Drain	Will	20	8	Normal	59
Mind Field	Will	20	6	Self	59
Mind Probe	Will	20	3	Normal	59
Mind Over Matter	Mind	15	1	Self	59
MindShield	Will	10	5	Normal	59
Molecular Chameleon	Will	75	10	Self	59
Mutation	Str	200	10	Touch	48
Mystic Freeze	Aura	25	3	Normal	70
MysticLink	Aura	+10	N/A	Self	65
Neutralize	Will	25	4	Normal	59
Object Awareness	Will	20	1	Normal	60
Omni-Arm	Str	10	5	Self	48
Omni-Power	Special	500	10	Varies	73
Paralysis	Str	20	3	Normal	48
Personality Transfer	Will	30	8	Normal	60
Phobia	Will	15	4	Normal	60
Plant Control	Aura	20	6	Normal	70
Plant Growth	Aura	20	5	Normal	71
Poison Touch	Str	30	3	Touch	48

Postcognition	INT	15	2	Touch	61
Power Drain	WILL	40	9	Normal	61
Power Reserve	WILL	150	10	Self	61
Precognition	WILL	75	3	Self	61
Projectile Weapons	STR	15	2	Normal	48
Pyrotechnics	WILL	15	3	Normal	61
Radar Sense	INT	5	1	Normal	62
Radio Communication	INT	10	3	+5	62
Recall	MIND	5	1	Self	62
Reflection/Deflection	WILL	40	5	Self	62
Regeneration	WILL	25	8	Self	62
Remote Sensing	INT	35	4	Normal	62
Running	DEX	0	2	Self	49
Sealed Systems	BODY	5	5	Self	49
Self-Link	None	+50	N/A	Self	73
Self Manipulation	DEX	75	10	Self	49
Sensory Block	WILL	30	7	Normal	63
Shade	BODY	5	4	Self	49
ShapeChange	WILL	35	10	Self	63
Shrinking	STR	15	5	Self	49
Skin Armor	BODY	50	5	Self	49
Snare	STR	15	4	Normal	49
Solar Sustenance	BODY	5	1	Self	49
Sonar	INT	10	2	Normal	63
Sonic Beam	STR	15	4	Normal	50
Sorcery	AURA	750	10	Varies	71
Speak With Animals	INT	5	2	1 AP	63
Speak With Plants	INFL	35	5	Special	71
Spirit Travel	AURA	20	2	Self	72
Spiritual Drain	AURA	15	8	Touch	72
Split	DEX	50	10	Self	50
Stretching	DEX	10	6	Self	50
Super Breath	STR	10	4	Normal	50
Super Hearing	INT	5	1	+3	63
Super Ventriloquism	INT	5	2	Normal	63
Superspeed	DEX	25	5	Self	50
Suspension	WILL	5	1	Self	63
Swimming	STR	5	2	Self	50
Systemic Antidote	BODY	5	4	Self	50
Telekinesis	WILL	15	6	Normal	64
Telepathy	INT	20	4	Normal	64
Teleportation	WILL	50	4	+7	64
Telescopic Vision	INT	5	1	Special	64
Thermal Vision	INT	5	1	Normal	64
Time Travel	WILL	500	4	Special	64
Transmutation	AURA	15	8	Normal	72
Truesight	WILL	5	3	Normal	65
Two-Dimensional	DEX	75	5	Self	50
Ultra Vision	INT	10	1	Normal	65
Vampirism	AURA	35	9	Normal	72
Vibe	STR	20	4	Normal	51
Voodoo	AURA	20	3	Normal	73
Warp	WILL	100	5	Special	65
Water Animation	AURA	25	8	Normal	73
Water Control	INT	35	8	Normal	65
Water Freedom	DEX	5	3	Self	51
Weather Control	INFL	25	8	+5	73
X-Ray Vision	INT	15	3	Normal	65

SKILLS Subskills	Link Attribute	Base Cost	Factor Cost	Number of Subskills	Page#
Acrobatics *Climbing* *Gymnastics**	DEX	15 *Dodging**	7	3	74
Animal Handling *Animal Training**	INFL	5 *Riding*	4	2	75
Artist *Actor** *Musician** *Photographer** *Writer**	INFL	5 *Dancer** *Painter** *Sculptor**	8	7	75
Charisma *Interrogation** *Persuasion**	INFL	20 *Intimidation**	6	3	76
Detective *Clue Analysis* *Identification Systems** *Police Procedures**	INT	10 *Counterfeit Recognition** *Law**	7	5	76
Gadgetry *Build Gadget**	INT	25 *Identify Gadget*	8	2	76
Martial Artist*	DEX	25	6	N/A	77
Medicine *First Aid* *Medical Treatment**	INT	5 *Forensics** *Surgery**	6	4	77
Military Science *Camouflage* *Danger Recognition** *Field Command**	INT	10 *Cartography* *Demolition** *Tracking*	8	6	78
Occultist *Create Artifact** *Occult Knowledge** *Premonition**	INFL	20 *Identify Artifact** *Ritual Magic**	9	5	78
Scientist *Analysis*	INT	10 *Drawing Plans**	5	2	80
Thief *Escape Artist* *Locks and Safes* *Security Systems**	DEX	10 *Forgery** *Pickpocketing* *Stealth*	8	6	80
Vehicles *Air Vehicles* *Space Craft**	DEX	5 *Land Vehicles* *Water Vehicles*	5	4	81
Weaponry *Exotic Weapons** *Heavy Weapons* *Missile Weapons*	DEX	5 *Firearms* *Melee Weapons*	6	5	81

* Cannot be attempted through Unskilled Use.



Benchmark APs

APs	Time	Distance	Weight	Volume	Money	Information
0	4 seconds	10 ft	sack of grain (50 lbs.)	1 cu ft	$25	paragraph
1	8 seconds	20 ft	human child (100 lbs.)	2 cu ft	$50	typed page
2	16 seconds	40 ft	human adult (180 lbs.)	4 cu ft	$100	2 typed pages
3	32 seconds	80 ft	lion (400 lbs.)	8 cu ft	$200	1000 words
4	1 minute	150 ft	10' high tree (700 lbs.)	15 cu ft	$400	chapter from a book
5	2 minutes	100 yds.	grizzly bear (1/2 ton)	30 cu ft	$800	term paper
6	4 minutes	200 yds.	car (1.5 tons)	60 cu ft	$1,500	short story
7	8 minutes	1/8 mile	elephant (3 tons)	125 cu ft	$3,000	64K memory
8	16 minutes	1/4 mile	semi truck (6.5 tons)	250 cu ft	$6,000	novella
9	32 minutes	1/2 mile	light tank (12.5 tons)	500 cu ft	$12,500	paperback novel
10	1 hour	1 mile	DC-9 airplane (25 tons)	1,000 cu ft	$25,000	elementary textbook
11	2 hours	2 miles	battle tank (40 tons)	2,000 cu ft	$50,000	1 megabyte memory
12	4 hours	4 miles	blue whale(60 tons)	4,000 cu ft	$100,000	Tolstoy's "War and Peace"
13	8 hours.	8 miles	Boeing 747(110 tons)	8,000 cu ft	$200,000	
14	16 hours	16 miles	C-5A Galaxy (240 tons)	15,000 cu ft	$400,000	
15	1 day	30 miles	freighter (450 tons)	32,000 cu ft	$800,000	1 year of DC Comics
16	2 days	60 miles	destroyer (900 tons)	65,000 cu ft	$1,500,000	set of encyclopidias
17	5 days	125 miles	small building (1800 tons)	130,000 cu ft	$3,000,000	Oxford English Dictionary
18	1 week	250 miles	loaded train (3800 tons)	260,000 cu ft	$6,000,000	
19	2 weeks	500 miles	battleship (12,500 tons)	500,000 cu ft	$12,000,000	
20	1 month	1000 miles	submarine (25,000 tons)	1,000,000 cu ft	$25,000,000	

AP Range Upper Limits

APs	Time	Distance	Weight	Volume	Money
0	4 seconds	10 ft	50 lbs.	1 cu ft	$25
1	8 seconds	20 ft	100 lbs.	2 cu ft	$50
2	16 seconds	40 ft	200 lbs	4 cu ft	$100
3	32 seconds	80 ft	400 lbs	8 cu ft	$200
4	1 minute	150 ft	750 lbs	16 cu ft	$400
5	2 minutes	100 yds.	1500 lbs	32 cu ft	$800
6	4 minutes	200 yds.	1.5 tons	64 cu ft	$1600
7	8.33 minutes	416 yds. 2 ft	3.25 tons	128 cu ft	$3200
8	16.66 minutes	833 yds. 1 ft	6.5 tons	256 cu ft	$6400
9	33.33 minutes	1666 yds. 2 ft	13 tons	512 cu ft	$12,800
10	1 hr, 6.66 min.	1 mile, 4720 ft	26 tons	1024 cu ft	$25,600
11	2 hrs. 13.33 min.	3 miles, 4160 ft	52 tons	2048 cu ft	$51,200
12	4 hrs, 26.66 min.	7 miles, 3040 ft	104 tons	4096 cu ft	$102,400
13	8 hrs, 53.33 min.	15 miles, 800 ft	208 tons	8192 cu ft	$204,800
14	16 hrs, 40 min.	28 miles, 2160 ft	375 tons	16,384 cu ft	$409,600
15	1 day, 9 hrs, 20 min.	56 miles, 4320 ft	750 tons	32,768 cu ft	$819,200
16	2 days, 18 hrs. 40 min.	113 miles, 3360 ft	1500 tons	65,536 cu ft	$1,638,400
17	5 days, 18 hrs, 53.33 min.	236 miles, 3920 ft	3125 tons	131,072 cu ft	$3,276,800
18	1 week, 4 days, 13 hrs.	473 miles, 2560 ft	6250 tons	262,144 cu ft	$6,553,600
19	3 weeks, 2 days, 3 hrs.	946 miles, 5120 ft	12,500 tons	524,288 cu ft	$13,107,200
20	6 weeks, 4 days, 7 hrs.	1893 miles, 4960 ft	25,000 tons	1,048,576 cu ft	$26,214,400

AP Equations

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

Going for Broke

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

Action 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	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.

Combat Maneuver Table

Maneuver	OV Column Shifts	RV Column Shifts
Critical Blow	+2	-3
Devastating Attack	+4	-6
Flailing Attack	-2	+3
Grappling Attack	0	0
Multi-Attack on:		
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
Sweep Attack	-1	-1
Team Attack by:		
2	-1	0
3-4	-2	0
5-8	-3	0
9+	-4	0
Pulling A Punch	0	+1
Planned Knockback	0	0
Charging Attack	0	0
Take Away	+2	+1
Trick Shot	+2 (*minimum*)	0
Block		
Human Hand	+1	+1
Small Shield	0	0
Garbage can lid	-1	-1
Desk, small table	-2	-2
Door	-3	-3
Automobile	-4	-4
Semi Truck	-5	-5
House	-6	-6
Dodge	+1	0
Pressing The Attack	-1	0
Laying Back	+1	0

Information Tables

I. Perception

RAPs	Information Gained
N	Nothing Perceived
1 RAP	A quick glance; a shadow moving
1/2 RV	A recognizable shape or movement, with direction and at a cerain distance from the perceiving Character.
Full RV	A definite object or event.
Over RV	Details about the object or event.

II. Dectective

RAPs	Information Gained
N	No Information gained
1 RAP	A single peice of information learned from the clue.
1/2 RV	A good deal of information about the clue.
Full RV	Everythin that can be learned from the clue.

III. Gadgetry

RAPs	Information Gained
N	No Information gained
1 RAP	The type of Gadget.
1/2 RV	The basic workings of the Gadget.
Full RV	A working knowledge of all the Gadget's design and functions, with the knowledge needed to modify or repair the Gadget.

IV. Character Interaction

RAPs	Information Gained
N	Noinformation gained
1 RAP	The Interrogated Character reveals one piece of information.
1/2 RV	The Character tells half of his/her information.
Full RV	The Character tells all s/he knows.

Result Table

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	+5
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.

Landscaping Table

Object	Body	Weight (inAPs)	Height (in APs)
Bush	2	0	-1
Small Tree	4	4	0
Medium Tree	7	6	1
Large Tree	10	9	2
Larger Tree	12	12	3
Huge Tree	14	15	4
Telephone Pole	9	7	2
Phone Booth	5	5	0
Light Pole (rural)	8	5	0
Light Pole (urban)	10	9	2
Mailbox(rural)	2	0	-1
Mailbox (urban)	3	2	-1
Flagpole	6	3	2
Billboard	8	9	2
Fire Hydrant	11	5	-2
Park Bench	4	2	-1

Entrances and Openings Table

Entrance/Opening	Body	Weight (in APs)	Cost
Interior Door	3	1	3
Exterior Door	4	1	3
Large Double Door	5	2	4
Steel Reinforced Door	7	3	6
Bank Vault Door	14	14	9
Small Window	4	0	2
Medium Window	4	1	4
Large Window	4	1	6
Bulletproof Glass	7	+1	+1

Wall Bodys and Weights Table

Wall Material	Body	Weight (inAPs)
Brick	8	7
Concrete	10	8
Fiberglass	7	4
Reinforced Concrete	11	10
Promethium	20	12
Steel	12	13
Stone	9	9
Wood	6	5

Furnishings and Appliances Table

Furnishing/Appliance	Body	Weight (in APs)	Cost
Bathtub	5	3	6
Single Bed	3	1	4
King Sized Bed	4	2	5
Couch	4	3	6
Small Desk	1	0	4
Large Desk	3	1	5
Television	2	0	5
Stereo System	2	1	6
Dresser	2	1	6
Kitchen Sink	4	1	3
Piano (Baby Grand)	3	3	7
Refrigerator	4	3	5
Large Dining Table	2	2	6
Dining Room Chair	1	0	3
Washing Machine	3	3	4

BATMAN

DEX:	9	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	10
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:		35	HERO POINTS:		150

•**Skills:** **linked*
Acrobatics: 9*, Artist (Actor): 8, Charisma: 12, Detective: 12*, Gadgetry: 12*, Martial Artist: 9*, Military Science: 12*, Scientist: 12*, Thief: 9*, Vehicles: 9*, Weaponry: 9*

•**Advantages:** Area Knowledge (Gotham City); Buddy (Alfred Pennyworth); Connections: Arkham Asylum (High), Gotham City Police Department (High), Gotham State Prison (High), Gotham State University (High), Justice League International (High), Street (High); Connoisseur; Expansive Headquarters (Batcave); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Sharp Eye

•**Drawbacks:** Catastrophic Irrational Attraction to Seeking Justice; Secret Identity; Traumatic Flashbacks: Batman relives the deaths of his parents while he is within Crime Alley, and relives the death of Jason Todd when he sees Robin take damage in Killing Combat.

•**Alter Ego:** Bruce Wayne

•**Motivation:** Seeking Justice

•**Occupation:** Millionaire Playboy

•**Wealth:** 20

•**Equipment:**

Batarang w/Line [STR: 7, BODY: 8, Gliding: 2, EV: 3]
The Batman can use the Batarang to attack a target (EV of 3), entangle a target (the attached line Grapples with a STR of 7 - both the line and the Batarang itself have a BODY of 8), perform Trick Shots (e.g., knock a gun out of a thug's hand, trip a fleeing thug, etc.), or swing through the air (the attached line is 4 APs in length). Batman can throw the Batarang out to a range of 7 APs (his Str plus the Batarang's APs of Gliding).

Batcall [BODY: 4, Animal Summoning: 13, R#: 4]
The Batcall is a miniature whistle that allows Batman to summon a huge cloud of bats from the caves beneath Wayne Manor. Once the bats arrive (Flight: 3 - subtract 3 from the distance to Wayne Manor to determine the time in APs before they arrive), they form an obscuring cloud that causes pandemonium and allows Batman to leave the area unnoticed. Use the Batcall's APs of Power as both the OV and RV of the Perception Check necessary to spot him as he flees through the cloud of bats. The Batcall will not function if used more than eight miles (13 APs) from Wayne Manor.

Razorswings (x8) [BODY: 6, EV: 2]
The Razorswings are bat-shaped throwing darts. Batman can hurl up to four of them in a single phase. He adds one to his final dice roll (i.e., after re-rolling all doubles) for each additional Razorwing he throws past the first. Normally, Batman uses these weapons to perform Trick Shots - he'll force a thug to drop his weapon by tossing the Razorwings at the thug's hand, or trip a fleeing thug by tossing the darts into the thug's leg, etc.

COWL [BODY: 4, Radio Communication: 8, Thermal Vision: 8, Artist (Actor): 16]
Batman's cowl features a built-in infrared/night vision apparatus and a built-in throat mike/broadcaster unit that scrambles and augments his voice. The OV/RV of the Perception Check necessary to recognize Batman's voice as that of Bruce Wayne are equal to the cowl's APs of Artist (Actor).

Cutting Torch [BODY: 2, Heat Vision: 9, R#: 5]
The cutting torch is a portable, pencil-sized laser capable of cutting through all but the hardest reinforced steels. If the torch is used on another Character (its range is limited to 0 APs), the user automatically enters Killing Combat.

Miniature Camera and Recorder [BODY: 2, Recall: 12, R#: 2]
Both the camera and the recorder have the same statistics. Use the items' APs of Recall as the AV/EV of any Perception Checks that are made to determine whether or not a particular subtle detail was captured by a picture or recording. The camera has a range of 9 APs; the recorder has a range of 4 APs.

Plastic Explosives (x2) [BODY: 1, Bomb: 8]
Batman uses the plastic explosives to open locks and sealed doors. If he uses them on another Character, he automatically enters Killing Combat.

Rebreather [BODY: 1, Sealed Systems: 8, R#: 2]
With the rebreather, Batman can operate underwater or in an airless environment for about 15 minutes.

Smoke Pellets (x6) [BODY: 1, Fog: 10]
Batman uses the smoke pellets to confuse his enemies and shroud his escapes.

BATMOBILE [STR: 7, BODY: 9, Flame Immunity: 8, Fog: 7, Heat Vision: 7, Military Science (Tracking): 10, Radio Communication: 17, Recall: 12, Running: 7, Security System: 10, Skin Armor: 5, Thief (Stealth): 8, Vehicles (Land): 5, R#: 2]
For details on the Abilities of the Batmobile, see its separate entry in *Who's Who #2*.

10 AP ABCD ●mni-Gadgets (x2)

Powers and Abilities

Batman has developed all his physical and mental faculties almost to the limit of human potential. He is one of the finest hand-to-hand combatants in the world and an Olympic-caliber gymnast, weight lifter, and sprinter. He has advanced training in all the physical and social sciences, and he's an amazingly accomplished detective.

Batman's Infamous Silhouette

Batman wears his unique costume to strike terror into the hearts of cowardly criminals. If given the chance to cast his bat-shaped shadow down upon his adversaries before they are aware of his presence, he receives a -1 Column Shift bonus to the OV of the ensuing Intimidation attack.

Batman's Earlier Incarnations

During the first year of his career, Batman's DEX and INT were rated at 7 and 10, respectively. During that period he also had the Mistrust Drawback. During the second year of his career, Batman's DEX and INT were rated at 8 and 11. Throughout his career, most of his Skills have been Linked to these Attributes.

Personality/Role-playing

Ever since his parents were gunned down by a mugger when he was just a boy, Batman has harbored a profound hatred of criminals. His unrelenting and fanatical obsession with justice will not allow him to rest as long as a single criminal is loose to prowl the streets of Gotham. While pursuing his nocturnal mission, Batman is cold, focused, and very frightening.

As Bruce Wayne, Batman plays the role of a shallow and self-absorbed bon vivant to help mask his true identity.

Using Batman in Adventures

Like Superman, Batman can be used to keep overzealous Player heroes in check. Heroes who abuse their powers and authority can certainly expect a visit, lecture, or threat from the Caped Crusader.

Batman can also function as a source of information. The Player heroes might have to seek him out to gain access to some of the information contained in his extensive crime files.

Subplots

Batman is frequently involved in: Enemies Subplots orchestrated by his arch-nemesis, the Joker; Job and Wealth Subplots surrounding the activities of the Wayne Foundation; and Public Reputation Subplots that spring from Bruce Wayne's roles as Gotham's most noteworthy citizen. Ever since jason Todd (Robin II) died battling the Joker, Batman has suffered from a Death Guilt Subplot.

Appearances in the DC Heroes Role-Playing Game

DC Heroes Role-Playing Game (Third Edition), Background/Roster Book, Batman Sourcebook, Justice League Sourcebook, Deadly Fusion, Batman Role-Playing Game

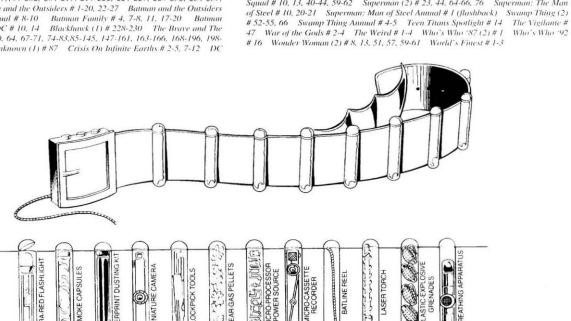
Appearances in DC Comics

Note: Pre-Crisis appearances are not part of present continuity.

Pre-Crisis; Earth-Two: *Adventure Comics # 461-462 All-Star Comics # 7, 36, 66-70 All-Star Squadron # 1-4, 20, 24-27, 31-32, 35-37, 41, 54, 59-60 All-Star Squadron Annual # 2-3 America Vs.the Justice Society # 1, 4 Batman # 1-95 Batman: The Dailies # 1-3 Batman: The Sandor Classics The Brave and The Bold # 84, 146, 162, 167, 197, 200 DC Special # 29 DC Super-Stars # 17 Detective Comics # 27-224 Justice League of America # 82, 135-137, 193 New York World's Fair # 2 Secret Origins (3) # 6 Star-Spangled Comics # 65-67, 69-70, 85-88, 91, 93-96, 98, 110-112,114-115, 117-118, 120-122, 127, 128 (behind the series), 130 Superman (1) # 20, 76 Superman Family # 201, 211, 213 Who's Who '85 # 2 Wonder Woman (1) # 286 World's Best Comics # 1 World's Finest Comics # 2-70, 271*

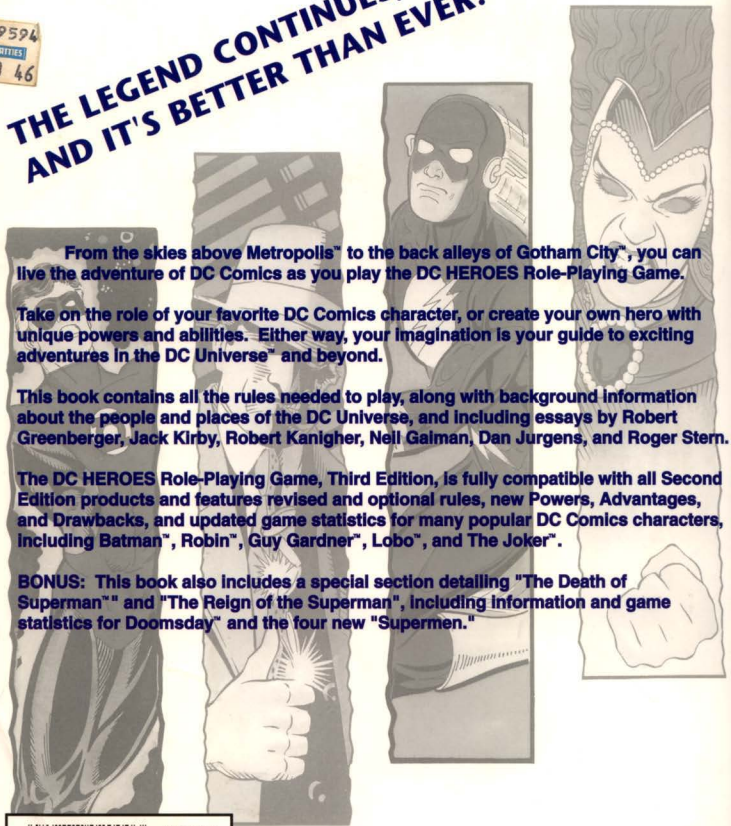
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