DC ADVENTURES

HERO'S HANDBOOK

SUPER-HERO ROLEPLAYING IN THE DC UNIVERSE

DC ADVENTURES HERO'S HANDBOOK

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ANDY KUBERT
TOWNSEND
DAVECO

WELCOME TO THE DC UNIVERSE!

What kid hasn't thrown on a makeshift cape or costume and pretended to be Superman, Batman, or Wonder Woman? Super heroes have been a part of our culture for generations. They have become a kind of modern mythology—tales of champions and villains with powers and abilities beyond those of ordinary mortals, locked in a never-ending battle for truth and justice. The heroes of the DC Universe have appeared in monthly comics, graphic novels, prose fiction, animation, television, and film, to say nothing of video games and other media, for 75 years.

Super heroes have been a part of the world of roleplaying for quite some time, too. It's been decades since the release of the first super hero roleplaying games, which allowed players to create their own heroes and tell stories of their battles against the forces of evil. There have even been two previous roleplaying games set in the DC Universe. Mutants & Masterminds joined the ranks of super hero games with its first edition in 2002, expanding the frontiers of d20-based roleplaying under the Open Game License. It was successful enough that a second edition of the game was released in 2005, and Green Ronin published over 25 support books for it over the ensuing five years.

Now DC Adventures takes the game a step further, combining the award-winning M&M super hero roleplaying game system with the world's greatest super heroes! You hold in your hands the key to limitless worlds of super-heroic adventure. All you need now are some dice, some friends, and your imagination to join the never-ending battle and save the world!

WHAT IS A ROLEPLAYING GAME?

A **roleplaying game** (abbreviated "RPG") has players taking on the roles of specific characters in a story. In the case of DC Adventures those roles are of super heroes in stories like those in DC comic books. In essence, it's like when you used to pretend to be a super hero as a kid, just with rules and dice, and sitting around a table with friends rather than running around in a homemade cape (although you can still wear the cape, if you *really* want to).

One participant in the game takes the role of **Gamemaster** ("GM" for short). The Gamemaster sets up the story, tells the other players what is happening, and controls the actions of the villains and supporting characters.

The other participants, the **players**, each take the role of a specific hero, the main characters of the story. Players choose their heroes' actions and reactions. Characters in the story controlled by the players are called **player characters** (or "PCs") while characters controlled by the Gamemaster are **non-player characters** (or "NPCs").

An RPG is a process of cooperative storytelling: the Gamemaster lays out a situation or scenario for the players, such as, "You hear an alarm coming from the First National Bank!" The players then choose how their characters react ("We rush to the bank to see what's going on!"). Things proceed in a back-and-forth manner, with the GM explaining the unfolding story (how a super-villain is robbing the bank and trying to escape with his ill-gotten gains, etc.) and the players deciding what their characters will do (how one hero swoops in and stops the villain's getaway car and another tears off the car door, and so forth). In the process, the whole group creates an exciting story, just like you find in comics.

Like all games, RPGs have rules. The rules help determine what happens during the game: is the hero's attempt to stop the villain's getaway car successful? Is the hero strong enough to tear a car door off with her bare hands? The game rules provide the players and Gamemaster with a common frame of reference to decide how the story progresses, hopefully helping to avoid the kind of "Did not! Did too!" arguments from childhood games of imagination.

All the rules to play DC Adventures are found in this book. However, you only *need* one essential rule: *if it makes for a fun and interesting story for your group, then do it!* No set of mechanical rules will encompass every possible situation, and sometimes the rules return odd or nonsensical results. When that happens, feel free to overlook the rules and do what is the most fun. That's one of the advantages of an RPG over a conventional board game or computer game; you can bend the rules when they get in the way of the fun!

You can get started with DC Adventures right away by taking a look at the **Secret Origins** chapter for different options on creating your own heroes, either from scratch using the game's system of power points, or working with one of the ready-made hero archetypes provided in that chapter. Take a look at some of the major DC characters in the **Heroes & Villains** chapter for the sake of comparison. Gamemasters, you can check out the **Gamemastering** chapter as well as how to create your own adventures, and read up on the **DC Universe** chapter. Whole worlds of action and adventure are now in your hands!

WHAT IS DC ADVENTURES?

In the DC Adventures RPG, you take on the role of a super hero safeguarding the world from threats ranging from scheming super-criminals to alien invasions, from hulking monsters to natural disasters. You can create your own version of the DC Universe and play with famous heroes like Superman and Batman, or infamous villains like Lex Luthor and the Joker.

This book contains all the information you need to play the game. **The Basics** chapter provides a quick overview of how the game works. After you read it, flip through the rest of the book and check out the options for creating your own heroes. Then read the following chapters thoroughly to see which options appeal to you the most.

CHARACTERS

The DC Universe presents a tremendous range of heroes you can use in your adventures. The characters in the **Heroes & Villains** chapter of this book only touch upon DC's super-hero history. When playing DC Adventures, you can take on the role of an existing DC character, either taken from the **Heroes & Villains** chapter or from one of the official DC Adventures character books.

You can also create your *own original characters* to adventure in the DC Universe. The characters you create to play DC Adventures are like the heroes of their own comic book series, television show, or movie. Your character might be...

- A normal person subjected to a government-sponsored experiment to create a hero.
- An alien from a distant world, unfamiliar with Earth, protecting the world from cosmic evil.
- A brilliant inventor whose inventions might have served the greed of less honorable men had he not turned them into weapons in the fight for justice.

UNDER THE HOOD

Throughout this book, you'll find various **Under the Hood** boxes (like this one). They take a look "behind the scenes" at the logic underlying some design decisions and rules, and offer advice on how to handle common problems or issues that might crop up. They give you an inside look at how the game works and how to ensure you and your group get the most out of it.

MUTANTS & MASTERMINDS

DC Adventures is based on the award-winning Mutants & Masterminds super hero RPG from Green Ronin Publishing, and is compatible with the third edition of M&M. While DC Adventures contains all the rules and information you need to play the game, future M&M Third Edition products are also compatible and usable with the material in this book, so you can expand your options and explore new elements of the game.

- A teenager coping with having strange powers in addition to all the other difficulties of adolescence.
- An immortal champion of the gods who has fought the forces of darkness throughout history.
- The daughter of a legendary hero, trained to follow in her father's footsteps, but longing for a normal life.
- A master of magic protecting humanity from forces beyond its ken.
- An android with abilities superior to those of humans, searching for the meaning of concepts such as "goodness" and "humanity."
- A hell-spawned avenger sent to Earth to visit retribution upon the wicked.
- Or anything else that you can imagine. The possibilities are almost limitless!

Take a look at the hero archetypes in the **Secret Origins** chapter for some examples of different types of characters.

WHAT YOU NEED TO PLAY

Here's what you need to start playing the DC Adventures Roleplaying Game:

- This book, which contains all the rules to create a hero and play the game.
- A copy of the character sheet (found at the back of this book). You have permission to photocopy or scan it, and reproduce it for your own use. You can also download it from *www.mutantsandmasterminds.com*.
- A pencil and some scratch paper.
- At least one twenty-sided die, available from game and hobby retailers. You may want to have one die for each player, or you can share dice.

THE DIE

DC Adventures uses a twenty-sided die to resolve actions during the game. References to "a die" or "the die" refer to a twenty-sided die unless stated otherwise. The die is often abbreviated "d20" (for twenty-sided die) or "1d20" (for one twenty-sided die). So a rule asking you to "roll d20" means, "roll a twenty-sided die."

MODIFIERS

Sometimes modifiers to the die roll are specified like this: "d20+2," meaning "roll the twenty-sided die and add two to the number rolled." An abbreviation of "d20–4" means, "roll the die and subtract four from the result."

MUTANTSANDMASTERMINDS.COM

Green Ronin Publishing maintains the Website *www.mutantsandmasterminds.com* to support the Mutants & Masterminds roleplaying game, the game system used for DC Adventures. The Website offers community forums, free downloads, sample adventures, game system resources, and all the latest Mutants & Masterminds news and products.

PERCENTAGES

You can also use the die to roll a percent chance of something in increments of 5% – just multiply the value of the die by 5 to get a percentage from 5% (a 1) to 100% (a 20). So if there's a 45% chance of something, that's a roll of 9 or less on the die.

USING THIS BOOK

The best way for you to read this book depends on whether you plan to be a player or Gamemaster in your DC Adventures game. The Gamemaster creates the world in which the heroes live and controls all non-player characters (NPCs), such as thugs, cops, and super-villains, as well as the supporting cast. Each player controls a super hero he or she has created, interacting with other player characters as well as with the world and stories created by the Gamemaster.

PLAYERS

If you're creating a hero for a DC Adventures game, take a look through the **Secret Origins** chapter for a basic overview. The following chapters contain all the information you need to create your own hero. You may want to consult with your Gamemaster before creating a hero to find out what sort of series your GM is interested in running, and what types of heroes are appropriate. You can also look over the DC heroes detailed in the **Heroes & Villains** chapter for inspiration.

GAMEMASTERS

If you plan to be a DC Adventures Gamemaster, you should familiarize yourself with the whole book. Start by looking over hero creation and the **Gamemastering** chapter. Then read through the **Action & Adventure** chapter, and familiarize yourself with how to do things in the game. You may want to run a few sample combats using the archetypes and sample characters in this book, just to get a feel for things. The **DC Universe** chapter provides an overview of the setting, with the following chapter detailing major DC heroes and villains you can use in adventures.

BAMES '08
MILLER

CHAPTER 1: THE BASICS

DC Adventures provides a framework for your imagination. It has rules to help determine what happens in your stories and to resolve conflicts between characters and the challenges they face. With it, you can experience adventure as a hero like Batman or Superman, fighting against the forces of evil. Any adventure you can imagine is possible.

Like all games, DC Adventures has rules. This chapter looks at the basic rules of the game and how they work, giving you the foundation upon which the rest of the game is built.

THE CORE MECHANIC

DC Adventures uses a standard, or "core," game mechanic to resolve actions. Whenever a character attempts an action with a chance of failure, do the following:

- Roll a twenty-sided die (or d20).
- Add any relevant modifiers (for game traits like abilities, skills, powers, or circumstances) to the number rolled.
- Compare the total to a number called a difficulty class (appropriately abbreviated DC).

If the result *equals or exceeds* the difficulty class (set by the GM based on the circumstances), the effort succeeds. If the result is lower than the difficulty class, it fails.

This simple mechanic is used for nearly everything in DC Adventures, with variations based on what modifiers are made to the roll, what determines the difficulty class, and the exact degree of success and failure. Remember this simple formula...

D20 + MODIFIERS VS. DIFFICULTY CLASS

... and you understand how to play most of the game!

THE GAMEMASTER

One of the players in a DC Adventures game takes the role of **Gamemaster** (abbreviated **GM**). The Gamemaster is responsible for running the game—a combination of writer, director, and referee. The GM creates the adventures for the heroes, portrays the villains and supporting characters, describes the world to the players, and decides the outcome of the heroes' actions based on the roll of the die and the guidelines given in the rules. It's a big job, but also a rewarding one, since the Gamemaster gets to develop the world and all the characters in it, as well as inventing fun and exciting stories.

If you're going to be the Gamemaster, you should read through this whole book carefully. You should have a firm grasp of the rules, since you're expected to interpret them for the players to help decide what happens in the game. You'll also help the players develop their own heroes, making sure they fit into the world and have potential for exciting stories in their own right.

THE HEROES

The other players in a DC Adventures game create heroes, the main characters of their own adventures, like those seen in an on-going DC comic. As a player, you create your hero following the guidelines in this book with the guidance of your Gamemaster. (You can also choose to play one of the DC heroes described in the **Heroes & Villains** chapter.) There are several components to creating a hero, described in detail in the following chapters, and outlined here.

ABILITIES

All characters in DC Adventures, from heroes and villains to the average person on the street, are defined by eight **abilities**, basic traits each character has to a greater or lesser extent. Abilities tell you how strong, smart, and aware a character is, among other things. The abilities are: Strength, Stamina, Agility, Dexterity, Fighting, Intellect, Awareness, and Presence, described in detail in the **Abilities** chapter (page 48).

Each ability is assigned a **rank** rated from -5 to 20, measuring its effectiveness. A rank of 0 is unremarkable or average. Rank 2 is pretty well above average. A 5 is truly exceptional, while a 7 is about the most that can be expected from a "normal" human being. Beyond that is super-human, and a rank of 20 is cosmic-level, far beyond the ability of mere mortals (and even most heroes). Abilities can even have negative ranks, for those well below average, as low as –5.

For more about abilities, see the **Abilities** chapter.

SKILLS

Abilities describe a character's raw potential or overall capabilities. **Skills** are a refinement of those basic abilities into specific areas of endeavor. For example, Agility defines how agile your hero is, but the Acrobatics skill focuses on specific feats of agility like gymnastics, doing backflips, and so forth. Think of abilities as providing a certain baseline, while skills focus in on a particular area of expertise.

Characters are said to have **training** in a skill if they have a rank in that skill. A character not trained in a skill has no rank; only the character's basic ability applies to checks (see page 48) involving the skill. Trained characters have a skill rank that adds to the basic ability when making checks. In the previous example, we said Acrobatics skill applies to specific feats of agility. If a hero has Agility 6 and

is trained in Acrobatics (with a rank of 7) then the character's bonus for checks involving feats of agility covered by Acrobatics is 13 (6 plus 7). Obviously, training in a skill makes characters more effective at checks involving that skill, often *much* more.

For details on what skills are available and what they do, see the **Skills** chapter.

ADVANTAGES

Halfway between skills and powers, **advantages** are minor abilities characters have, allowing them to do things others cannot. They range from special combat maneuvers to things like financial resources, contacts, and so forth.

Many advantages have no rank, or rather just one rank; a character either has the advantage (and the benefits that it grants) or does not. Other advantages may have multiple ranks, like abilities and skills, measuring their effectiveness.

For details on the various advantages, see the **Advantages** chapter.

THINGS TO KNOW ABOUT MEASUREMENTS

When using the Measurements Table, there are a few important things to keep in mind:

- Each rank represents a range of measures. Time rank 4 is actually all measures between 1 and 2 minutes, and time rank 16 is everything between 2 and 4 days! So if you're looking for a measurement that's not on the table, pick the next highest one that is; so 12 hours is a time rank of 13 (more than 8 hours, but less than 16), and 6 miles is a distance rank of 11 (more than 4 miles, but less than 8).
- Like abilities, measures can have negative ranks. In the time rank example, the time it takes a Speed 14 hero to cover 30 miles is rank –1, or 3 seconds. You can extend the negative side of the Measurements Table just like you can the positive side, with each lower rank halving the previous measurement. So rank –6 is half a pound, 1/16th of a second, and 3 inches, for example.
- Don't directly add ranks. Putting rank 4 distance together with rank 6 distance is not rank 10 distance! Rank 4 is a distance measurement of 500 feet. Rank 6 is 600 yards (1,800 feet). Adding the measurements, you get about 2,300 feet. If you directly added the ranks, you'd get rank 10 distance, or 4 miles! If you have different ranks, it is best to either handle them separately or convert them to measurements, add the measurements together, and convert them back to a rank. In the previous example, 2,300 feet is rank 7 distance (around half a mile).
- Measurements are approximate. Especially at the higher end, where each rank represents a wide range of measurements, the Measurements Table isn't intended to provide precise values; it's just a ballpark estimate so you have an idea of how things work in the context of the game. Don't focus too heavily on precise answers, just use the table for general guidelines.

POWERS

Powers are special abilities beyond those of ordinary human beings. They're like advantages, only much more so. Whereas an advantage might give your hero a minor special ability, powers grant truly *super-human* abilities.

Those abilities are **effects**, which describe what a power does in game terms. A power may have just one effect or several, and you can apply various **modifiers** to the effects to change how they work, customizing them for just the right power.

Power effects have ranks just like abilities do, on a scale from 1 to 20 (sometimes more). Unlike abilities, effects do not have ranks of less than 1, since the "average" is not having powers at all!

Some power effects require checks to use, while others operate automatically. For full descriptions of the various effects powers can have, see the **Powers** chapter.

COMPLICATIONS

Finally, heroes have challenges to overcome. They have to deal with various **complications**. Overcoming them is part of what makes a real hero. Complications range from physical disabilities or personal issues to unusual vulnerabilities. You choose your hero's complications, defining some of the challenges your hero must overcome in the game. The process of dealing with complications allows your character to be more heroic, discussed later in the rules. See the **Secret Origins** chapter for more on complications.

RANKS & MEASURES

DC Adventures uses the term **rank** when talking about the value of a game trait. So you might say a hero has "Strength 8" or "rank 8 Strength" (which mean the same thing), or that an effect is rank 5, 9, 15, or what have you. Every quantifiable trait in DC Adventures has a rank assigned to it.

The game also uses a system of **measures**, real world values like pounds, seconds, minutes, hours, feet, yards, and miles, to name a few. There is a direct relationship between rank and measure, as shown on the **Measurements Table**. (You can find a metric version of the **Measurements Table** in the back of the book.)

USING THE MEASUREMENTS TABLE

The relationship between rank and measure has a number of uses in DC Adventures.

First, the capabilities of many traits are translated from their rank into a measurement. So the amount of weight a Strength rank of 3 can lift is determined by finding the equivalent weight measurement on the table, or 400 lbs. Similarly, the mass, distance, or time affected by various other traits, especially powers, is determined on the Measurements Table.

MEASUREMENTS TABLE

RANK	MASS	TIME	DISTANCE	VOLUME
–5	1.5 lb.	1/8 second	6 inches	1/32 cft.
–4	3 lbs.	1/4 second	1 foot	1/16 cft.
–3	6 lbs.	1/2 second	3 feet	1/8 cft.
–2	12 lbs.	1 second	6 feet	1/4 cft.
–1	25 lbs.	3 seconds	15 feet	1/2 cft.
0	50 lbs.	6 seconds	30 feet	1 cubic ft. (cft.)
1	100 lbs.	12 seconds	60 feet	2 cft.
2	200 lbs.	30 seconds	120 feet	4 cft.
3	400 lbs.	1 minute	250 feet	8 cft.
4	800 lbs.	2 minutes	500 feet	15 cft.
5	1,600 lbs.	4 minutes	900 feet	30 cft.
6	3,200 lbs.	8 minutes	1,800 feet	60 cft.
7	3 tons	15 minutes	1/2 mile	125 cft.
8	6 tons	30 minutes	1 mile	250 cft.
9	12 tons	1 hour	2 miles	500 cft.
10	25 tons	2 hours	4 miles	1,000 cft.
11	50 tons	4 hours	8 miles	2,000 cft.
12	100 tons	8 hours	16 miles	4,000 cft.
13	200 tons	16 hours	30 miles	8,000 cft.
14	400 tons	1 day	60 miles	15,000 cft.
15	800 tons	2 days	120 miles	32,000 cft.
16	1,600 tons	4 days	250 miles	65,000 cft.
17	3.2 ktons	1 week	500 miles	125,000 cft.
18	6 ktons	2 weeks	1,000 miles	250,000 cft.
19	12 ktons	1 month	2,000 miles	500,000 cft.
20	25 ktons	2 months	4,000 miles	1 million cft.
21	50 ktons	4 months	8,000 miles	2 million cft.
22	100 ktons	8 months	16,000 miles	4 million cft.
23	200 ktons	1.5 years	32,000 miles	8 million cft.
24	400 ktons	3 years	64,000 miles	15 million cft.
25	800 ktons	6 years	125,000 miles	32 million cft.
26	1,600 ktons	12 years	250,000 miles	65 million cft.
27	3,200 ktons	25 years	500,000 miles	125 million cft.
28	6,400 ktons	50 years	1 million miles	250 million cft.
29	12,500 ktons	100 years	2 million miles	500 million cft.
30	25,000 ktons	200 years	4 million miles	1 billion cft.
+1	x2	x2	x2	x2

Also, because the measurements on the table operate at the same scale (roughly doubling every rank), it is possible to use it to quickly figure out relationships between things like mass, distance, speed, and time:

DISTANCE RANK = TIME RANK + SPEED RANK

To determine the distance a hero covers in a given amount of time, add the rank of the time to the rank of the hero's speed, with normal human ground speed being rank 0. So a normal person can cover 2 miles in an hour (time 9 + speed 0 = 9, the rank for 2 miles). In fact, with normal human speeds, you can just directly compare the time and distance columns of the table! As another example, a hero with Flight 12 can cover 8,000 miles in an hour! That's 12 (speed) + 9 (time) = 21, the rank for 8,000 miles. The same character can go an amazing 16 miles in just 6 seconds (the time of one action round)!

TIME RANK = DISTANCE RANK – SPEED RANK

Reversing the previous formula, we can also figure out how long it takes someone at a particular speed to cover a given distance, by subtracting the speed rank from the distance rank to get a time rank. So a normal human (speed 0) walking 30 miles (distance 13) takes about 16 hours. A hero with Speed 14 covers the same distance in (13 – 14 = –1) just 3 seconds!

THROWING DISTANCE RANK = STRENGTH RANK – MASS RANK

As another example, the distance rank a hero can throw something equals the hero's Strength rank minus the mass rank of the object. So a hero with Strength 10 (able to lift 25 tons), picks up a 10-ton truck (mass rank 8). Since 10 – 8 = 2, the hero can then toss the truck rank 2 distance (120 feet)!

GAME PLAY

A session of the DC Adventures game resembles an issue of a comic book or an episode of an animated series. The Gamemaster and the players get together and tell a story through the process of playing the game. The length of the game session can vary, from just a couple hours to several hours or more. Some adventures may be completed in a single session while others may take multiple sessions, just as some comic book stories are told in one issue while others span multiple issues, forming a story arc or miniseries. The episodic nature of the game allows you to choose when to stop playing and allows you to start up again at any time you and your friends want.

Also like a comic book, a DC Adventures game consists of a series of interrelated **scenes**. Some scenes are fairly straightforward, with the heroes interacting with each other and the supporting cast. In these cases the GM generally just asks the players to describe what their heroes are doing and in turn describes how the other characters react and what they do. There may be some improvisational acting as everyone plays out the roles of their characters. When the action starts happening, such as when the heroes are staving off a disaster or fighting villains, time becomes more crucial and is broken down into *action rounds,* and the players generally have to make checks to see how their heroes do.

CHECKS

Your hero stands perched on the rooftop, looking down through the skylight. In the abandoned warehouse below, the villain throws the switch that begins lowering your hero's friends into a vat of boiling acid! You turn to the Gamemaster and say:

> *"I leap down, smashing through the skylight, swing over to the catwalk, kick the bad guy out of the way, then flip the switch back up to stop the lowering mechanism!"*

How exactly do you do that in the game?

Whenever a character in DC Adventures attempts something where the outcome is in doubt, it requires a **check** of an appropriate trait: ability, skill, power, etc. (also known as a "trait check" or a "[fill-in trait name] check", like a "Dexterity check," for example).

Make a check by rolling the die, adding the appropriate rank, and comparing the result against a **difficulty class** (**DC**): if your result equals or exceeds the DC, you succeed. If it does not, then your attempt fails. Sometimes how much you exceed or fail to exceed the DC matters, but often it is simply whether you do or not that counts.

CHECK = D20 + ABILITY VS. DIFFICULTY CLASS

So in the previous example, how many checks are there? Let's break things down and look at what the hero is doing:

- **"... leap down ..."** Jumping down is literally as easy as falling off a log, so there's no need for a check here.
- **"... smashing through the skylight ..."** Breaking something can require a check, but in this case—a body hurling through Plexiglas—the Gamemaster does not see a point in making one, so this is automatic, too. This is one of the ways the Gamemaster's judgment and intervention is important in the flow of the game.
- **"... swing over to the catwalk ..."** This part of the action is a bit of a judgment call. If your hero has the Swinging effect of Movement (see **Powers**), then this is automatic. Otherwise, it might call for an Acrobatics skill check to pull it off; even then, if your hero is good enough at Acrobatics, the Gamemaster might call this a routine check and waive the need for a roll (see **Routine Checks** later in this chapter).
- **"... kick the bad guy out of the way ..."** Here's the real crux of the hero's action. You want to hit the villain who, naturally, wants to avoid being hit. This calls for a check of your hero's Fighting ability (which measures the ability to hit things close-up). If you decided to have your hero shoot or throw something at the villain that would be a check of Dexterity instead.
- **"... flip the switch back up ..."** Assuming the bad guy is out of the way, this is easy, no check required. If the hero's attempt to hit the villain fails, then the hero still has to get past him in order to do this at all. So it all depends on the outcome of the Fighting check against the bad guy. If the mechanism was especially

complex, the GM might ask for a check here, such as using the Technology skill to figure out how it works.

As you can see, once you break it down, checks are actually fairly simple. All the Gamemaster has to say in response to the player's declaration is: "Okay, roll a Fighting check to hit the villain," letting the rest of the description stand as what happens. Whether or not the hero is successful in stopping the trap depends on the outcome of the attack against the bad guy.

Of course, if the villain is expecting the hero, there might be another trap, such as part of the catwalk rigged to fall away under him, leaving him dangling above the acid vat and at the villain's mercy! In that case, the GM would respond to the player's description: "You smash through the skylight and swing over to the catwalk, but when you do..." and go on to describe what follows. The rest of the hero's intended action(s) are null and void, because things don't always go as planned when you're dealing with cunning super-villains!

Checks are used to resolve all outcomes in DC Adventures, so once you understand the basic concept, the rest is easy. For detailed examples of how to use checks in the game and their effects, see the **Action & Adventure** chapter.

CRITICAL SUCCESS

If you roll a 20 on the die when making a check you've scored a **critical success**. Determine the degree of success normally and then increase it by one degree. This can turn a low-level success into something more significant, but more importantly, it can turn a failure into a full-fledged success! A critical success with an attack check is called a **critical hit**, discussed later in this chapter and in the **Action & Adventure** chapter.

DIFFICULTY CLASS

Checks are made against a **difficulty class** or **DC**, a number set by the GM, which your check must equal or exceed to achieve success. So for a task with a DC of 15 you must roll a check total of 15 or greater to succeed. In some cases, the results of a check vary based on how *much* higher or lower the result is than the DC, known as its **degree** of success or failure.

ROUTINE CHECKS

A check normally represents performing a task under a certain amount of pressure, in the midst of the furious action of super-heroic adventure. When the situation is less demanding, you can achieve more reliable results.

Under routine circumstances—when you are not under any pressure—instead of rolling the die for the check, calculate your result as if you had rolled a 10. This ensures success for average (DC 10) tasks with a modifier of +0 or more. More capable characters (with higher bonuses) can succeed on more difficult checks on a routine basis: a +10 bonus, for example, means a routine check total of 20, able to succeed at DC 20 tasks on a routine basis, and achieve three degrees of success on average (DC 10) tasks on a routine basis.

The GM decides when circumstances are suitable for performing a task as a routine check. Certain game traits also change what tasks or situations are considered "routine" for a character. Routine checks help speed-up game play and smooth out some of the variability of die-rolling in situations where a character would be expected to perform at a steady, reliable level.

If a character's routine check result is *not* up to a task, the player still has the option to roll the die, since the task is by

DIFFICULTY CLASSES

DIFFICULTY (DC)	EXAMPLE (SKILL USED)
Very easy (0)	Notice something in plain sight (Perception)
Easy (5)	Climb a knotted rope (Athletics)
Average (10)	Hear an approaching security guard (Perception)
Tough (15)	Disarm an explosive (Technology)
Challenging (20)	Swim against a strong current (Athletics)
Formidable (25)	Climb a wet, slippery rock-face (Athletics)
Heroic (30)	Overcome a sophisticated security system (Technology)
Super-heroic (35)	Convince the guards, even though you're not wearing an ID badge and aren't on their list, they should let you into the building (Deception)
Nigh-impossible (40)	Track a trained commando through the jungle on a moonless night after 12 days of rainfall (Perception)

CHECK EXAMPLES

TASK	CHECK USING...
Sock a villain in the jaw	Close Combat skill (or Fighting)
Climb the outside of a building	Athletics skill (or Strength)
Do a triple back-flip	Acrobatics skill (or Agility)
Find clues at a crime scene	Investigation skill (or Intellect)
Notice a ninja sneaking up on you	Perception skill (or Awareness)
Recall a particular fact	Expertise skill (or Intellect)
Fix a broken device	Technology skill
Convince someone of something	Deception skill (Persuasion skill, if it's true, or Presence)

OPPOSED CHECK EXAMPLES

TASK	SKILL	OPPOSED BY
Sneak up on someone	Stealth	Perception
Con someone	Deception	Insight
Win a car race	Vehicles	Vehicles
Pretend to be someone else	Deception	Perception
Steal a key chain unnoticed	Sleight of Hand	Perception
Win a trivia contest	Expertise	Expertise
Break computer security	Technology	Technology

DEGREES OF SUCCESS AND FAILURE

CHECK RESULT EQUAL OR GREATER THAN	DEGREE	EQUAL OR GREATER THAN ... (DC 20)
DC+15	Four (Success)	35
DC+10	Three (Success)	30
DC+5	Two (Success)	25
DC	One (Success)	20
DC–5	One (Failure)	15
DC–10	Two (Failure)	10
DC–15	Three (Failure)	5
DC–20	Four (Failure)	0

definition *not* routine for that character. The idea behind routine checks is to eliminate die-rolling (and possible failures) for things competent characters should be able to accomplish on a regular basis, while still having a good idea of the characters' capabilities.

OPPOSED CHECKS

Some checks are **opposed**. They are made against another character's check result as the DC. Whoever gets the higher result wins. An example is trying to bluff someone. You roll a Deception check, while the GM rolls an Insight check for your target. If you beat the target's Insight check result, you succeed.

For ties on opposed checks, the character with the higher bonus wins. If the bonuses are the same, roll d20. On a 1-10, one character wins, and on an 11-20, victory goes to the other character; decide which character is "high" and which is "low" before rolling.

ROUTINE OPPOSITION

In cases where two or more characters are actively opposing each other, both roll checks and compare the results. In some situations, however, one or more of the characters in an opposed check may not even be aware of it! For example, a guard standing watch and looking for intruders would make a Perception check to oppose any attempt at Stealth, but somebody just sitting in a park, not expecting anyone to sneak up on her, isn't specifically looking. This is a case of **routine opposition**, in which case the DC for the active character's check is the opposing character's modifier +10, just like the result of a routine check (previously).

Active defenses in combat, where characters are focusing on other actions, are generally routine opposition, which is why attack checks are made against a DC of 10 + the appropriate defense. Active opposed checks in combat are an option when a character goes on the defensive. See **Defend** in the **Action & Adventure** chapter for details.

UNDER THE HOOD: USING OPPOSED CHECKS

Opposed checks offer the Gamemaster a useful tool for comparing the efforts of two characters quickly and easily. This applies not only to skills, but also powers and, in some cases, abilities. If two or more characters compete at a particular task, you can resolve it with an opposed check. The character with the highest check result wins. Of course, you can play things out if you want, but sometimes it's good to be able to resolve things with a quick opposed check and move on.

As Gamemaster, if you find yourself without a particular rule to resolve a conflict or contest between characters, the opposed check is your friend. Pick the appropriate skill, power, or ability, make checks for the characters and compare the results to see how they did.

COMPARISON CHECKS

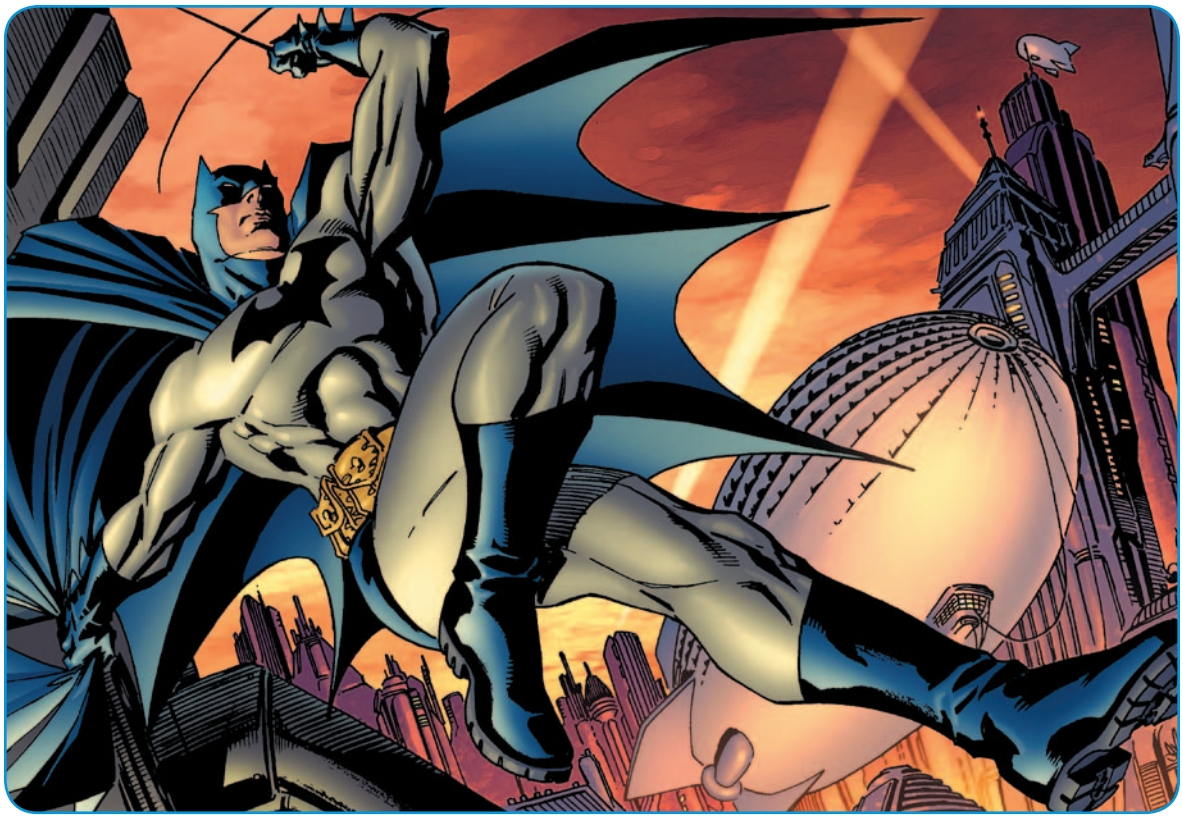
In cases where a check is a simple test of one character's capability against another, with no luck involved, both participants compare their appropriate ranks. The character with the higher rank wins. Just as you wouldn't roll a "height check" to see who's taller, you don't need to make a Strength check to see who's stronger; Strength rank already tells you that.

So when two characters arm wrestle, for example, the stronger character wins. If two flying characters race, the faster character wins, and so forth. Note this does not include the use of extra effort (see page 19) to temporarily increase a character's rank, which can affect the outcome of a comparison check, nor does it include things like maneuvers, tricks, or other ways of trying to affect the outcome. It assumes a straight-out comparison.

In the case of identical bonuses or ranks, each character has an equal chance of winning. Roll a die: on a 1-10, the first character wins, and on an 11-20, the second character does.

GRADED CHECKS

Much of the time a check is a simple pass-fail, it either succeeds, or it does not. In other cases, it matters just how well the check succeeded, or how badly it failed. This gra-



dation of results is called a **graded check** and involves a **degree** of success or failure.

Just rolling a success or failure counts as one degree. Every five full points a check result is over or under the difficulty class adds a degree. Fractions are ignored when determining degrees. So DC 10 check with a result of 13 is one degree of success, just as a result of 8 is one degree of failure.

There is no limit to the number of degrees a check may have, although more than two degrees of failure rarely matters, and some degrees of success may have no further effect beyond a certain point (once you have succeeded as well as is possible in a given situation). For example, failure on an Acrobatics check to balance means you wobble and spend that turn maintaining your balance, but don't move. Two degrees of failure mean you lose your balance and fall! After that point, further degrees of failure don't really matter.

In cases where a single degree of success or failure is sufficient, the rules simply specify "success" or "failure" without giving a degree.

Specific types of graded checks—notably skill and resistance checks—give specific results for degrees of success and failure in their descriptions.

CIRCUMSTANCE MODIFIERS

Some circumstances make checks easier or harder, resulting in a **bonus** or **penalty** to the check. Characters in a favorable situation are said to **have a circumstance bonus** for the check, while those in a disadvantageous situation are said to **have a circumstance penalty**.

As a general rule, apply a modifier of plus or minus 2 if the character is at a minor bonus or minor penalty, and a modifier of plus or minus 5 if the character is at a major bonus or major penalty for the check::

+/–2 FOR BONUS/PENALTY
+/–5 FOR MAJOR BONUS/PENALTY

UNDER THE HOOD: CIRCUMSTANCES

Circumstance modifiers are another useful Gamemaster tool for handling a lot of the variables that come up during game play. Specific examples are discussed throughout the rules for various types of checks. One example includes the following:

TOOLS

Some tasks require tools. If tools are needed, the specific items are mentioned in the description of the task or skill. If you don't have the appropriate tools, you may still be able to attempt the task, but at a major disadvantage, for a –5 circumstance penalty on your check, if the GM decides you can attempt the task at all.

A character may be able to put together makeshift tools in order to make the check. If the GM allows this, reduce the circumstance penalty to –2.

CIRCUMSTANCES AND DIFFICULTY

Technically, circumstance modifiers could apply to either the check result of the difficulty class of a check, affecting the character's performance, or making the task itself easier or harder. If you want to differentiate between circumstance modifiers that affect performance versus those that modify the difficulty of a task, feel free to do so. DC Adventures applies circumstance modifiers directly to the check result because it is easier to deal with them consistently, and the game effect is the same: the chance of success changes.

TEAM CHECKS

Sometimes characters work together and help each other out. In this case, one character (usually the one with the highest bonus) is considered the leader of the effort and makes the check normally, while each helper makes the same type of check using the same trait(s) against DC 10. The helpers' individual degrees of success (and failure!) are added together to achieve the final outcome of the assistance.

Success grants the leader a +2 circumstance bonus. Three or more total degrees of success grant a +5 circumstance bonus. One degree of failure provides no modifier, but two or more impose a –2 circumstance penalty!

The GM sets the limit on how many characters can help as part of a team check. Regardless of the number of helpers, the leader's bonus cannot be more than +5 (for three or more total degrees of success) nor the penalty greater than –2 (for two or more total degrees of failure).

TEAM CHECK = +2 CIRCUMSTANCE BONUS FOR ONE TOTAL DEGREE OF SUCCESS

+5 CIRCUMSTANCE BONUS FOR THREE OR MORE TOTAL DEGREES OF SUCCESS

–2 CIRCUMSTANCE PENALTY FOR TWO OR MORE TOTAL DEGREES OF FAILURE

ATTACK CHECKS

An **attack check** determines whether or not you hit an opponent in combat with an attack. It is a d20 roll plus your bonus with that particular attack, usually based off of Fighting or Dexterity and appropriate modifiers, like the Close and Ranged Combat skills. The difficulty is your target's defense class: Parry for close attacks, Dodge for ranged attacks. Certain attacks may target other defenses. If you equal or exceed your target's defense class result, your attack hits. Otherwise, you miss.

ATTACK CHECK = D20 + ATTACK BONUS + MODIFIERS VS. DEFENSE CLASS

A natural 20 on an attack check (where the die comes up 20) *always* hits and may be a **critical hit** (see **Critical Hits** in the **Action & Adventure** chapter). A natural 1 on an attack check (where the die comes up 1) *always* misses, regardless of the check total. This differs from normal checks and reflects the variable and unpredictable nature of combat.

RESISTANCE CHECKS

A **resistance check** is an attempt to resist different effects, ranging from damage and injury to traps, poisons, and various power effects. A resistance check is a d20 roll + the appropriate defense (typically Dodge, Fortitude, Toughness, or Will).

RESISTANCE CHECK = D20 + DEFENSE BONUS + MODIFIERS VS. HAZARD'S DC (GENERALLY 10 + RANK)

The difficulty class is based on the strength of the hazard, such as the rank of an effect or the strength of a disease or poison, typically that value plus 10 (like a routine check). Resistance checks may be graded, with different results at different degrees.

THE ACTION ROUND

When things really start happening in a DC Adventures game, time is broken down into six-second segments called **rounds** (sometimes "action rounds"). A round isn't very much time. Think of it like a page in a comic book, just long enough to go around the table once, with each hero doing something. Each character's portion of the round is called their **turn**.

The things you can do on your turn are broken up into **actions**. There are standard actions, move actions, free actions, and reactions. During a round you can take a standard and a move action (or substitute an additional move action for your standard action) along with as many free actions as you wish and as many reactions as are called for.

STANDARD ACTIONS

A **standard action** generally involves acting upon something, whether it's an attack or using a power to affect something. You're limited to one standard action each round.

MOVE ACTIONS

A **move action**, like the name implies, usually involves moving. You can take your move action before or after your standard action, so you can attack then move, or move then attack. You cannot, however, normally split-up your move action before *and* after your standard action. Move actions also include things like drawing weapons, standing up, and picking up or manipulating objects.

FREE ACTIONS

A **free action** is something so comparatively minor it doesn't take significant time, so you can perform as many

free actions in a round as the GM considers reasonable. Free actions include things like talking (heroes and villains always find time to say a *lot* in the middle of a fight), dropping something, ending the use of a power, activating or maintaining some other powers, and so forth.

REACTIONS

A **reaction** is something you do in response to something else. A reaction doesn't take any significant time, like a free action. The difference is you react in response to something else happening during the round, perhaps not even on your turn. Reactions don't count against your normal allotment of actions and you can react as often as the circumstances dictate, but *only* when they dictate.

CONDITIONS

Heroes run into their share of difficulties in their work. One way DC Adventures measures this is with different **conditions**. They are shorthand for the different game modifiers imposed by things from power effects to injuries or fatigue. So, for example, "vulnerable" is a condition where a hero's active defenses are reduced. An opponent grabbing them or an entangling mass of glue might make heroes vulnerable, or they might be made vulnerable by a foe's cunning combat maneuver or being caught off-guard. The game effect is the same (the hero's active defenses are reduced), so it is easier to just refer to the overall condition as "vulnerable" and describe the different situations that cause it.

This section describes the different conditions that can affect characters in DC Adventures. If multiple conditions apply, use *all* of their effects. Some conditions supersede other, lesser, conditions, as given in their descriptions.

BASIC CONDITIONS

Each basic condition describes a single game modifier. They are the "building blocks" of conditions, much as effects are the basic building blocks of powers. Indeed, many power effects reference these basic conditions in the descriptions of what they do. See the **Powers** chapter for details.

Compelled: A compelled character is directed by an outside force, but struggling against it; the character is limited to free actions and a single standard action per turn, chosen by another, controlling, character. As usual, this standard action can be traded for a move or even free action. Controlled supersedes compelled.

Controlled: A controlled character has no free will; the character's actions each turn are dictated by another, controlling, character.

Dazed: A dazed character is limited to free actions and a single standard action per turn, although the character

may use that action to perform a move, as usual. Stunned supersedes dazed.

Debilitated: The character has one or more abilities lowered below –5. (See **Debilitated Abilities** in the **Abilities** chapter.)

Defenseless: A defenseless character has active defense bonuses of 0. Attackers can make attacks on defenseless opponents as routine checks (see **Routine Checks**). If the attacker chooses to forgo the routine check and make a normal attack check, any hit is treated as a critical hit (see **Critical Hits**, page 172). Defenseless characters are often prone, providing opponents with an additional bonus to attack checks (see **Prone**, later in this section).

Disabled: A disabled character is at a –5 circumstance penalty on checks. If the penalty applies to specific checks, they are added to the name of the condition, such as Attack Disabled, Fighting Disabled, Perception Disabled, and so forth. Debilitated, if it applies to the same trait(s), supersedes disabled.

Fatigued: Fatigued characters are hindered. Characters recover from a fatigued condition after an hour of rest.

Hindered: A hindered character moves at half normal speed (–1 speed rank). Immobile supersedes hindered.

Immobile: Immobile characters have no movement speed and cannot move from the spot they occupy, although they are still capable of taking actions unless prohibited by another condition.

Impaired: An impaired character is at a –2 circumstance penalty on checks. If the impairment applies to specific checks, they are added to the name of the condition, such as Fighting Impaired, Perception Impaired, and so forth. If it applies to the same trait(s), disabled supersedes impaired.

Normal: The character is unharmed and unaffected by other conditions, acting normally.

Stunned: Stunned characters cannot take any actions including free actions.

Transformed: Transformed characters have some or all of their traits altered by an outside agency. This may range from a change in the character's appearance to a complete change in trait ranks, even the removal of some traits and the addition of others! The primary limit on the transformed condition is the character's power point total cannot increase, although it can effectively decrease for the duration of the transformation, such as when a powerful super hero is turned into an otherwise powerless mouse or frog (obviously based on considerably fewer power points).

Unaware: The character is completely unaware of his surroundings, unable to make interaction or Perception checks or perform any action based on them. If the condition applies to a specific sense or senses, they are added to the name of the condition, such as visually unaware, tactilely unaware (or numb), and so forth. Subjects have full concealment from all of a character's unaware senses.

Vulnerable: Vulnerable characters are limited in their ability to defend themselves, halving their active defenses (round up the final value). Defenseless supersedes vulnerable.

Weakened: The character has temporarily lost power points in a trait. See the **Weaken** effect in the **Powers** chapter for more. Debilitated supersedes weakened.

COMBINED CONDITIONS

Combined conditions are sets of basic conditions tied to a common descriptor. They're essentially a kind of "shorthand" for talking about a group of basic conditions that go together in a particular circumstance, much like a power is a collection of basic effects.

The individual conditions making up a combined condition can be resolved individually. For example, if an effect that removes the dazed condition is used on a staggered character (who is dazed and hindered), then the character is no longer dazed, only hindered. Similarly, if an effect imposes a condition that supersedes part of the combined condition, only that part changes. So an effect that stuns a staggered character means the character is now stunned (superseding dazed) and hindered. Similarly, an effect that immobilizes a staggered character leaves the target dazed and immobile (superseding the hindered element of the combined condition).

Asleep: While asleep, a character is defenseless, stunned, and unaware. A hearing Perception check with three or more degrees of success wakes the character and removes all these conditions, as does any sudden movement (such as shaking the sleeping character) or any effect allowing a resistance check.

Blind: The character cannot see, so everything effectively has full visual concealment from him. He is hindered, visually unaware, and vulnerable, and may be impaired or disabled for activities where vision is a factor.

Bound: A bound character is defenseless, immobile, and impaired.

Deaf: The character cannot hear, giving everything total auditory concealment from him. This may allow for surprise attacks on the unaware character (see **Surprise Attack** in the **Action & Adventure** chapter). Interaction with other characters is limited to sign-language and lip-reading (see **Interaction Skills** in the **Abilities** chapter).

Dying: A dying character is incapacitated (defenseless, stunned, and unaware) and near death. When the character gains this condition, immediately make a Fortitude check (DC 15). If the check succeeds, nothing happens. With two degrees of success, the character stabilizes, removing this condition. If the check fails, the character remains dying. Three or more *total* degrees of failure mean the character dies: so three failed Fortitude checks or one or two checks adding up to three degrees. Dying characters make a Fortitude check each round until they either die or stabilize. Another character can stabilize a dying character with a successful Treatment check (DC 15) or use of a Healing effect (see the **Powers** chapter).

Entranced: An entranced character is stunned, taking no actions other than paying attention to the entrancing effect. Any obvious threat automatically breaks the trance. An ally can also shake a character free of the condition with an interaction skill check (DC 10 + effect rank).

Exhausted: Exhausted characters are near collapse. They are impaired and hindered. Characters recover from an exhausted condition after an hour of rest in comfortable surroundings.

Incapacitated: An incapacitated character is defenseless, stunned, and unaware. Incapacitated characters generally also fall prone, unless some outside force or aid keeps them standing.

Paralyzed: A paralyzed character is defenseless, immobile, and physically stunned, frozen in place and unable to move, but still aware and able to take purely mental actions, involving no physical movement whatsoever.

Prone: A prone character is lying on the ground, receiving a –5 circumstance penalty on close attack checks. Opponents receive a +5 circumstance bonus to close attack checks but a –5 penalty to ranged attack checks (effectively giving the prone character total cover against ranged attacks). Prone characters are hindered. Standing up from a prone position is a move action.

Restrained: A restrained character is hindered and vulnerable. If the restraints are anchored to an immobile object, the character is immobile rather than hindered. If restrained by another character, the restrained character is immobile but may be moved by the restraining character.

Staggered: A staggered character is dazed and hindered.

Surprised: A surprised character is stunned and vulnerable, caught off-guard, unable to act, and less able to avoid attacks.

EXTRA EFFORT

Heroes are sometimes called upon to perform feats beyond even their amazing abilities. This calls for **extra effort**. Players can use extra effort to improve a hero's abilities in exchange for the hero suffering some fatigue. The benefits of extra effort are not limited by power level due to their extraordinary nature.

USING EXTRA EFFORT

Players can have their heroes use extra effort simply by declaring they are doing so. Extra effort is a free action and can be performed at any time during the hero's turn (but is limited to once per turn). A hero using extra effort gains one of the following benefits:

ACTION

Gain an additional standard action during your turn, which can be exchanged for a move or free action, as usual.

BONUS

Perform one check with a bonus (+2 circumstance bonus) or improve an existing bonus to a major bonus (+5 circumstance bonus). This bonus can also negate a penalty (-2 circumstance penalty), allowying you to perform the check with no modifier, or reduce a major penalty from -5 to a penalty of -2.

POWER

Increase one of your hero's power effects by +1 rank until the start of the hero's next turn. Permanent effects cannot be increased in this way.

POWER STUNT

Temporarily gain and use an Alternate Effect (see **Alternate Effect** in the **Powers** chapter). The Alternate Effect lasts until the end of the scene or until its duration expires, whichever comes first. Permanent effects cannot be used for power stunts.

RESISTANCE

Gain an immediate additional resistance check against an ongoing effect. If you're compelled or controlled, the fatigue from the extra effort doesn't affect you until you're free of the effect; this is so you can't resist yourself to exhaustion as a way of avoiding being controlled!

RETRY

Certain effects (see the **Powers** chapter) require extra effort to retry after a particular degree of failure. The extra effort merely permits another attempt to use the effect; it grants no other benefits.

SPEED

Increase the hero's speed rank by +1 until the start of the hero's next turn.

STRENGTH

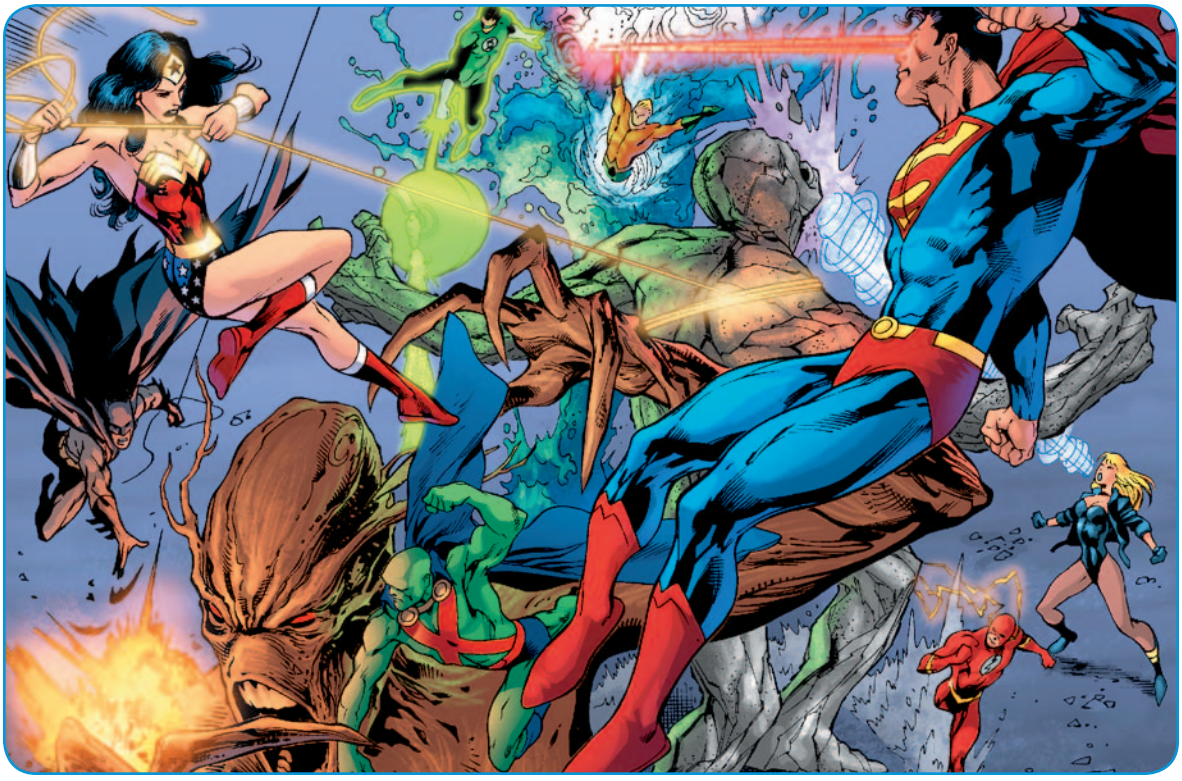
Increase the hero's Strength rank by +1 until the start of the hero's next turn.

COST OF EXTRA EFFORT

At the start of the turn immediately after using extra effort, the hero becomes fatigued. A fatigued hero who uses extra effort becomes exhausted and an exhausted hero who uses extra effort is incapacitated. If you spend a hero point at the start of the turn following the extra effort to remove the fatigue, the hero suffers no adverse effects. In essence, spending a hero point lets you use extra effort without suffering fatigue.

HERO POINTS

Whether it's luck, talent, or sheer determination, heroes have something setting them apart from everyone else, allowing them to perform amazing feats under the most difficult circumstances. In DC Adventures that "something" is **hero points**. Spending a hero point can make the difference between success and failure in the game. When you're entrusted with the safety of the world, that means a lot!



Hero points allow players to "edit" the plot of the adventure and the rules of the game to a degree. They give heroes the ability to do the amazing things heroes do in the comics, but with certain limits, and they encourage players to make the sort of choices heroes do in the comics, in order to get more hero points.

Players start each game session with 1 hero point. During the adventure they get opportunities to earn more hero points. Players can use various tokens (poker chips, glass beads, etc.) to keep track of their hero points, handing them over to the Gamemaster when they spend them. The Gamemaster can likewise give out tokens when awarding hero points to the players.

Unspent hero points *don't* carry over to the next adventure; the heroes start out with 1 point again. Use them or lose them! Since hero points are a finite resource, players need to manage them carefully, spending them at the most opportune times and taking chances to earn them through complications. Playing it "safe" tends to eliminate chances of getting more hero points while taking risks, facing complications, and, in general, acting like a hero offers rewards that help them out later on.

USING HERO POINTS

Unless otherwise noted, spending a hero point is a reaction, taking no time, and you can spend as many hero points as you have. You can spend hero points for any of the following:

EDIT SCENE

You can "edit" a scene to grant your hero an advantage by adding or changing certain details. For example, a hero is fighting a villain with plant-based powers in a scientific lab. You deduce the villain may be weakened by defoliants, so you ask the GM if there are any chemicals in the lab you can throw together to create a defoliant. The Gamemaster requires a hero point to add that detail and says the right chemicals are close at hand. Now you just have to use them!

How much players are allowed to "edit" circumstances is up to the individual Gamemaster, but generally hero points should not be allowed to change any event that has already occurred or any detail already explained in-game. For example, players cannot "edit" away damage or the effects of powers (hero points already allow this to a limited degree, see **Recover**, following). The GM may also veto uses of editing that ruin the adventure or make things too easy on the players. This option is intended to give players more input into the story and allow their heroes chances to succeed, but it shouldn't be used as a replacement for planning and cleverness, just as a way to enhance them.

HEROIC FEAT

You can spend a hero point to gain the benefits of one rank of an advantage you don't already have until the end of your next turn (see the **Advantages** chapter). You must be capable of using the advantage and cannot gain the benefits of fortune advantages, only other types. If the advantage has any prerequisites, you must have them to gain the benefits of the advantage as a heroic feat.

IMPROVE ROLL

One hero point allows you to re-roll any die roll you make and take the better of the two rolls. On a result of 1 through 10 on the second roll, add 10 to the result, an 11 or higher remains as-is (so the re-roll is always a result of 11-20). You must spend the hero point to improve a roll *before* the GM announces the outcome of your initial roll. You cannot spend hero points on die rolls made by the GM or other players without the Luck Control effect (see the **Powers** chapter).

INSPIRATION

You can spend a hero point to get sudden inspiration in the form of a hint, clue, or bit of help from the GM. It might be a way out of the villain's fiendish deathtrap, a vital clue for solving a mystery, or an idea about the villain's weakness. It's up to the GM to determine exactly how much help the players get from inspiration and how it manifests, but since hero points are a very limited resource, the help should be in some way significant.

INSTANT COUNTER

You can spend a hero point to attempt to counter an effect used against you as a reaction. See **Countering Effects** in the **Powers** chapter for details.

RECOVER

You can spend a hero point to recover faster. A hero point allows you to immediately remove a dazed, fatigued, or stunned condition, without taking an action. Among other things, this option allows you to use extra effort (previously) without suffering any fatigue. Spending a hero point to recover also lets you convert an exhausted condition into a fatigued condition.

EARNING HERO POINTS

In comics, heroes often confront the villain(s) and deal with various complications. Perhaps the villain defeats or outwits them in the first couple scenes. Maybe one or more of the heroes have to overcome a personal problem. The villain may have a secret the heroes need to discover, and so forth. By the end of the story, the heroes have overcome these challenges and they're ready to take on the villain.

DC Adventures reflects this kind of story structure through the awarding of hero points. The heroes gain additional hero points as an adventure progresses. When the going gets tough, the heroes get tougher, because they get hero points to help them overcome future challenges.

Heroes get hero points from complications, acts of heroism, and roleplaying. See **Complications** in the next chapter, **Secret Origins,** for details.

CHAPTER 2: SECRET ORIGINS

The DC Adventures Roleplaying Game allows you to create any sort of hero you want by choosing your character's abilities, skills, powers, and other traits. You have a "budget" of **power points** with which to build your hero. There are also certain limits and guidelines imposed by the game's **power level**, chosen by the Gamemaster, but within those limits you can build a wide range of characters.

HERO ARCHETYPES

The quickest and easiest way to create your own DC Adventures hero is to look through the various **hero archetypes** on starting on page 34, choose one that fits the type of hero you want to play, and customize it to match your ideas. With just a few quick choices, you have a new hero, complete and ready for the game!

Each archetype offers a complete, ready-to-play power level 10 hero, the recommended starting power level for DC Adventures. Some archetypes offer a few simple choices in terms of skills, advantages, or sets of powers to fit different themes. For example, many archetypes offer a choice of an Expertise skill to round out the character's background and interests outside of super-heroism.

Some archetypes also offer an **Options** section, where you can change some of the pre-existing trait choices to create a different kind of hero. For example, the Crime Fighter archetype has options for a hero with less equipment, but superhuman senses, or a special vehicle of some type. Other archetypes offer similar options.

Even if the archetype does *not* have an **Options** section that does not mean you cannot customize the archetype to suit the type of hero you want to play! The archetypes are just starting points: if you are more familiar with character design in DC Adventures, feel free to change any or all of your chosen archetype's traits. So long as you stay within the bounds of available power points, series power level, and your Gamemaster's approval, you're fine.

Please note, the characters on the pages 34-41, like the characters presented in the **Heroes & Villains** chapter, include some Advantages in *italicized* print. Those advantages are from an **Enhanced Advantage** effect listed in their powers.

HERO DESIGN

Designing a hero from scratch in DC Adventures follows a series of simple steps, using the information presented in the other chapters of this book. You'll need a copy of the character sheet found in the back of the book (and also available online at *www.mutantsandmasterminds.com*) and some scratch paper to design your character.

1. HERO CONCEPT

Before you get started, consider what sort of hero you want to create. What are the hero's basic abilities? What are the hero's powers? What's the hero's origin? You may want to take a look at the archetypes later in this chapter for some suggestions for the different types of heroes you can create. You also can draw inspiration from your favorite characters from comic books, television, or movies. Take a look through the **Powers** chapter and see if any of the powers there inspire a character idea. You may want to jot down a few notes about the sort of hero you'd prefer to play, which will help guide you through the rest of the character design process.

2. GAMEMASTER GUIDELINES

Your GM may have particular guidelines for characters in the game, such as not allowing certain powers or concepts or requiring particular descriptors. If there are no aliens in the series, for example, then you obviously can't play an alien hero. Likewise, if your Gamemaster bans mental powers from the series, then a psychic isn't appropriate. Run your hero concept by your Gamemaster *before* you start working on it! You might also want to consult with your fellow players so you can design your characters together and ensure they'll make a good team.

3. POWER LEVEL

Your GM sets the starting power level for the series. Generally, this is level 10, but it may range anywhere from level 5 to level 20 or more. The power level determines the player characters' starting power points and exactly where you can spend them. See **Power Level** later in this chapter for details.

4. ABILITIES

Choose the ability ranks you want your character to have and pay 2 power points for each rank. Choose defense bonuses for your character, paying 1 power point per +1 de-

fense over the base rank provided by your hero's abilities. To improve your hero's Toughness, see **Advantages** and **Powers**, following. See the **Abilities** chapter for details.

5. SKILLS

Choose the skill ranks you want your character to have and pay 1 power point per 2 total skill ranks. See the **Skills** chapter for details.

6. ADVANTAGES

Choose the advantages you want your character to have and pay 1 power point per advantage or rank in an advantage. See the **Advantages** chapter for details.

7. POWERS

Create your hero's powers by choosing their desired effects and paying the effects' base cost, adjusted for any modifiers, and multiplied by the number of ranks. See the **Powers** chapter for details.

8. COMPLICATIONS

Choose at least two complications for your hero. You can have more, if you want, and the more complications your hero faces, the greater your chances for earning hero points during the game. See the **Complications** section of this chapter for details.

9. DETAILS

Go through the limits listed under **Power Level** in this chapter and make sure your hero's traits all fit within them. If not, adjust the traits accordingly until they do.

Go back through and add up the costs of your hero's abilities, defenses, skills, advantages, and powers. You should end up with a figure equal to the starting power points shown on the **Starting Power Points** table. If not, double-check your math and either remove or add traits to your character to reach the starting power point total.

Figure out things like your hero's name, appearance, origin, background, and motivation. If you can, consider creating a sketch or detailed description of your hero's costume.

10. GAMEMASTER APPROVAL

Show your new hero to the Gamemaster for approval. The GM should check again to make sure your power points are spent and added up correctly, your hero follows the power level guidelines and any other guidelines set for the series, and that the character is generally complete and suited to the overall game. Once your GM has approved, your new hero is ready for play!

POWER POINTS

You design a DC Adventures hero by spending **power points** on different traits. Each ability, skill, advantage, power, and other trait has an associated power point cost.

STARTING POWER POINTS

The game's power level provides a guideline for how many power points you get initially to design your character, as shown on the **Starting Power Points** table. The Gamemaster can vary the starting power points as desired to suit the series.

SPENDING POWER POINTS

Each trait costs a certain number of power points. You "spend" or allocate your points to give your character different traits. Once spent, power points cannot be reallocated without the use of a power effect or the Gamemaster's permission. The basic costs of traits are given on the **Basic Trait Costs** table, with specific costs for powers given in the **Powers** chapter.

POWER LEVEL

Power level is an overall measure of effectiveness and power, primarily combat ability, but also generally measuring what sort of tasks a character can be expected to accomplish on a routine basis (see **Routine Checks** in **The Basics** chapter).

STARTING POWER POINTS

POWER LEVEL	STARTING POWER POINTS	POWER LEVEL	STARTING POWER POINTS
1	15	11	165
2	30	12	180
3	45	13	195
4	60	14	210
5	75	15	225
6	90	16	240
7	105	17	255
8	120	18	270
9	135	19	285
10	150	20	300

BASIC TRAIT COSTS

TRAIT	COST IN POWER POINTS
Ability	2 per ability rank
Defense	1 per defense rank
Skill	1 per 2 skill ranks
Advantage	1 per advantage or advantage rank
Power	(base effect cost + modifiers) x rank + flat modifiers

DC POWER LEVELS

DC heroes cover a diverse range of power levels, from the first costumed adventurers of the Golden Age, who relied solely on their skills and a few gimmicks (and modern vigilantes of the mean streets, who do much the same), to the greatest protectors of the world, who take on cosmic threats on a regular basis. The following are some common power levels and starting power point values suitable for different DC Adventures games:

POWER LEVEL 8 • MASKED ADVENTURERS

This power level fits the "Mystery Men" era of DC's Golden Age, as well as the adventures of teams like the Blackhawks and the Challengers of the Unknown: heroes who rely more on their skills and wits (and maybe a few gadgets) rather than amazing powers. The suggested starting value of 120 power points creates well-rounded heroes at this level, particularly if the emphasis is on skills and advantages—and maybe a power or two—rather than a lot of powers. Think Dr. Mid-Nite and Hourman rather than the Flash and Green Lantern. A higher starting power point total allows for more diverse capabilities within the same limits.

Heroes at this level often focus more on skill than sheer damage output, often having fighting skills in the 10–12 range, but commensurately lower damage and effect ranks (using just their fists or small arms).

POWER LEVEL 10 • SUPER HEROES

The suggested starting power level for DC Adventures suits mature and experienced "adventurers" of the previous level along with a wide range of younger or focused metahumans. This is the power level of most of the Legion of Super-Heroes, characters like Green Arrow and Black Canary, and a great many of the Teen Titans. It's also good for powerful, but relatively inexperienced heroes like the Blue Beetle (Jaime Reyes).

Power level 10 heroes may have a balance of attack and effect, defense and resistance, or may go for being stronger on one side than the other, having great combat skill, but comparatively limited damage, for example, or great Toughness, but lowered defenses.

POWER LEVEL 12 • BIG LEAGUES

Power level 12 is where you find many of the members of the Justice League: Aquaman, Batman, and the Flash, to name a few. They are "senior" heroes, usually with considerable capabilities (and, often, experience). Those lacking metahuman powers (such as Batman) have amazing levels of skill and resources to draw upon while the metahuman types are often among the most capable in their particular area, often worthy of titles like "King" and "World's Greatest".

In areas where power level 12 heroes tip the balance of their combat capabilities, they can have amazing ranks in attack (like Batman's Close Combat skill) or defense (like Flash's Dodge).

POWER LEVEL 14 • WORLD-PROTECTORS

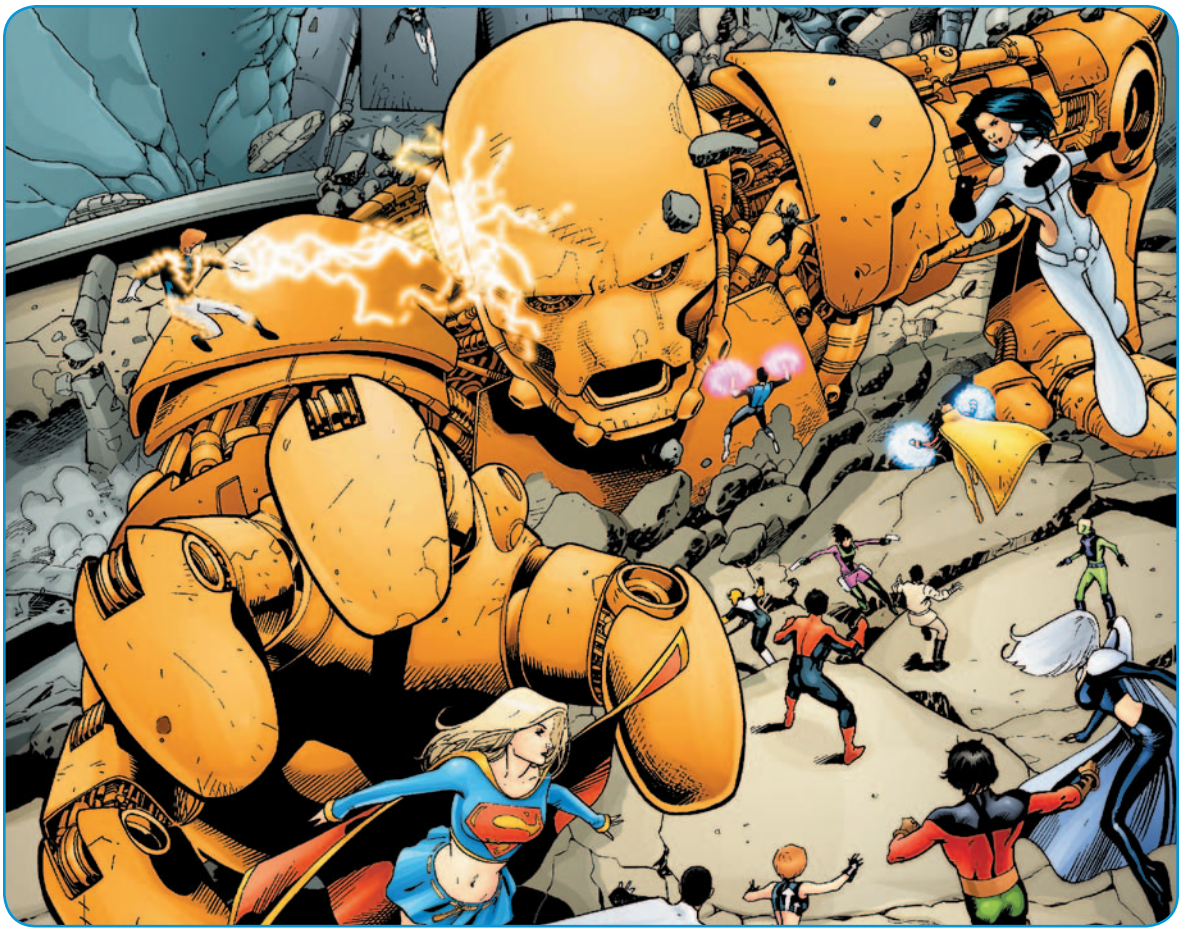
Heroes at this level are closing in on the power levels of the paragons of the DC Universe like Captain Atom, Green Lantern, Superman, and Wonder Woman. They are largely capable of ignoring lesser concerns and tend to focus on "big picture" problems like alien invasions and world-conquerors along with natural disasters (although they may still handle some of the "small stuff" as well). This is the level of the "heavy-hitters" of the Justice League of America and Justice Society of America.

Power level is a value set by the Gamemaster for the series as a whole. It places certain limits on where and how players can spend power points when creating or improving their heroes. Power level imposes the following limits:

- **Skill Modifier:** Your hero's total modifier with any skill (ability rank + skill rank + advantage modifiers) cannot exceed the series power level +10. This includes untrained skill modifiers using only ability rank, and so sets an effective limit on all abilities associated with skills.
- **Attack & Effect:** The total of your hero's attack bonus and effect rank with that attack cannot exceed twice the series power level. If an effect allows a resistance check, but does not require an attack check, its effect rank cannot exceed the series power level.
- **Dodge & Toughness:** The total of your hero's Dodge and Toughness defenses cannot exceed twice the series power level.
- **Parry & Toughness:** The total of your hero's Parry and Toughness defenses cannot exceed twice the series power level.
- **Fortitude & Will:** The total of your hero's Fortitude and Will defenses cannot exceed twice the series power level.

TRADE-OFFS

Note that the averaging effect of power level—the fact that all the traits it limits are paired with other traits—allows for a measure of "trade-off." For example, attack bonus and effect rank added together cannot exceed twice the series power level, but this does not mean the two traits must themselves be equal, or that neither can be *greater* than the series PL. It's entirely possible to create a hero with more fighting skill than damage capability (like the Crime Fighter or the Martial Artist in the sample **Hero Archetypes**), a hero



with more sheer power than skill (like the Powerhouse), or a hero who is a roughly equal mix of both (like the Warrior) who are all within the series limit, PL10. The same is true of the various other traits, such as placing a greater reliance on Dodge and Parry over Toughness, or vice versa.

The GM may want to keep an eye on combinations that swing wildly towards one side or another: the hero with *no* Dodge bonus to speak of but a massive Toughness bonus, or the one with no real attack bonus but capable of dishing out a tremendous amount of damage. For the most part, these designs are self-limiting, but they can pose problems in comparison to better-balanced heroes. A disparity of more than 50% between a pair of power level limited traits is something to look at closely before approving.

POWER LEVEL & NON-PLAYER CHARACTERS

While the GM should keep the power level guidelines and suggested starting power points of the series in mind while creating villains and members of the supporting cast, non-player characters are *not* restricted by the series power level and are built on as many power points as the GM wants to give them. In other words, there is no need to add up the "cost" of a non-player character. Just assign the appropriate traits at the desired ranks.

Determine an NPC's effective power level based on the character's highest appropriate offensive and defensive trait(s). This power level is simply an approximation to show what level of challenge that NPC offers, and is not necessarily related to the NPC's power point total, which may be greater than or less than the recommended starting power points for that power level.

> **Example:** *The Gamemaster is creating a villain for a power level 10 series. The bad guy has a +8 total attack bonus with a primary attack doing 16 damage. Adding these together and dividing by 2 gives the GM a power level of 12 [(16 + 8)/2]. So long as none of the villain's other traits exceed this, the GM notes the villain's power level as 12, a reasonable challenge for a group of PL10 heroes.*

REALLOCATING POWER POINTS

Normally a hero's traits are fixed. Once power points are spent on them, they remain there. In some cases, however, the Gamemaster may allow players to re-allocate their characters' points, changing their traits within the limits of the series power level, perhaps even losing some traits and gaining entirely new ones. This is typically a result of the transformed condition, either due to a power or encountering a transformational effect (intense radiation, mutagenic chemicals, cosmic power sources, and so forth). It's up to the GM to decide when these character-altering events occur, but they should be fairly rare unless their effects are intended to be temporary complications.

COMPLICATIONS

Comic books are full of storylines involving personal complications, and players are encouraged to come up with some for their heroes. **Complications** have a specific use in the game as well: they give the Gamemaster a "handle" on your hero, different challenges to introduce or include in adventures. When the GM does so, players earn hero points they can use to enhance their characters' chances of success, amongst other things. (See **Hero Points** in **The Basics** and **Action & Adventure** chapters for more information.)

CHOOSING COMPLICATIONS

Choose at least two complications for your hero: a Motivation and at least one other. You can take as many complications as you wish, although the GM may set limits for the sake of being able to keep track of them all. Complications are also self-limiting, in that you only earn hero points for those complications that actually come into play. So even if you have more than a dozen, if the GM can only include a couple in a game session, then those are the ones that earn you hero points for that game. You can—and generally should—look for opportunities to include your hero's complications and offer suggestions to the GM, who makes the final decision on which complications come into play at any given time.

> **Example:** *Superman has no lack of complications. In addition to his devotion to Doing Good, the Man of Steel has a number of important relationships in his life (his wife Lois, friends and co-workers at the Daily Planet, etc.), long-time foes like Lex Luthor and Brainiac, and vulnerabilities like kryptonite, the loss of his powers under a red sun, and so forth. When the Gamemaster uses one of Superman's complications in an adventure—say by putting Lois in danger or having a villain set a trap using kryptonite—Superman's player gets a hero point. If the GM uses multiple complications, having one of Superman's arch-foes kidnap Lois and set a trap using kryptonite, for example, then his player gets multiple hero points. One of the reasons why powerful heroes' lives are so complex is they need the hero points those complications provide them!*

The GM also decides what complications are appropriate for the game and can overrule any particular complication, based on the style and needs of the story and the series. Keep in mind the adventure needs to have room for *all* of the heroes' complications, so individual ones can only come up so often.

MOTIVATION

Every hero has something that drove him or her to become a hero in the first place—a motivation that keeps them going when things get tough. Sometimes that motivation is the only difference between a hero and a villain. What made your hero decide to fight for justice rather than turning toward more selfish goals? How does it affect the hero's methods of fighting crime? Is there anything that might change or affect the hero's motivation?

Motivation is a complication because it often determines what a hero will do in a particular situation. The GM can use your hero's motivation to encourage certain actions, and enemies may do the same. When you properly play out your hero's motivation, even if it isn't necessarily the "smartest" thing to do, the GM awards you a hero point.

Common heroic motivations include the following:

- **Acceptance:** The hero feels different or isolated (perhaps for being a non-human in human society) and does good to gain the trust and acceptance of others and perhaps discover what it means to be human. Some such heroes see their powers as more of a curse than a blessing, but try to do some good with them while hoping and looking for a way to have a normal life.
- **Doing Good:** Some heroes fight the good fight simply because it's the right thing to do and they believe in doing the right thing no matter what. Their strong moral center may come from a good upbringing (or a bad one that showed them what *not* to do) or the guidance or inspiration of a mentor or idol.
- **Greed:** There are those motivated by nothing more than the opportunity to make a profit off their heroic careers. They may be mercenaries for hire or marketing machines who do good deeds but also rake in the proceeds from licensing fees and public appearances. More altruistic heroes tend to look down upon their profit-mongering peers.
- **Justice:** An overwhelming thirst for justice drives some heroes, a need to see the innocent protected and the guilty punished, even if they are beyond the reach of the law. These heroes walk a thin line. For some justice becomes a thirst for vengeance for injury done to the hero in the past, like the death of a loved one.
- **Patriotism:** Heroes are often devoted to the ideals of their home (or adopted) nation, and seek to serve that nation and its people with their abilities. Patriotic heroes are often honored as champions of their homelands, but it is the service, and not necessarily the recognition, that matters.
- **Recognition:** Some heroes just want recognition or attention, and dressing up in a bright costume and fighting crime is one surefire way to get people to notice you. The hero may be a shy nobody out of costume or a glory-hog who loves the spotlight.
- **Responsibility:** The responsibility of having great power can be a heavy burden, but some heroes feel it

COMPLICATIONS AND INJURIES

Various challenges heroes face over the course of a story make suitable complications. For example, while the game rules don't have specific details for how to handle a hero with a concussion, it can make for an interesting story. The easiest way to handle it is as a complication: whenever the injury causes the hero trouble (a lost action due to dizziness, a villain getting away, etc.), the GM awards a hero point. You can do the same with anything from a malfunctioning device to a persistent distraction.

is their duty to use the powers they've been given for the greater good. Oftentimes these heroes are trying to live up to an ideal like a mentor or a predecessor who inspired them.

- **Thrills:** For some the life of a super hero is all about excitement, thrills, danger, and challenge. These heroes are in it for the action more than anything else.

MOTIVATION AND INFLUENCE

A shared motivation can create an empathic bond with others. With the GM's permission, you might get a circumstance bonus on interaction skill checks when dealing with someone with the same motivation as yours. Similarly, you may suffer a circumstance penalty to interaction when dealing with characters of a strongly differing motivation.

MOTIVATIONS AS DESCRIPTORS

At the GM's option motivation can function as a descriptor for powers (see **Descriptors**, page 138), allowing characters to have a power affecting only subjects with a particular motivation, for example, or the ability to detect characters with a particular motivation (see **Senses**, page 113). Gamemasters should be very careful when applying power modifiers based on subjective qualities like motivation. An attack power affecting only "evil" targets, for example, is useless against inanimate objects, constructs, and animals (which cannot have such a quality) as well as "good" targets. It might also not affect characters without a specific evil motivation (such as selfish mercenaries, violent vigilantes, or despots devoted solely to order, but not "evil" per se).

MOTIVATIONS AS ORIGINS

Some characters may derive their powers from their motivation in some way, such as heroes who draw strength from their convictions, faith, or morality. This provides a descriptor for those powers, but the hero may also suffer Power Loss (see page 29) from a change or wavering in motivation.

MOTIVATIONS IN CONFLICT

A character with different motivations may find them in conflict from time to time. Such conflicts provide role-playing opportunities, complications for players, and story hooks for the Gamemaster. For example, a hero motivated by Patriotism may discover a secret government agency acting against the interests of justice in the world. What is stronger, the hero's patriotism or the desire to see the truth known and justice done? Some conflicts may even result in heroes changing motivations. See **Changing Complications**, in the following section, for more on this.

OTHER COMPLICATIONS

Other possible complications, and their uses in adventures, include:

- **Accident:** You cause or suffer some sort of accident. Perhaps a stray blast damages a building or hurts an innocent bystander, your fire powers set off sprinkler systems, or you cause volatile chemicals to explode. A hero with this as a regular complication may be especially accident-prone, inexperienced with their powers, or even jinxed! The GM decides the effects of an accident, but they should be troublesome. Accidents can lead to further complications; perhaps the hero develops a guilt-complex, obsession, or phobia stemming from the accident.
- **Addiction:** You need something, whether for physical or psychological reasons. You'll go out of your way to satisfy your addiction, and being unable to satisfy it may lead to other complications, either involving your own faculties or your relationships with people. Several comic book heroes have struggled with various addictions and the effects on their lives, such as Speedy, Green Arrow's ward and sidekick.
- **Disability:** You are limited by a particular disability, such as being blind, deaf, or paraplegic. When your disability places serious challenges in your path, your complication comes into play. Many "disabled" heroes have powers or other compensations for their disabilities, such as a blind hero with other enhanced senses or a paraplegic who is a powerful psychic with matchless mobility of mind over body. Even though their powers often make up for their disability, this complication is still appropriate because they may have to deal with it from time to time. An example is Doctor Mid-Nite, who can see in the dark, but is blind in daylight without his special lenses.
- **Enemy:** You have an enemy, or enemies, trying to do you harm. The GM can have your enemy show up to cause you trouble, and adventures involving your enemy tend to be more complicated for you, even personal grudge-matches, if the enmity goes both ways. When having an enemy causes a particular problem for you (such as your enemy abducting a loved one or laying a trap for you), you get a hero point.
- **Fame:** You're a public figure, known almost everywhere you go, hounded by the media, swamped by

fans and well-wishers, and similar problems, which create various complications.

- **Hatred:** You have an irrational hatred of something, leading you to actively oppose the object of your dislike in some way, no matter the consequences. Complications involving your hatred tend to overwhelm your better judgment.
- **Honor:** You have a strong personal code of honor. Generally this means you won't take unfair advantage of opponents or use trickery, but you can define the exact terms of your code with the GM. Your honor becomes a complication when it puts you in a bind or on the horns of a moral dilemma.
- **Identity:** Heroes often maintain secret identities, creating various complications as they try to keep them secret from friends and enemies alike. The dual-identity can even go beyond mere disguise for heroes who actually transform into a different persona, creating complications around controlling that transformation, or a lack of powers or abilities in one persona.
- **Obsession:** You're obsessed with a particular subject and pursue it to the exclusion of all else, which can create quite a few complications.
- **Phobia:** You're irrationally afraid of something. When confronted with it you have to fight to control your fear, causing you to hesitate, flee, or act irrationally.
- **Power Loss:** Certain circumstances cause some or all of your powers to fail or stop working, or rob you of them altogether. You might depend on particular objects others can steal or take from you, or lose your powers during the dark of the moon, or when exposed to exotic radiation. You may even simply lose faith in yourself, resulting in temporary weakness. When this happens, and it poses a challenge for you, your complication comes into play.
- **Prejudice:** You are part of a minority group subject to the prejudices of others, which creates problems. Similarly, characters with unusual origin or appearance might face prejudice, such as a demonic-looking hero who is considered suspect. Some Gamemasters and gaming groups may prefer not to deal with issues of prejudice in their games, in which case the GM is free to ban this complication.
- **Quirk:** Complications can often come from various personality quirks: likes, dislikes, hobbies, neuroses, and so forth. For example, a hero might have the quirk of always leaving some sort of "calling card" for the authorities along with a captured criminal. That could become a complication if somebody else starts imitating it, or uses it to cause trouble for the hero.
- **Relationship:** The important people in a hero's life are a source of strength, but they can also complicate matters considerably. If they are not in on the secret of the hero's costumed identity, then he or she must juggle two lives to keep loved ones safely in the dark. On the other hand, if the people in a hero's life do know the truth, they are in danger from the hero's foes and others seeking to find it out.
- **Reputation:** You have a bad reputation, affecting what others think of you (whether you deserve it or not). Having someone adopt a bad attitude toward you because of your reputation is a complication. As a result, you might struggle to overcome your reputation, having to take chances or face difficulties others do not.
- **Responsibility:** You have various demands on your time and attention. Responsibilities include family obligations, professional duties, and similar things. Failing to live up to your responsibilities can mean loss of relationships, employment, and other problems.
- **Rivalry:** You feel a strong sense of competition with a person or group and have to do your best to outdo your rival(s) at every opportunity.
- **Secret:** You have something potentially damaging or embarrassing you're hiding from the world. The most common secret for DC Adventures heroes is their true identity, but it could be a secret weakness (another complication) or some dark secret from your past. Occasionally, something (or someone) may threaten to reveal your secret.
- **Temper:** Certain things just set you off. When you lose your temper you lash out at whatever provoked you.
- **Weakness:** Some things can hurt you, badly. You might have a weakness that overcomes your normally strong defenses, like a werewolf being vulnerable to silver, or you may suffer harm from things

UNDER THE HOOD: COMPLICATIONS AND UP-FRONT REWARDS

Some roleplaying game systems include complications, disadvantages, or similar problematic character traits which offer "bonus points" for *creating* the character; essentially, you get more points for your character's good traits when you take on some bad ones.

The problem with such "up-front" rewards for giving a character flaws is that the player gets all of the reward (the bonus design points) immediately, but the disadvantage only occasionally limits or affects the character, sometimes even randomly. Since there is only so much "screen time" in a game session, there is virtually no way for the GM to spotlight every one of every character's disadvantages, so some end up being worth "more" in the sense of reward in exchange for drawbacks. Plus, after they have "paid out" their initial benefit, front-loaded negative traits are nothing but a burden to the character from that point forward, leading players to try and avoid or mitigate them as much as possible.

Complications address this issue by having a "pay-as-you-go" approach: if the GM uses a complication in the game, and the player responds by going along with it, the player gets a reward in the form of a hero point. This means that although the hero has to deal with some "bad stuff" from time to time, there is an upside, and a reason for players to *want* their characters' complications to come into play! Why do powerful heroes lead such complicated lives? They need the points!

that are harmless to others, from water to cold iron or even exotic energies or materials. A weakness may add degrees of effect or impose an entirely different effect. Affliction (see the **Powers** chapter) is the typical effect, but some weaknesses inflict outright Damage, Weaken the target, or have some other effect. You and the GM can discuss common effects beforehand, and it is up to the GM to decide what happens when the particular weakness comes into play. When the GM uses your weakness against you, it's a complication.

CHANGING COMPLICATIONS

Complications can (and generally should) change over the course of a series: old enemies die or are put away for good, rivalries and psychological issues are resolved, new romances and relationships begin as others end, and so forth. Work with the GM to come up with new complications for your hero as old ones are resolved. As mentioned previously, the Gamemaster may set limits as to how many ongoing complications your hero can have in play at any given time.

BACKGROUND

A lot of background details go into making your hero more than just a collection of numbers. Take a moment (if you haven't already) to consider some of the following things about your character:

NAME

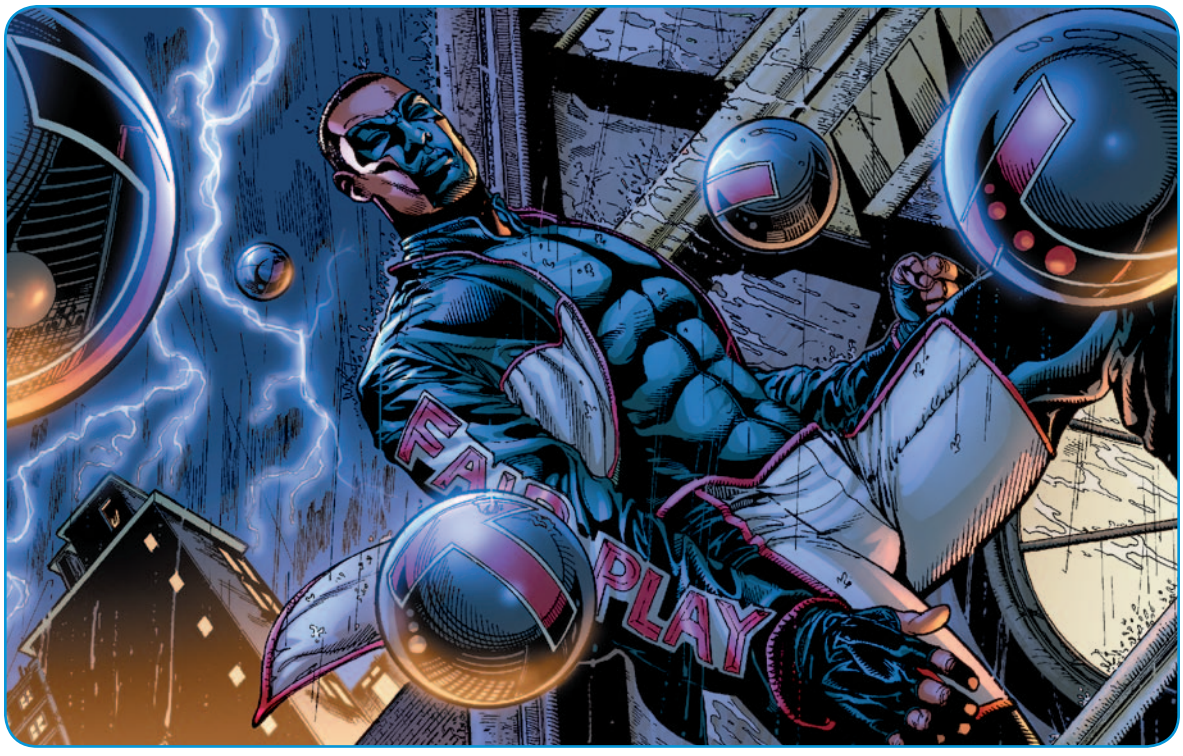
What is your character's name? That is to say, what is the name the hero uses in public, that appears in one-inch type in the newspaper headlines? Most heroes adopt unique and distinctive "code names," so consider a suitable name for yours. Code names are often based on powers, theme, or style. Here are some options to consider:

- **Origin:** A name may be based on the hero's origin, power source, nation (or even world) of birth, and such. Examples of such names include Mercury Man, Agent America, Texas Smith, etc.
- **Powers:** Choose a name based on the hero's powers: Firestarter or Blaze for a flame-controlling character, Thunder or Spark for an electrical character, etc.
- **Theme:** Maybe the character has a theme or style suggesting a name: the Silver Knight might be a medieval knight displaced into the present day, with a magical sword and armor. Ms. Macabre may be all about magic and the occult.
- **Titles:** Names may include various titles like Mister, Miss, Ms., Doctor, Sir, Lord, Lady, and Madam or even royal titles like King, Queen, Prince, Princess, Duke, Baron, Emperor and so forth. Military ranks are also popular parts of hero names, especially General, Major, and Captain.
- **Gender:** Names often include gender designations like Man/Woman, Boy/Girl, Lad/Lass, and so forth.
- **Sound:** Some code-names don't really have anything to do with a character's powers or background—they just sound cool: Kismet, Scion, Animus, Damask, and so forth. They may hint at the hero's powers or origin, or have nothing to do with them.
- **Real Name:** Some heroes go by their given name, not using a code-name at all. Oftentimes these names still sound like code-names, however. They may also be nicknames, such as "Dash" for someone with the name Dashell, or "Buzz" for someone with the name Buzcinski, or whatever other nickname a character may have, such as "Stretch" or "Tiny."

ORIGIN

What's the origin of your hero's powers? It can be anything from a character born with the potential for powers to someone granted them by an accident—exposure to a strange meteor, radiation, genetic engineering, or any of countless similar encounters. Here are some of the more common super hero origins:

- **Accident:** Perhaps the most common origin is when a hero gains powers accidentally from exposure to some force like radiation, chemicals, unleashed mystic energies, being struck by lightning, and so forth. Accidents are often one-time events, although sometimes there is an effort to re-create an accident to deliberately make super-beings. The current science and culture of the setting tends to influence accidental origins. Golden Age heroes in the 1940s often gained their powers from chemical accidents while Silver Age heroes in the Atomic Age of the '60s got their powers from radiation and many modern heroes acquire powers from accidents involving genetic engineering, nanotech, and similar cutting-edge technologies.
- **Alien:** A hero may be a member of an alien race with unusual powers compared to humans. Either all members of the race have similar powers, or particular conditions (lighter gravity, solar radiation, etc.) grant them powers while on Earth. Some "alien" races in comics are actually superhuman offshoots of humanity living isolated from the rest of the world. "Aliens" also include mystical beings from other dimensions, from angels and demons to elementals and actual gods, as well as mortal half-breeds descended from them. An alien hero's powers might even have another origin; being an alien only explains part of the character's powers or is merely a background element.



- **Endowment:** Some outside force grants the hero powers. This might be an experimental procedure (see the next entry), a godlike higher power, a secret organization that hands out powerful devices, a mysterious wizard, or something similar. The patron might expect something in return from the hero for this boon, or the gift could be unconditional.
- **Experiment:** Some heroes gain powers from a deliberate effort, such as a scientific or mystical technique for transforming someone into a super-being. Like accidents, experiments are often impossible to duplicate. The hero may be a willing volunteer or a victim chosen to test out the technique. Some heroes create their own powers, either developing the power-granting procedure or building their own devices.
- **Metahuman:** A hero may simply be born "different," with the metagene potential for super-powers. These latent powers typically emerge in a time of stress, especially the changes brought on by puberty, although they might also appear as a result of an accident (combining the accident and metahuman origins). Some metahumans are genetic mutations resulting from some change in their parents' DNA and are referred to as "mutants".
- **Training:** Finally, some heroes acquire powers through hard work and training, whether physical discipline, studying esoteric martial arts techniques, using meditation and introspection to unlock hidden mental powers, or mastering the arts of magic. Such training is typically arduous and not everyone has what it takes to accomplish it. Heroes who gained their powers through training may have rivals or foes who trained with them (see the Enemy and Rivalry complications later in this chapter).

ORIGINS AS DESCRIPTORS

Origins can serve as descriptors for a character's powers (see **Descriptors** in the **Powers** chapter). For example, a super-powered metahuman has the "metahuman" descriptor, meaning the character may be detected by metahuman-detection powers, affected by metahuman-specific devices, and so forth. The same is true for a mystic, an alien, or any other origin.

ORIGIN GUIDELINES

While the DC Universe includes every type or origin previously presented, your GM may decide to limit the origins for the series you're playing for story reasons. The Gamemaster may set specific guidelines, ranging from restricting certain types of origins (no aliens or no mystics, for example) to requiring all heroes share a common type of origin, such as every character is a new metahuman or the result of a unique accident. Consult with your GM before you choose a particular origin for your hero.

AGE

How old is the character? Super heroes tend to hover in that indeterminate age between 20 and 40, but some heroes are younger, often teenagers, and some are older, possibly *much* older, depending on a hero's background. For example, the hero might have fought in World War II but ended up in the present day due to time travel or suspended animation. Heroes with Immunity to Aging are effectively immortal—they might be *thousands* of years old.

Consider the effects of age on your hero. Someone who fought in the World War II is likely to have a different

worldview than a modern teenager who just acquired superpowers, to say nothing of an immortal who has seen civilizations rise and fall or a godlike being from the dawn of time. A character's age may influence the choice of certain traits. Aged characters are likely to have lower physical ability ranks, for example, while younger ones may have fewer skill ranks (having had less time to train in various skills).

APPEARANCE

What does your hero look like? Consider things like the character's race, sex, ethnicity, and other factors in appearance. Is the hero even human? Super heroes can be aliens, robots, androids, spirits, and beings of pure energy. Is the character short or tall? What about hair and eye color? Does the hero have any distinguishing marks or unique features; is his appearance unusual in any way (apart from running around in a costume, that is)? Does the hero qualify for the Attractive advantage? (See the **Advantages** chapter for details.) What about complications stemming from the hero's looks?

COSTUME

A costume is a big part of a super hero's appearance. Like code names, most heroes have a distinctive costume, usually something skin-tight and colorful, often emblazoned with a symbol or logo. Other heroes wear more military-style outfits, fatigues or body armor with numerous bandoliers and belts. A suit of armor may serve as the hero's costume: anything from ancient mail to a high-tech battlesuit. A few heroes don't wear a special costume, just ordinary street clothes (which in itself can be pretty distinctive among a group of spandex-clad heroes).

In the comics, costumes are generally immune to the kind of routine wear-and-tear a hero's powers should inflict on them. For example, heroes who can burst into flames don't usually incinerate their clothing. The same is true for heroes who change their size or shape. Although a hero's costume can be damaged or torn by attacks and other circumstances, it's usually immune to the hero's powers. This doesn't cost any points; it's just the way costumes work. For more on costumes as equipment, see the **Gadgets & Gear** chapter.

ALTERNATE IDENTITY

Although heroes spend a lot of time fighting crime and using their powers to help others, most also try to find time to have lives of their own. Consider the hero's "normal" life, both before acquiring superpowers and since. Does the hero maintain a secret identity, hiding behind a mask or other guise in order to have a semblance of a normal life while "off duty"? Describe the hero's other identity and what he or she does while not out fighting the forces of evil.

Other heroes abandon all pretense of a "civilian" identity, revealing their true names to the world and living in the public eye. This means no juggling of two separate lives, but also no refuge from the media, adoring fans, or the hero's enemies, who can all keep track of the hero more easily. Both approaches have their good and bad points. Consider which is best for your hero.

PERSONALITY

How would you describe your hero's personality? While heroes tend to share a desire to use their powers for good and uphold the law, they also show a diverse range of attitudes. One hero may be dedicated to the ideals of truth,

justice, and equality, while another is a vigilante, willing to break the law in order to ensure justice is done. Some heroes are forthright and cheerful while others are grim and unrelenting. Consider your hero's attitudes and personality traits. Don't overlook the effect of Motivation on your hero's personality and vice versa (see **Motivation**, previously).

GOALS

Finally, what are your hero's goals? All heroes want things like peace and justice to one degree or another, but what other things does your hero want? One hero may want to find his long-lost family while another may want to avenge a terrible wrong done to her in the past. A monstrous or alien hero may seek acceptance and a new home on Earth, while a teen hero may want to live up to the legacy of a mentor or predecessor. Giving your hero a goal beyond simply "doing good" can help give the character more depth and provide opportunities for roleplaying and complications during the game. Don't overlook it.

SAMPLE CHARACTERS

Beginning on page 42 are two sample characters, the Rook and Princess, for you to read over and refer to while reading the rest of the book. It's very likely not everything will make sense right away, but it will as you get further into the rules and especially when you start making your own heroes!

HERO ADVANCEMENT & IMPROVEMENT

The Gamemaster awards power points to heroes at the end of each DC Adventures story. This represents the experience and confidence the heroes have gained, along with other factors contributing to an improvement in their abilities, skills, and powers.

Generally, heroes each receive 1 power point for a successfully completed adventure that lasts for one game session. If the heroes overcame especially powerful foes or difficult challenges, the GM can increase the power point award to 2 points. For adventures lasting more than one game session, the heroes should get 1 power point per session, plus a possible power point at the end if they did particularly well.

Gamemasters may vary the rate of advancement by awarding more power points per adventure, allowing heroes to increase in power faster, which may suit certain styles of play. The Gamemaster also may choose not to award a power point for an adventure in which the heroes did especially poorly, such as failing to defeat a villain's major scheme or allowing many innocent people to suffer harm they could have prevented.

Players can spend their heroes' awarded power points in-between adventures to improve the heroes' traits, limited only by the series power level. They can also choose to save unspent power points until the power level increases, in order to spend them to improve a trait already at its maximum rating or rank. Players spend power points on new or improved traits for their heroes just the same as spending them to create a hero. So if your hero has a power costing 2 points per rank, and you want to improve it by 1 rank, spend 2 of your earned power points to do so.

Just like starting power points, once earned power points have been allocated to a trait, they remain that way, unless some effect (such as a transformed condition) causes the character's point allocation to change. See Reallocating Power Points, earlier in this chapter, for more information.

INCREASING POWER LEVEL

As heroes earn power points through adventuring and spend them to improve their traits, they will eventually run into the limits imposed by the series power level (see Power Level, earlier in this chapter, for details). For a while, this can be a good thing, since the power level limits encourage heroes to diversify and acquire new skills, advantages, and powers rather than simply pumping points into their existing traits to increase them to unwieldy levels. However, sooner or later, you're going to want to raise the power level, giving the heroes a bit more breathing room for advancement and spending their earned power points.

A good guideline is to follow the starting power point totals when it comes to power level: when the heroes accumulate an additional 15 power points from the start of the series or the last time the power level was raised, it's probably time to raise the power level by +1. So a power level 10 game starts out with 150-point heroes. When they have earned another 15 power points (bringing their total up to 165), the GM should consider raising the power level to 11, allowing the heroes to spend some of those power points to increase traits which are currently at the maximum limit.

When you increase the power level, you should also re-evaluate the capabilities of the villains and other challenges the heroes face. While NPCs don't earn additional power points as such, and aren't even subject to the same power level limits as the heroes, you should feel free to improve the traits of some antagonists to keep pace with the heroes, ensuring those NPCs remain a suitable challenge. It's also fine to have others lag behind, as the heroes outstrip some of their old foes, who no longer represent the kind of threat they did before, plus you can introduce new villains and challenges suited to the series power level as things progress.

CHARACTER ARCHETYPES

The following archetypes are ready to play for a power level 10 series. Some require a few simple choices or offer options for customization. Gamemasters can also use these archetypes as ready-made villains, if desired.

BATTLESUIT

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
12	1	1	2	8	5	2	0

POWERS

Battlesuit: Removable (*–21 points*)

Armor: Protection 11, Impervious • *22 points.*

Boot Jets: Flight 8 (500 MPH) • *16 points.*

Comm System: Radio Communication 2 • *8 points.*

Life Support System: Immunity 10 • *10 points.*

Sensors: Senses 12 (Accurate Radio Extended 3 [radar], Darkvision, Direction Sense, Distance Sense, Infravision, Time Sense, Ultra-Hearing) • *12 points.*

Servo Motors: Enhanced Strength 12 • *24 points.*

- **Force Beams:** Ranged Damage 12 • *1 point.*

Tactical Computer: Enhanced Dodge 2, Enhanced Fighting 4, Enhanced Ranged Attack 2 • *12 points.*

ADVANTAGES

Accurate Attack, *Ranged Attack 2*, Improvised Tools, Inventor, Ranged Attack 4, Second Chance (Technology checks)

SKILLS

Expertise: (Choose one of Business, Engineering, or Science) 5 (+10), Insight 4 (+6), Perception 3 (+5), Persuasion 4 (+4), Technology 8 (+13)

OFFENSE

INITIATIVE +1

Force Beam +8	Ranged, Damage 12
Unarmed +8	Close, Damage 12

DEFENSE

DODGE	8	**FORTITUDE**	6
PARRY	8	**TOUGHNESS**	12
WILL	8		

POWER POINTS

ABILITIES	30	**SKILLS**	12
POWERS	84	**DEFENSES**	16
ADVANTAGES	8	**TOTAL**	150

CONSTRUCT

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
11	-	3	3	9	5	1	0

POWERS

Armored: Protection 11, Impervious 6 • *17 points.*

Unliving: Immunity to Fortitude Effects • *30 points.*

OPTIONS

Choose **one** of the following • *20 points.*

Elemental: Ranged Damage 10 (See **Elemental Control** in the **Powers** chapter.)

Soldier: Ranged Damage 10

Undead Revenant: Immortality 5, Regeneration 10

Wraith: Insubstantial 4

ADVANTAGES

Eidetic Memory, Ranged Attack 5

SKILLS

Investigation 2 (+7), Perception 5 (+6), Persuasion 4 (+4), Technology 5 (+10), Vehicles 2 (+5)

OFFENSE

INITIATIVE +3

Ranged +8	Ranged, Damage *
Unarmed +9	Close, Damage 11

* Damage bonus depends on the option chosen under Powers.

DEFENSE

DODGE	9	**FORTITUDE**	Immune
PARRY	9	**TOUGHNESS**	11
WILL	9		

POWER POINTS

ABILITIES	54	**SKILLS**	9
POWERS	67	**DEFENSES**	14
ADVANTAGES	6	**TOTAL**	150

CRIME FIGHTER

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	3	6	6	12	4	4	4

EQUIPMENT

Commlink • *1 point.*

Costume: Protection 2 • *2 points.*

Grapple Gun: Movement 1 (Swinging) • *2 points.*

Utility Belt: Array (12 points)

- **Flash-Bangs:** Burst Area Dazzle 3 (Visual and Auditory) • *12 points.*
- **Smoke Pellets:** Cloud Area Concealment Attack 4 (visual) • *1 point.*
- **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Daze, Stun, Asleep) • *1 point.*
- **Boomerangs:** Strength-based Damage 1, Ranged 4 • *1 point.*

OPTIONS

To customize, choose ***one*** of the following options with no change in point total:

- **Gimmick:** Replace Equipment advantage and optional advantages with a 10-point Removable power device.
- **Sentinel:** Drop Commlink and Utility Belt from equipment, add a tonfa or similar weapon (Damage 1). Change Equipment to 1 rank and add 3 points worth of Senses. Remove optional advantages to add more Senses, if desired.
- **Vehicle:** Replace optional advantages with a vehicle worth up to 20 equipment points (an additional 4 ranks of Equipment).

ADVANTAGES

Defensive Roll 3, Equipment 4, Uncanny Dodge

Plus choose *four* of the following: Agile Feint, Assessment, Benefit, Contacts, Defensive Attack, Daze, Hide in Plain Sight, Jack-of-all-trades, Power Attack, Precise Attack (Close, Concealment), Skill Mastery (Stealth), Startle, Takedown, Throwing Mastery, Ultimate Effort (Investigation)

SKILLS

Acrobatics 6 (+12), Athletics 6 (+9), Close Combat: Unarmed 2 (+14), Deception 6 (+10), Expertise: (Choose One) 4 (+8), Insight 6 (+10), Intimidation 8 (+12), Investigation 8 (+12), Perception 6 (+10), Ranged Combat: Thrown 8 (+14), Sleight of Hand 4 (+10), Stealth 8 (+14), Technology 2 (+6), Vehicles 4 (+10)

OFFENSE

INITIATIVE +6	
Boomerang +14	Ranged, Damage 4
Unarmed +14	Close, Damage 3

DEFENSE

DODGE	12	**FORTITUDE**	6
PARRY	12	**TOUGHNESS**	8/5*
WILL	10	*Without Defense Roll	

POWER POINTS

ABILITIES	84	**SKILLS**	39
POWERS	0	**DEFENSES**	15
ADVANTAGES	12	**TOTAL**	150

ENERGY CONTROLLER

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
1	2	4	3	4	0	2	2

POWERS

Energy Aura: Damage 3, Reaction • *12 points.*

Energy Control: Ranged Damage 12 • *24 points.*

- Choose ***three*** Alternate Effects • *3 points.*

Energy Immunity: Immunity 5 (Energy Control type) • *5 points.*

Flight: Flight 7 (250 MPH) • *14 points.*

Force Field: Protection 10, Impervious, Sustained • *20 points.*

Quick Change: Feature 1 (transform into costume as a free action) • *1 point.*

OPTIONS

The main option for an Energy Controller is the type of energy the hero wields. See **Energy Control** in the **Powers** chapter for some examples.

ADVANTAGES

Accurate Attack, All-out Attack, Power Attack, Precise Attack (Ranged; Cover), Taunt

SKILLS

Acrobatics 6 (+10), Deception 7 (+9), Insight 4 (+6), Perception 4 (+6), Persuasion 4 (+6), Ranged Combat: Energy Control 5 (+8)

OFFENSE

INITIATIVE +4	
Energy Control +8	Ranged, Damage 12 plus others
Unarmed +4	Close, Damage 1

DEFENSE

DODGE	8	**FORTITUDE**	7
PARRY	4	**TOUGHNESS**	12
WILL	8		

POWER POINTS

ABILITIES	36	**SKILLS**	15
POWERS	79	**DEFENSES**	15
ADVANTAGES	5	**TOTAL**	150

GADGETEER

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
0	0	2	3	4	10	5	0

POWERS

Blaster: 24-point Array, Easily Removable (-10 points).

- Ranged Damage 12 • *24 points*
- Dazzle 12 • *1 point.*

Force Shield Belt: Protection 10, Impervious, Sustained, Precise, Removable (-4 points) • *21 points.*

Jet-Pack: Flight 5 (60 MPH), Removable (-2 points) • *10 points.*

Quick-Thinking: Quickness 4, Limited to Mental Tasks • *2 points.*

ADVANTAGES

Beginner's Luck, Defensive Roll 2, Eidetic Memory, Improved Initiative, Improvised Tools, Inspire 2, Inventor, Luck, Ranged Attack 5, Skill Mastery (Technology)

SKILLS

Expertise: Engineering 5 (+15), Expertise: Science 10 (+20), Insight 5 (+10), Investigation 4 (+14), Perception 5 (+10), Technology 10 (+20), Vehicles 5 (+8)

OFFENSE

INITIATIVE +6

Blaster +8	Ranged, Damage 12 or Dazzle 12
Unarmed +4	Close, Damage 0

DEFENSE

DODGE	8	**FORTITUDE**	7
PARRY	8	**TOUGHNESS**	12/10*
WILL	10	*Without Defense Roll	

POWER POINTS

ABILITIES	48	**SKILLS**	22
POWERS	42	**DEFENSES**	22
ADVANTAGES	16	**TOTAL**	150

MARTIAL ARTIST

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
4	3	6	4	13	0	5	0

ADVANTAGES

Accurate Attack, Agile Feint, All-out Attack, Assessment, Chokehold, Daze (Intimidation), Defensive Attack, Defensive Roll 4, Evasion, Improved Critical (Unarmed), Improved Defense, Improved Disarm, Improved Grab, Improved Initiative, Improved Smash, Improved Trip, Instant Up, Move-by Action, Power Attack, Precise Attack (Close, Concealment), Prone Fighting, Redirect, Seize Initiative, Skill Mastery (Acrobatics), Takedown, Trance, Uncanny Dodge, Weapon Break

SKILLS

Acrobatics 10 (+16), Athletics 10 (+14), Close Combat: Unarmed 3 (+16), Expertise: Philosophy 5 (+5), Insight 8 (+13), Intimidation 8 (+8), Perception 8 (+13), Stealth 8 (+14)

OFFENSE

INITIATIVE +10

Unarmed +16	Close, Damage 4, Crit. 19-20

DEFENSE

DODGE	13	**FORTITUDE**	11
PARRY	13	**TOUGHNESS**	7/3*
WILL	9	*Without Defense Roll	

POWER POINTS

ABILITIES	70	**SKILLS**	30
POWERS	0	**DEFENSES**	19
ADVANTAGES	31	**TOTAL**	150

MAKING THE MOST OF ADVANTAGES

The Gadgeteer and Martial Artist rely a great deal on their advantages (as do other archetypes like the Crime Fighter and Weapon-Master). You'll want to read the descriptions of all of the character's advantages from the **Advantages** chapter so you know the benefits they provide. Remember to make use of them during play to give your character every appropriate, well, *advantage.*

In particular, note how some advantages and even powers work together. The Gadgeteer can use Quick-Thinking to speed up the process of inventing (see **Inventing**, page 145) and Skill Mastery (Technology) to make some inventing checks as routine. Similarly, note the Martial Artist's Power Attack advantage, good for doing extra damage to slow, tough, opponents, and the Skill Mastery (Acrobatics) advantage for pulling off formidable (DC 25) Acrobatics checks as routine!

MIMIC

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
1	1	1	1	8	1	1	2

POWERS

Mimic: Variable 12 (60 points) for duplicating a subject's traits, Continuous, Move Action, Limited to One Subject, Resistible (Dodge; DC22) • *84 points.*

ADVANTAGES

Assessment

SKILLS

Deception 6 (+8), Expertise: (Choose One) 4 (+5), Insight 8 (+9), Perception 6 (+7)

[1] These bonuses will vary based on the powers mimicked

OFFENSE

INITIATIVE +1[1]

Mimic +1[1]	Ranged, Mimic[1]
Unarmed +8[1]	Close, Damage 1[1]

DEFENSE

DODGE	8[1]	**FORTITUDE**	8[1]
PARRY	8[1]	**TOUGHNESS**	1[1]
WILL	8[1]		

POWER POINTS

ABILITIES	32	**SKILLS**	12
POWERS	84	**DEFENSES**	21
ADVANTAGES	1	**TOTAL**	150

MYSTIC

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
0	0	1	3	4	3	6	4

POWERS

Astral Projection: Remote Sensing 10 (visual, auditory, mental), physical body is defenseless, Subtle 2 • *32 points.*

- **Levitation:** Flight 4 (30 MPH) and **Mystic Shield:** Protection 12, Impervious, Sustained • *1 point.*

Mystic Senses: Senses 2 (Magical Awareness, Radius) • *2 points.*

Spellcasting: Ranged Damage 12 (mystic blast) • *24 points.*

- Choose ***five*** Alternate Effects • *5 points.*

ADVANTAGES

Fearless, Ranged Attack 5, Ritualist, Trance

SKILLS

Expertise: Magic 10 (+13), Insight 6 (+12), Intimidation 4 (+8), Perception 4 (+10), Sleight of Hand 4 (+7)

OFFENSE

INITIATIVE +1

Spellcasting +8	Ranged, Damage 12 plus others
Unarmed +4	Close, Damage 0

DEFENSE

DODGE	8	**FORTITUDE**	6
PARRY	6	**TOUGHNESS**	12
WILL	13		

POWER POINTS

ABILITIES	42	**SKILLS**	14
POWERS	64	**DEFENSES**	22
ADVANTAGES	8	**TOTAL**	150

KNOW YOUR OPTIONS

The Mimic and Mystic archetypes are both *very* flexible, although in different ways, and it pays to know what your character is capable of doing before you are immersed in the midst of a game.

In the case of the Mimic, the GM may wish to put together note cards or some other quick reference to the powers of other characters whom the Mimic might wish to duplicate. That way, you can see at a glance what traits the character can copy, and simply hand the card to the player for reference. Experienced Mimics may even build up a "hand" of such cards they reference often.

For the Mystic, in addition to choosing your character's five set Alternate Effects (see **Alternate Effect** on page 125), read the **Magic** sample power on page 105 of the **Powers** chapter and give some thought to power stunts your character can do; spur of the moment spells whipped up to fit a particular need. Mystics are very effective at power stunts and you might want to reserve a hero point (or two) for that purpose.

PARAGON

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
12	12	3	1	8	0	1	1

POWERS

Flight: Flight 9 (1,000 MPH)• *18 points.*

Invulnerability: Enhanced Stamina 10, Immunity 10 (Life Support), Impervious Toughness 12 • *42 points.*

Super-Speed: Quickness 2 • *2 points.*

Super-Strength: Enhanced Strength 10, plus Enhanced Strength 2, Limited to Lifting (Lifting Str 14; 400 tons) • *22 points.*

ADVANTAGES

Power Attack

SKILLS

Expertise: (Choose One) 7 (+7), Insight 6 (+7), Perception 8 (+9), Persuasion 6 (+7), Ranged Combat: Throwing 7 (+8)

OFFENSE

INITIATIVE +3

Throw +8	Ranged, Damage 12
Unarmed +8	Close, Damage 12

DEFENSE

DODGE	8	**FORTITUDE**	12
PARRY	8	**TOUGHNESS**	12
WILL	8		

POWER POINTS

ABILITIES	36	**SKILLS**	17
POWERS	84	**DEFENSES**	12
ADVANTAGES	1	**TOTAL**	150

POWERHOUSE

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
12	14	1	1	6	0	1	1

POWERS

Shockwave: Burst Area Damage 10, Limited: Both the Powerhouse and its targets must be in contact with the ground • *10 points*

- **Groundstrike:** Burst Area Affliction 10 (Resisted by Fortitude; Vulnerable, Defenseless), Instant Recovery, Limited Degree, Limited: Both the Powerhouse and its targets must be in contact with the ground • *1 point*

Leaping: Leaping 10 • *10 points*

Super-Stamina: Enhanced Stamina 10, Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Impervious Toughness 12 • *44 points*

Super-Strength: Enhanced Strength 8, plus Enhanced Strength 4, Limited to Lifting (Lifting Str16; 1,600 tons) • *20 points*

ADVANTAGES

All-out Attack, Power Attack, Ultimate Effort (Toughness checks)

SKILLS

Close Combat: Unarmed 2 (+8), Expertise: Choose One 6 (+6), Insight 5 (+6), Intimidation 7 (+8), Perception 5 (+6), Ranged Combat: Throwing 7 (+8)

OFFENSE

INITIATIVE +1

Throw +8	Ranged, Damage 12
Unarmed +8	Close, Damage 12

DEFENSE

DODGE	6	**FORTITUDE**	14
PARRY	6	**TOUGHNESS**	14
WILL	6		

POWER POINTS

ABILITIES	36	**SKILLS**	16
POWERS	85	**DEFENSES**	10
ADVANTAGES	3	**TOTAL**	150

FUN WITH STRENGTH

The Paragon and Powerhouse are among the strongest archetypes, able to lift and carry a lot of weight. Just to give you an idea, the Paragon can lift a loaded 747 aircraft, whereas the Powerhouse can lift four times that amount. Both can easily smash through stone or bend steel.

Both archetypes are pretty tough, too. With their 12 ranks of Impervious Toughness, both can shrug off the damage of most conventional weapons, including guns, grenade launchers, and flamethrowers, without even having to make a resistance check! It would take the equivalent of an exploding shell to penetrate their skin.

PSIONIC

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
0	0	1	2	2	2	6	3

POWERS

Mental Awareness: Senses 2 (Mental Sense, Radius) • *2 points.*

Telekinesis: Move Object 8, Accurate 4 • *20 points.*

Telekinetic Field: Protection 12, Impervious, Sustained • *24 points.*

Telekinetic Levitation: Flight 5 (60 MPH) • *10 points.*

Telepathy: Mind Reading 5 Linked to Area Mental Communication 2 • *20 points.*

- **Telepathic Illusion:** Illusion 4 (all senses), Resisted by Will, Selective • *1 point.*
- **Mental Blast:** Perception Range Damage 5, Resisted by Will • *1 point.*

OPTIONS

To customize, you may choose the following option with no change in point total:

- **Mind Control:** Replace the Telepathic Illusion Alternate Effect with Affliction 5 (Resisted by Will; Dazed, Compelled, Controlled), Cumulative, Perception Range.

ADVANTAGES

Ultimate Effort (Will defense)

SKILLS

Expertise: (Choose One) 6 (+8), Insight 6 (+12), Perception 4 (+10), Persuasion 8 (+11)

OFFENSE

INITIATIVE +1	
Mental Blast —	Perception Range, Damage 5, Resisted by Will (DC 20)
Telekinesis +10	Ranged, Str 8 Grab
Unarmed +2	Close, Damage 0

DEFENSE

DODGE	8	**FORTITUDE**	6
PARRY	8	**TOUGHNESS**	12
WILL	14		

POWER POINTS

ABILITIES	32	**SKILLS**	12
POWERS	78	**DEFENSES**	26
ADVANTAGES	1	**TOTAL**	150

SPEEDSTER

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	2	4	3	4	0	1	2

POWERS

Fast Attack: Damage 3, Strength-based, Multiattack and Selective on 5 Damage

- Damage 3, Strength-based, Burst Area and Selective on 5 Damage • *1 point*

Fast Defense: Enhanced Dodge 11, Enhanced Parry 11 • *22 points*

Super-Speed: Enhanced Initiative 3, Quickness 10, Speed 15 (64,000 MPH)• *28 points*

Run On Water: Movement 1 (Water Walking), Limited to While Moving • *1 point*

Run Up Walls: Movement 2 (Wall-crawling 2), Limited to While Moving • *2 points*

ADVANTAGES

Defensive Roll 3, *Improved Initiative 3,* Instant Up, Move-by Action

SKILLS

Acrobatics 4 (+8), Athletics 8 (+10), Close Combat: Unarmed 6 (+10), Deception 6 (+8), Expertise: (Choose One) 6 (+6), Perception 8 (+9), Ranged Combat: Thrown 6 (+9), Technology 6 (+6)

OFFENSE

INITIATIVE +16	
Throw +9	Ranged, Damage 2
Fast Attack +10	Damage 3, Strength-based, Multiattack and Selective on 5 Damage

DEFENSE

DODGE	15	**FORTITUDE**	10
PARRY	15	**TOUGHNESS**	5/2*
WILL	10	*Without Defense Roll	

POWER POINTS

ABILITIES	36	**SKILLS**	25
POWERS	67	**DEFENSES**	17
ADVANTAGES	5	**TOTAL**	150

SHAPESHIFTER

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
1	2	2	2	6	1	2	3

POWERS

Shapeshift: Variable 9 (45 points) for assuming different shapes, Move Action • *72 points*

ADVANTAGES

Defensive Roll 3, Move-by Action, Taunt

SKILLS

Close Combat: Unarmed 4 (+10), Deception 6 (+9), Expertise: Zoology 4 (+5), Perception 6 (+8), Stealth 6 (+10)

[1] Varies based on shape.

OFFENSE

INITIATIVE +2[1]

Unarmed +10[1]	Close, Damage 1[1]

DEFENSE

DODGE	8[1]	**FORTITUDE**	8[1]
PARRY	8[1]	**TOUGHNESS**	5/2*[1]
WILL	10[1]	*Without Defense Roll	

POWER POINTS

ABILITIES	38	**SKILLS**	14
POWERS	72	**DEFENSES**	22
ADVANTAGES	5	**TOTAL**	150

WARRIOR

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
10	8	6	4	10	1	4	4

POWERS

Super-Strength: Enhanced Strength 2, Limited to Lifting (Lifting Str12; 100 tons) • *2 points.*

Plus choose ***one*** of the following • *10 points.*

- **Aquatic:** Immunity 1 (Drowning), Swimming 6, Movement 1 (Environmental Adaptation, Aquatic), Senses 1 (Low-light Vision).
- **Speed:** Quickness 5, Speed 5
- **Leaping:** Leaping 10
- **Super-Senses:** Senses 10 (Accurate and Analytical Hearing, Danger Sense, Extended Hearing and Vision, Hearing Counters Illusion, Tracking Vision, Ultra-Hearing) or 10 ranks of other Senses.
- **Wind-Riding:** Flight 5

OPTIONS

To customize, choose one of the following options with no change in point total:

- **Strong Warrior:** +2 Strength, –2 Fighting (including –2 Parry).
- **Weapon Warrior:** –3 Strength, Unique Weapon (Damage 3, Penetrating 5, Strength-based, Easily Removable).

ADVANTAGES

Agile Feint, Defensive Roll 2, Move-by Action, Power Attack, Ranged Attack 4, Takedown

Plus choose *four* of the following: Accurate Attack, All-out Attack, Animal Empathy, Benefit, Defensive Attack, Favored Environment (choose one), Favored Foe, Fearless, Improved Critical, Improved Disarm, Languages (choose one), Leadership, Precise Attack (choose one), Skill Mastery, Tracking

SKILLS

Acrobatics 6 (+12), Athletics 5 (+15), Expertise: (Choose one of History, Mythology, or Tactics) 4 (+5), Insight 6 (+10), Intimidation 5 (+9), Perception 6 (+10), Stealth 4 (+10)

OFFENSE

INITIATIVE +6

Ranged +8	Ranged, Damage depends on weapon
Unarmed +10	Close, Damage 10

DEFENSE

DODGE	10	**FORTITUDE**	10
PARRY	10	**TOUGHNESS**	10/8*
WILL	10	*Without Defense Roll	

POWER POINTS

ABILITIES	94	**SKILLS**	18
POWERS	12	**DEFENSES**	12
ADVANTAGES	14	**TOTAL**	150

WEAPON-MASTER

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	2	5	5	7	0	1	2

POWERS

Choose ***two*** of the following • *10 points*

Blocking: Deflect 7, Easily Removable (weapon or shield, –2 points)

Crippling Strike: Affliction 7 (Resisted by Fortitude; impaired, hindered, incapacitated), Easily Removable (weapon, –2 points)

Fast: Quickness 3, Speed 2 (8 MPH)

Gadgets: Variable 1 (5 points), Easily Removable (–2 points)

Healing Factor: Regeneration 5

Improvised Weapons: Damage 2, Strength-based, Ranged 5, Easily Removable (–2 points)

Super-Hearing: Senses 5 (Accurate Hearing, Danger Sense, Extended Hearing, Ultra-Hearing)

Super-Vision: Senses 5 (Darkvision, Extended Vision, Microscopic Vision 2)

Urban Acrobat: Leaping 1, Movement 2 (Safe Fall, Swinging)

EQUIPMENT

Weapon: Choose ***one*** of the following • *15 points.*

Bow (or Crossbow): Ranged Damage 5 with: Multiattack or five Alternate Effects (trick arrows).

Daggers (or Knives): Strength-based Damage 2, Ranged 5, Multiattack 5, Improved Critical, Improved Defense, Improved Disarm.

Gun (revolver or semi-automatic): Multiattack Ranged Damage 5.

Sword (including Katana): Strength-based Damage 2, Multiattack 5, Penetrating 5, Improved Defense, Improved Disarm, Improved Smash.

Whip: Damage 4, Multiattack, Improved Grab, Improved Hold, Improved Trip, Reach 3

- Movement 1 (Swinging).

Vehicle: Motorcycle • *10 points*

ADVANTAGES

Defensive Roll 4, Equipment 5, Evasion, Improved Critical (weapon)

Plus choose *six* of the following: Accurate Attack, Agile Feint, Assessment, Connected, Contacts, Defensive Attack, Improved Critical (weapon), Improved Defense, Improved Disarm, Improved Initiative, Improved Smash, Improved Trip, Power Attack, Precise Attack (choose one), Takedown, Taunt, Uncanny Dodge.

SKILLS

Acrobatics 8 (+13), Athletics 8 (+11), Close Combat: Weapon 6 (+13), Deception 8 (+10), Expertise: (Choose One) 6 (+6), Expertise: Weapons 8 (+8), Intimidation 6 (+8), Investigation 6 (+6), Perception 8 (+9), Ranged Combat: Weapon 8 (+13), Sleight of Hand 6 (+11), Stealth 8 (+13), Vehicles 4 (+9)

OFFENSE

INITIATIVE +5*	
Weapon +13	Close, Damage 5, Crit. 19-20*
Weapon +13	Ranged, Damage 5, Crit. 19-20

* Varies depending on Advantages and Weapon chosen.

DEFENSE

DODGE	12	**FORTITUDE**	8
PARRY	14	**TOUGHNESS**	6/2*
WILL	9	*Without Defense Roll	

POWER POINTS

ABILITIES	50	**SKILLS**	45
POWERS	10	**DEFENSES**	28
ADVANTAGES	17	**TOTAL**	150

HIGHER AND LOWER POWER LEVEL ARCHETYPES

The archetypes in this chapter can serve as models for higher and lower power level versions suitable for different series, ranging from as low as PL8 (PL6 for some archetypes) to as high as PL15 or more. Reworking an archetype for a different power level requires rebuilding the character to ensure everything matches the power level limits, but here are some quick guidelines for modifying an archetype on the fly. They are particularly useful if the Gamemaster wants a character of a different power level for a game, but doesn't want to go through the trouble of creating the character from scratch:

For every +1 power level, increase the archetype's attack bonuses, defenses, and skill ranks by 1. Also increase the archetype's powers offering a resistance check by 1 rank. If desired, shift an increase to a trait you don't want to go any higher to the corresponding trait in a pair, such as applying an attack increase to power rank, or a Toughness increase to either Dodge or Parry.

For every –1 power level, decrease the archetype's attack bonuses, defenses, and skill ranks by 1. Also decrease the archetype's powers offering resistance checks by 1 rank each. You can likewise shift a decrease from a trait you want to keep at its present rank to the corresponding trait in a pair, like applying an attack decrease to power rank, or a Dodge decrease to Toughness.

Check to see that none of the character's traits exceed the new power level limits and add up the character's new power point cost. If you are creating a starting character for that power level (rather than a non-player character), adjust the total power point cost to match the recommended starting total, adding or removing traits as needed.

THE CRIME FIGHTER • THE ROOK

Jon wants to create a hero who's a vigilante type, someone with no superpowers, but great training and skill, along with various crime-fighting gadgets. The hero is intended for a power level 10 game, with 150 starting power points.

Jon starts out with abilities. He wants his hero to be capable both physically and mentally. So he assigns rank 5 to both Agility and Dexterity to make his hero quick, agile, and accurate, and a 5 to Intellect to make him equally quick on the uptake. He puts 3 each into Strength and Stamina making his hero well above average in those abilities, but not quite as much as the others. Similarly, he gives his hero Presence 3 and Awareness 2, both above average, but not his strongest suits. Lastly, since he sees his hero as a real combat expert, Jon gives him Fighting 8. Each ability rank costs 2 power points, so Jon has spent 68 of his 150 points, just over a third.

Next, he looks at skills. He wants his hero to be quite skilled and makes a wish list of the skills he wants. He starts out assigning 8 ranks to each of those skills—knowing skills cost 1 power point per 2 ranks—but that would use up more than his remaining points! So he shifts those ranks around, decreasing less important skills—like Sleight of Hand and Treatment—and increasing Ranged Combat to match the hero's Close Combat bonus. When he's done, Jon has assigned 58 ranks in skills, quite a respectable amount, and spent 29 points (58 ranks, divided by 2). That leaves him with 53 power points remaining.

Fortunately, Jon has decided his hero doesn't really have any powers, relying on skills, advantages, and equipment. So he turns to his character's defenses. He buys up his Dodge from 5 (for his Agility) to 14 for 9 points and his Parry from 8 (for his Fighting) to 14 for 6 points. He increases Will from 2 (for his Awareness) to 8 for another 6 points and gives his hero Fortitude 8, adding 5 points to his basic Stamina 3. Jon has spent a total of (9 + 6 + 6 + 5) or 26 points on defenses, about half of what he has left.

Now he looks at his hero's Toughness. Jon can't increase that directly by spending power points; Toughness can only be improved using advantages and powers, and his hero doesn't have any powers. His hero has Toughness 3 from his Stamina and his Toughness defense can be up to 6, given his Dodge and Parry of 14. Since Jon doesn't want his hero to have any powers, he decides it's time to look at advantages.

The Defensive Roll advantage catches Jon's attention immediately: it grants improved Toughness by using agility to "roll" with attacks. Perfect! He takes 3 ranks of Defensive Roll, giving his hero a total Toughness rank of 6, for 3 points.

That brings Jon to equipment. He puts together a list of equipment, including an array of weapons for his hero. The flashlight and tracers are simple, and the Gamemaster approves the weapons, but Jon's concept for a set of silent glider wings and a cowl that grants his hero various enhanced senses push the equipment envelope a bit too far in the GM's opinion. He asks Jon to make them devices, taking them as powers with the Removable modifier (see page 136).

His 15 points worth of equipment needs 3 ranks of the Equipment advantage, which Jon notes. Looking over the power effects, he puts together the following devices:

Cowl: Senses 3 (Extended Vision, Low-Light Vision, Radio), Removable (–1 point) • *2 points*

Wings of the Rook: Flight 5, Subtle (sound baffling), Wings; Movement 1 (Safe Fall), Removable (–2 points) • *6 points*

That's 8 points in powers. Added to the 6 he's put into advantages thus far, Jon has 13 points left. The rest he wants to put into other advantages. He makes a list of the ones he wants and whittles it down to: Inventor, Jack-of-all-trades, Move-by Action, Power Attack, Quick Draw, and Well-informed. That's 6 points, leaving another 7. Jon makes his hero a Multi-millionaire to afford all this crime-fighting stuff; that's 4 ranks of Benefit. He also decides to give him a headquarters, the Roost, worth another 15 equipment points. That brings his Equipment rank up to 6, for the remaining 3 points.

ABILITIES	68
POWERS	8
ADVANTAGES	19
SKILLS	29
DEFENSES	26
=	
TOTAL	150

Jon notes some Complications he thinks might suit his hero, getting some ideas he can give the GM to earn extra hero points during the game. His hero is motivated by justice above all else, even if it means operating outside of the law. He has a strict personal code of honor, however, and won't take unfair advantage. He believes right and wrong are not mere abstract concepts. Not everyone agrees with his activities, however, so he keeps his true identity as Jack Cooper, dotcom millionaire, a secret.

Jon goes back and adds up his costumed crime fighter's points, coming up with the starting total of 150, so he presents his new hero, "the Rook," to the Gamemaster for approval and he's ready to play!

DC ADVENTURES

HERO: The Rook PLAYER: Jon

IDENTITY: Jack Cooper ⊗ SECRET ○ PUBLIC

GENDER: Male AGE: 31 HEIGHT: 6`0" WEIGHT: 195 / 165 EYES: Blue HAIR: Brown

GROUP AFFILIATION: None BASE OF OPERATIONS: Gotham City POWER LEVEL: 10

POWER POINT TOTALS: ABILITIES 68 + POWERS 8 + ADVANTAGES 19 + SKILLS 29 + DEFENSES 26 = 150

STRENGTH	3	AGILITY	5	FIGHTING	8	AWARENESS	2
STAMINA	3	DEXTERITY	5	INTELLECT	5	PRESENCE	3

DEFENSE

DODGE (AGL)	14
PARRY (FGT)	14
FORTITUDE (STA)	8
TOUGHNESS (STA)	6/3*
WILL (AWE)	8

OFFENSE

INITIATIVE +5

Unarmed	+15	Close, Damage 3
Fighting Staff	+15	Close, Damage 5, Reach 1
Rook`s Talons	+15	Ranged, Damage 5

*Without Defensive Roll.

NOTES

ADVANTAGES

Benefit 4 (Multi-millionaire), Defensive Roll 3, Equipment 6, Inventor, Jack-of-all-trades, Move-by Action, Power Attack, Quick Draw, Well-informed

SKILLS

Acrobatics 5 (+10), Athletics 5 (+8), Close Combat: Unarmed 7 (+15), Intimidation 6 (+9), Investigation 1 (+6), Perception 6 (+8), Ranged Combat: Throwing 10 (+15), Sleight of Hand 3 (+8), Stealth 8 (+13), Technology 5 (+10), Treatment 1 (+6), Vehicles 1 (+6)

POWERS & DEVICES

Cowl: Senses 3 (Extended Vision, Low-Light Vision, Radio), Removable (-1 point) • 2 points

Wings of the Rook: Flight 5 (60 MPH), Subtle (sound baffling), Wings; Movement 1 (Safe Fall), Removable (-2 points) • 6 points

Flashlight: Feature 1 (Illumination) • 1 point

Mini-Tracers: Feature 1 (Tracking) • 1 point

Arsenal: Array (9 points)

- Flash Bombs: Ranged Burst Area Affliction 3 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • 9 points
- Explosive Talons: Ranged Burst Area Damage 3 • 1 point
- Fighting Staff: Strength-based Damage 2, Reach 1 • 1 point
- Taser Talons: Ranged Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point
- Throwing Talons: Strength-based Ranged Damage 2 • 1 point

Headquarters-The Roost: Large; Tou 10; Communications, Computer, Concealed, Gym, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop. • 15 points

COMPLICATIONS

Motivation--Justice: The Rook is looking to bring justice to those who deserve it-whether it be the victims of a crime or the perpetrators.

Honor: The Rook won't take unfair advantage of anyone in or out of combat. He believes in right and wrong no matter the circumstance.

Identity: No one knows the Rook is actually Jack Cooper, and he plans to keep it that way for as long as he can.

POWER POINTS

HERO POINTS 1

THE POWERHOUSE • PRINCESS

Julia wants to play a fairly straightforward hero: super-strong and tough, but also a beautiful young woman with an eye for fashion! She draws a sketch of a smiling, slender woman in a pink T-shirt that says "Princess" on it in silver sequins, holding a car over her head!

Right off, Julia knows Princess is strong, *really* strong. So she assigns her Strength 12; higher than PL10, but still not so high that she can't also have a reasonable close combat bonus. That Strength is enough for Princess to lift a hundred tons! She can heft that car with ease! Julia gives her Stamina 12 to match.

Since she sees Princess as graceful, like a gymnast, Julia gives her Agility 5, but she goes with Dexterity 3, since her character isn't as coordinated (although she's still above average). Likewise, Julia assigns Princess 2 ranks each in Intellect, Awareness, and Presence; she's smart, sassy, and determined, but not amazingly so. Julia wants Princess to be a capable close-up fighter, so she gives her Fighting 6. That's a total of 44 ranks in abilities for 88 power points, leaving 62 remaining.

Next up: powers. Julia wants Princess to be fast and tough. She gives her 4 ranks of Speed (allowing her to keep up with a slow-moving car) and assigns her 5 ranks in Immunity (allowing her to ignore cold, disease, heat, pressure, and radiation) along with some Impervious Toughness (8 ranks) and Regeneration (2 ranks). That's 19 points in powers, 43 remaining.

Given her great Strength and Agility, Julia also sees Princess as being able to jump really far, so she gives her 7 ranks in Leaping as well. That's another 7 points, leaving 36.

Julia looks over the advantage list, taking notes as she goes. She likes the idea of Princess being a real toughy: having things like Diehard and Ultimate Toughness, along with Interpose (allowing her to take the hit for a teammate). But she also wants her to be quick and inspirational. She likes Attractive, Extraordinary Effort, Inspire, and Well-informed. That's seven advantages thus far. She rounds out the list with some combat maneuvers like All-out Attack and Power Attack (since Princess *can* cut loose if she needs to), Improved Initiative (she's quick), and another rank of Inspire. That's another four advantages, for a total of 11 points.

Julia asks the Gamemaster about one more advantage: she wants Princess to have a secret identity, but not to have to wear a mask. She and the GM agree that stretches even the normal comic credulity a bit without some sort of explanation. Julia suggests that Princess just has a "quality" about her that keeps people from realizing she and "Jessica Prentiss" are one and the same. The GM agrees, but says that it should be a Feature effect (see page 98) rather than a Benefit advantage in that case. That's a 1-rank Feature for 1 more power point worth of powers.

Julia has 24 points left for Princess' defenses and skills. She looks at defenses first: Fortitude and Toughness are already maxed-out by her Stamina 12, so she notes that. She also sees Princess' maximum Will defense is now 8 (since Fortitude + Will cannot exceed PLx2, or 20, in this case). Likewise, her Dodge and Parry cannot exceed 8 due to Princess' Toughness. She decides to go to the limit with all three of them, for a total cost of 11 points, leaving 13 to spend.

Lastly, skills: Princess can have a total skill bonus up to +20 (PL10 + 10) but Julia doesn't imagine any of her skills are going to be that high. She picks out a couple of combat skills: Close Combat: Unarmed to bring Princess' unarmed attack up to +8, and Ranged Combat so she can pick up and throw things, at +6. She puts 4 ranks each into Acrobatics and Athletics, and 3 into Stealth. Since a lovely young woman lifting a truck can be pretty impressive, she decides to give Princess 4 ranks of Intimidation, and rounds it out with 6 ranks of Perception. That's 13 points worth of skills, or 26 ranks total.

Looking at Complications, Julia decides Princess has a boyfriend who was present when she gained her powers and therefore knows her secret identity. He's also the one person able to see through her "guise." He sometimes tries to help out, but can also get into trouble. Lastly, her heroine is motivated by a desire to help people. Julia shows the character sheet (and her sketch of Princess in costume) to the Gamemaster for approval.

ABILITIES	88
POWERS	27
ADVANTAGES	11
SKILLS	13
DEFENSES	11
	=
TOTAL	150

A HERO OF YOUR OWN

You can find a blank copy of the character sheet used for these examples in the back of this book. Now that you've had a chance to see how the process works, read through the following chapters to learn more about the different traits used to define characters in DC Adventures. Then get yourself some blank character sheets, come back to this chapter, and give creating your own heroes a try!

DC ADVENTURES

HERO: Princess PLAYER: Julia

IDENTITY: Jessica Prentiss ☒ SECRET ○ PUBLIC

GENDER: Female AGE: 19 HEIGHT: 5'6" WEIGHT: 135 165 EYES: Green HAIR: Blonde

GROUP AFFILIATION: None BASE OF OPERATIONS: Metropolis POWER LEVEL: 10

POWER POINT TOTALS: ABILITIES 88 + POWERS 27 + ADVANTAGES 11 + SKILLS 13 + DEFENSES 11 = 150

STRENGTH	12	AGILITY	5	FIGHTING	6	AWARENESS	2
STAMINA	12	DEXTERITY	3	INTELLECT	2	PRESENCE	2

DEFENSE

DODGE (AGL)	8
PARRY (FGT)	8
FORTITUDE (STA)	12
TOUGHNESS (STA)	12
WILL (AWE)	8

OFFENSE

INITIATIVE +9

Unarmed	+8	Close, Damage 12
Thrown Object	+6	Ranged, Damage 12

NOTES

ADVANTAGES

All-out Attack, Attractive, Diehard, Extraordinary Effort, Improved Initiative, Inspire 2, Interpose, Power Attack, Ultimate Effort (Toughness checks), Well-informed

SKILLS

Acrobatics 4 (+9), Athletics 4 (+16), Close Combat: Unarmed 2 (+8), Intimidation 4 (+6), Perception 6 (+8), Ranged Combat: Throwing 3 (+6), Stealth 3 (+8)

POWERS & DEVICES

Fast: Speed 4 (30 MPH) • 4 points

Leaping: Leaping 7 • 7 points

Resilient: Immunity 5 (Cold, Disease, Heat, Pressure, Radiation); Impervious Toughness 8; Regeneration 2 • 15 points

Unrecognizable: Feature 1 (No one can tell Jessica and Princess are the same person) • 1 point

GEAR & EQUIPMENT

COMPLICATIONS

Motivation-Doing Good: Princess aspires to be a genuinely good and helpful person.

Identity: Jessica keeps her secret life as Princess a secret.

Relationship: Jessica is in a serious, long-term relationship with Mitchell Allen, who's aware of her dual identity and tries to "help" her however he can.

POWER POINTS

HERO POINTS 1

TERRY DODSON RACHEL INC

CHAPTER 3: ABILITIES

Everyone has certain basic **abilities**: how strong, fast, smart, and clever they are. These abilities influence most things your character does. Stronger characters can lift greater weights, more agile characters have better balance, tougher characters can soak up more damage, and so forth.

DC Adventures characters have eight basic abilities: Strength (Str), Stamina (Sta), Dexterity (Dex), Agility (Agl), Fighting (Ftg), Intellect (Int), Awareness (Awe), and Presence (Pre). Strength, Dexterity, Agility, and Stamina are **physical abilities**, whereas Fighting, Intellect, Awareness, and Presence are **mental abilities**. Each above-average ability provides a bonus on certain die rolls; each below-average ability applies a penalty.

ABILITY RANKS

Every ability has a **rank** associated with it, based on how above or below average it is. Abilities start at rank 0, the baseline average for an adult human being. They can go as low as –5 (truly terrible) and as high as 20, with higher values reserved for truly cosmic beings and forces.

The ability rank is added to, or subtracted from, die rolls when your character does something related to that ability. For example, your Strength rank affects the amount of damage you do when punching someone, your Intellect rank comes into play when you roll skills based on Intellect, and so forth. Sometimes your rank is used to calculate another value, such as when you use your Agility to determine how good you are at avoiding harm with your reflexes (your Dodge defense).

BUYING ABILITY RANKS

You choose your hero's ability ranks by spending power points on them. Increasing an ability rank by 1 costs 2 power points, so putting two points into Strength, for example, raises it from 0 to 1. Remember a rank of 0 is average, 2 is a fair amount of talent or natural ability, 3 is exceptional, 4 extraordinary, and so forth. (See the **Ability Benchmarks** table for guidelines.)

REDUCING ABILITIES

You can also lower one or more of your character's ability ranks from the starting value of 0. Each rank you lower an ability gives you an additional two power points to spend elsewhere. You cannot lower an ability rank below –5, which is itself a serious deficiency.

ABILITY COST = 2 POWER POINTS PER +1 TO AN ABILITY RANK.

GAIN 2 BONUS POWER POINTS PER -1 TO AN ABILITY RANK.

ABILITY BENCHMARKS

RANK	DESCRIPTION
–5	Completely inept or disabled
–4	Weak; infant
–3	Younger child
–2	Child, elderly, impaired
–1	Below average; teenager
0	Average adult
1	Above average
2	Well above average
3	Gifted
4	Highly gifted
5	Best in a nation
6	One of the best in the world
7	Best ever; peak of human achievement
8	Low superhuman
10	Moderate superhuman
13	High superhuman
15	Very high superhuman
20	Cosmic

BEYOND HUMAN

Although a rank of 7 is defined as "the peak of human achievement" in an ability on the **Ability Benchmarks** table, a character with an ability rank greater than 7 isn't necessarily "non-human," merely superhuman in comparison to *ordinary* people. Many "normal human" characters in the comics have truly superhuman abilities, particularly mental abilities. A character can have a superhuman ability rank without necessarily being anything other than an amazingly talented, well-trained human being. The limit of what "normal" people can accomplish is up to the Gamemaster and depends very much on the style of the game.

THE ABILITIES

Here are descriptions of the eight abilities and what they represent.

STRENGTH (STR)

Strength measures sheer muscle power and the ability to apply it. Your Strength rank applies to:

- Damage dealt by your unarmed and strength-based attacks.
- How far you can jump (based on an Athletics skill check).
- The amount of weight you can lift, carry, and throw.
- Athletics skill checks.

STAMINA (STA)

Stamina is health, endurance, and overall physical resilience. Stamina is important because it affects a character's ability to resist most forms of damage. Your Stamina modifier applies to:

- Toughness defense, for resisting damage.
- Fortitude defense, for resisting effects targeting your character's health.
- Stamina checks to resist or recover from things affecting your character's health when a specific defense doesn't apply.

AGILITY (AGL)

Agility is balance, grace, speed, and overall physical coordination. Your Agility rank applies to:

- Dodge defense, for avoiding ranged attacks and other hazards.
- Initiative bonus, for acting first in combat.
- Acrobatics and Stealth skill checks.
- Agility checks for feats of coordination, gross movement, and quickness when a specific skill doesn't apply.

DEXTERITY (DEX)

Dexterity is a measure of hand-eye coordination, precision, and manual dexterity. Your Dexterity rank applies to:

- Attack checks for ranged attacks.
- Sleight of Hand and Vehicles skill checks.
- Dexterity checks for feats of fine control and precision when a specific skill doesn't apply.

FIGHTING (FGT)

Fighting measures your character's ability in close combat, from hitting a target to ducking and weaving around any counter-attacks. Your Fighting rank applies to:

- Attack checks for close attacks.
- Parry defense, for avoiding close attacks.

INTELLECT (INT)

Intellect covers reasoning ability and learning. A character with a high Intellect rank tends to be knowledgeable and well-educated. Your Intellect modifier applies to:

- Expertise, Investigation, Technology, and Treatment skill checks.
- Intellect checks to solve problems using sheer brainpower when a specific skill doesn't apply.

AWARENESS (AWE)

While Intellect covers reasoning, Awareness describes common sense and intuition, what some might call "wisdom." A character with a high Intellect and a low Awareness may be an "absent-minded professor" type, smart but not always aware of what's going on. On the other hand, a not so bright (low Intellect) character may have a great deal of common sense (high Awareness). Your Awareness modifier applies to:

- Will defense, for resisting attacks on your mind.
- Insight and Perception skill checks.
- Awareness checks to resolve matters of intuition when a specific skill doesn't apply.

PRESENCE (PRE)

Presence is force of personality, persuasiveness, leadership ability and (to a lesser degree) attractiveness. Presence is useful for heroes who intend to be leaders as well as those who strike fear into the hearts of criminals with their presence. Your Presence modifier applies to:

- Deception, Intimidation, and Persuasion skill checks.
- Presence checks to influence others through force of personality when a specific skill doesn't apply.

ENHANCED ABILITIES

Some ability ranks—or portions of them—may be acquired as **Enhanced Traits**, as described in the **Powers** chapter. Enhanced Abilities are superhuman powers rather than natural. The key differences between Enhanced Abilities and normal ability ranks are Enhanced Abilities can be nullified (normal abilities cannot, see **Nullify**, page 111) and Enhanced Abilities can have power modifiers and be used for power stunts with extra effort (most normal abilities cannot, see **Extra Effort**, page 19).

Enhanced Abilities and normal abilities have the same cost (2 power points per +1 ability rank). The player decides if a character's ability rank is normal or enhanced and, if it is enhanced, how *much* of it is enhanced. Enhanced Abilities are noted with the normal ability rank in parenthesis after them, such as 15 (3), indicating if the character's Enhanced Ability is nullified, the character still has a rank of 3 in that ability.

ALTERING ABILITIES

Over the course of play, your hero's ability ranks may change for the following reasons:

- Some power effects raise or lower ability ranks (see the **Powers** chapter).
- You can improve ability ranks permanently by spending earned power points on them, but you cannot increase an ability rank above the limits set by the series' power level (see **Power Level**, page 24).

Whenever an ability rank changes, all traits associated with the ability change as well. So if you increase your character's Agility, his Agility-based skills and Dodge defense also increase. Likewise, if the hero's Agility bonus *decreases*, his Agility-based skills and Dodge suffer.

DEBILITATED ABILITIES

If one of your hero's ability ranks drops *below* –5 for any reason, that ability is said to be **debilitated** and the character suffers more serious effects than just a penalty to certain traits and rolls, as follows:

- Debilitated Strength, Dexterity, or Agility means the hero collapses: defenseless, immobilized, and stunned (although still conscious and aware).
- Debilitated Stamina means the hero is dying, and suffers a –5 modifier on Fortitude checks to avoid death on top of it.
- Debilitated Fighting means the hero is dazed and defenseless, and cannot make close attacks.
- Debilitated Intellect, Awareness, or Presence means the hero is unaware and remains so until restored to at least a –5 rank in the ability.

Debilitated ability ranks usually result from a power affecting your character. Ability ranks cannot be lowered any further once they are debilitated.

ABSENT ABILITIES

Rather than having a rank of –5 in a given ability, some things or creatures actually *lack* an ability altogether. These beings automatically fail any check requiring the absent ability. The additional effects of an absent ability are as follows:

- **Strength:** A creature with no Strength is incapable of exerting any physical force, either because it has

no physical form (like an incorporeal ghost) or simply can't move (like a tree).

- **Stamina:** A creature with no Stamina has no physical body (like a ghost) or is not a living being (such as a robot or other construct). Creatures with no Stamina suffer and recover from damage like inanimate objects (see **Damaging Objects** under the Damage effect). They are immune to fatigued and exhausted conditions, but cannot exert extra effort. Creatures with no Stamina are often—but not necessarily—immune to many of the other things affecting living beings as well (see the Immunity effect in the **Powers** chapter). They have no Fortitude defense.
- **Dexterity:** A creature with no Dexterity cannot manipulate objects and hence cannot make physical attacks.
- **Agility:** A creature with no Agility is unable to move its body under its own power and has no Dodge defense.
- **Fighting:** A creature with no Fighting is incapable of making any sort of close attack (but may still be able to launch ranged attacks, if it has Dexterity).
- **Intellect:** A creature with no Intellect is an automaton, lacking free will and operating entirely on simple instinct or pre-programmed instructions. Anything with no Intellect is immune to mental effects and interaction skills and has no Will defense.
- **Awareness:** Anything with no Awareness is completely unaware and also has no Presence. It is an inanimate object, not a creature. Objects are immune to mental effects and interaction skills, and have no defenses apart from Toughness (and Fortitude, if they are alive).
- **Presence:** Creatures without Presence are unable to interact and are immune to interaction skills. They have no Will defense.

Lacking an ability is –10 power points; that is, it gives the character an additional 10 power points to spend elsewhere, similar to having a –5 rank in an ability, but with different effects. DC Adventures heroes cannot be absent an ability without Gamemaster permission, as it can have significant effects on the character and the game.

Absent abilities cannot be weakened (see the **Weaken** effect in the **Powers** chapter) or debilitated, since they are not present at all in the first place!

Inanimate objects have no abilities other than their Toughness. Animate, but nonliving, constructs such as robots or zombies have Strength, Agility, and Dexterity, and may have ranks of Awareness and Presence (if aware of their environment or capable of interaction), and Fighting (if able to make close attacks). They may have Intellect (if capable of independent thought), but have no Stamina (since they are not living things). See **Constructs** in the **Gadgets & Gear** chapter for more information.

DEFENSES & INITIATIVE

Heroes face many hazards in their line of work, from attacks by villainous foes to traps and fiendish mind control. A hero's **defenses** are abilities used to avoid such things, determining the difficulty to affect a hero with an attack, or to make resistance checks against them. Each defense is based on a particular ability, modified by the hero's advantages and powers. For more on defenses in general and how you use them, see the **Action & Adventure** chapter.

DODGE

Dodge defense is based on Agility rank. It includes reaction time, quickness, nimbleness, and overall coordination, used to avoid ranged attacks or other hazards where reflexes and speed are important.

FORTITUDE

Fortitude defense is based on Stamina and measures health and resistance to threats like poison or disease. It incorporates constitution, ruggedness, metabolism, and immunity.

PARRY

Parry defense is based on Fighting. It is the ability to counter, duck, or otherwise evade a foe's attempts to strike you in close combat through superior fighting ability.

TOUGHNESS

Toughness defense is based on Stamina and is resistance to direct damage or harm, and overall durability.

WILL

Will defense is based on Awareness rank. It measures mental stability, level-headedness, determination, self-confidence, self-awareness, and willpower, and is used to resist mental or spiritual attacks.

DEFENSE RANK

Your base defense ranks are equal to your ranks in their associated abilities. You can increase your defenses above the values granted by your ability ranks by spending power points: 1 power point grants you an additional rank in a defense, up to the limits imposed by power level (see **Power Level** on page 24).

DEFENSE COST = 1 POWER POINT PER +1 RANK

With the Enhanced Trait effect (see the **Powers** chapter) you can also improve your defenses with powers at the same cost, 1 point per rank.

TOUGHNESS RANK

The exception is Toughness, which can only be increased above your base Stamina rank using advantages and powers, not by direct spending of power points. This reflects that greater-than-normal Toughness is virtually always some sort of special ability. See the **Advantages** and **Powers** chapters for various options for improving Toughness, notably the Defensive Roll advantage and the Protection effect.

ACTIVE DEFENSES

Dodge and Parry defenses require a measure of action to be fully effective. Limits on your mobility, focus, and reaction time adversely affect them. If you are vulnerable, your Dodge and Parry defense ranks are halved (divide their normal values by 2 and round up), and if you are defenseless, they are both reduced to 0!

DEFENSE CLASS

One use of defenses is determining a **defense class**, or the difficulty class to affect a target with a particular attack. This is the appropriate defense, plus 10, just like a routine check (indeed, it is essentially a measure of the character's "routine" defense). So hitting a character with a ranged attack goes against Dodge defense, giving the attack a DC of (Dodge + 10). Similarly, affecting someone with a mental power goes against Will defense, with a DC of (Will + 10), and so forth. This is referred to as "targeting" a defense, such as "targets Dodge" or "targets Will."

The main defense class traits are Dodge, Parry, and Will.

RESISTANCE CHECKS

Defenses are also used to measure the ability to overcome certain effects, involving a **resistance check** of the defense plus a die roll against a difficulty class determined by the effect or hazard. So you might make a Fortitude resistance check for your hero to overcome a toxin, for example, or a Dodge resistance check to avoid a trap just as it is triggered, and so on. This is referred to as "resisting," such as "resisted by Fortitude" or "resisted by Dodge."

The main resistance check traits are Dodge, Fortitude, Toughness, and Will.

INITIATIVE

When things start happening quickly, DC Adventures characters use their **initiative** bonuses to determine who goes first. Each character involved in a conflict makes a check of d20 + initiative modifier, which is:

INITIATIVE MODIFIER = AGILITY + ADVANTAGES (IMPROVED INITIATIVE) + POWER MODIFIERS

Characters then act in initiative order, from highest to lowest. For details see the **Action & Adventure** chapter.

SALE
Gotham Gazette
PENGUIN LOSES
GAME FOR THE
GOTHAM KNIGHTS
HEIRS CONVICTED
FOR SWINDLING
ALTERATIONS

CHAPTER 4: SKILLS

Heroes sneak into the closely guarded lairs of criminal masterminds, infiltrate alien computer systems, and build devices beyond the understanding of modern science. They can piece together obscure clues to a villain's latest plot, run along tightropes, and pilot vehicles through obstacle courses, all in a day's work. In DC Adventures, they do so through the use of various **skills**, described in this chapter.

SKILL BASICS

Skills are learned abilities, a combination of training (the skill) and natural talent (an ability rank). Each skill has a rank, used as a bonus to the die roll when using the skill. To make a skill check, roll:

D20 + SKILL RANK + ABILITY MODIFIER + MISCELLANEOUS MODIFIERS

Skill Rank: Your rank in a skill, based on the points you have invested in that skill. If you have ranks in a skill, you're considered **trained** in that skill. You can use some skills even if you don't have any ranks in them, known as using a skill **untrained**. Some skills may not be used untrained.

Ability Modifier: Each skill has an **ability modifier** applied to the skill's checks. Each skill's ability modifier is noted in its description and on the **Skills** table. If you use a skill untrained, the ability modifier still applies to the skill check.

Miscellaneous Modifiers: Miscellaneous modifiers to skill checks include modifiers for circumstances, and bonuses from advantages or powers, among others.

The higher the total, the better the result. You're usually looking for a total that equals or exceeds a particular difficulty class (DC), which may be based on another character's traits.

ACQUIRING SKILLS

Give your hero skill ranks by spending power points: 2 skill ranks per power point. Skill ranks do *not* all need to be assigned to the same skill. You can split them between different skills. Characters can perform some tasks without any training, using only raw talent (as defined by their ability ranks), but skilled characters are better at such things. Those with the right combinations of skills and advantages can even hold their own against super-powered opponents.

SKILL COST = 1 POWER POINT PER 2 SKILL RANKS

HOW SKILLS WORK

When you use a skill, make a skill check to see how you do. Based on the circumstances, your result must match or beat a particular number to use the skill successfully. The harder the task, the higher the number you need to roll. (See **Checks**, page 12, for more information.)

UNTRAINED SKILL CHECKS

Generally, if you attempt a task requiring a skill you don't have, you make a skill check as normal. Skill rank doesn't apply because you don't have any ranks in the skill. You do get other modifiers, however, such as the skill's ability modifier.

Many skills can *only* be used if you are trained in them. Skills that cannot be used untrained are marked with a "No" in the "Untrained" column on the **Skills** table and listed as "Trained Only" in their descriptions. Attempts to use these skills untrained automatically fail. In some cases, a skill may have both trained and untrained aspects; if you do not have any ranks in that skill, you can only use the untrained ones.

INTERACTION SKILLS

Certain skills, called **interaction skills**, are aimed at dealing with others through social interaction. Interaction skills allow you to influence the attitudes of others and get them to cooperate with you in one way or another. Since interaction skills are intended for dealing with others socially, they have certain requirements.

SKILL BENCHMARKS

You can get a general idea of just how good a particular character's skill bonus is using the general difficulty class guidelines given in **The Basics** along with the rules for routine checks (see **Routine Checks** in that chapter).

For example, a +5 total skill modifier means the character can routinely achieve a result of 15 (a tough task). Safe to say the character is a pro, able to routinely handle tasks that would prove too much for someone less skilled. A character with a +10 skill modifier achieve a DC 20 (challenging task) on a routine basis, a real level of expertise, while a +15 modifier can routinely complete DC 25 (formidable) tasks. At the high end, a +30 skill modifier can *routinely* accomplish the nigh impossible (DC 40 tasks)!

First, you must be able to interact with the subject(s) of the skill. They must be aware of you and able to understand you. If they can't hear or understand you for some reason, you have a –5 circumstance penalty to your skill check (see **Circumstance Modifiers** in **The Basics**).

Interaction skills work best on intelligent subjects, ones with an Intellect rank of –4 or better. You can use them on creatures with Int –5, but again with a –5 circumstance penalty; they're just too dumb to get the subtleties of your point. You can't use interaction skills at all on subjects *lacking* one or more mental abilities. (Try convincing a rock to be your friend—or afraid of you—sometime.)

The Immunity effect (see the **Powers** chapter) can also render characters immune to interaction skills.

You can use interaction skills on groups of subjects at once, but only to achieve the same result for *everyone*. So you can attempt to use Deception or Persuasion to convince a group of something, or Intimidation to cow a crowd, for example, but you can't convince some individuals of one thing and the rest of another, or intimidate some and not others. The GM decides if a particular use of an interaction skill is effective against a group, and may apply modifiers depending on the situation. The general rules for interaction still apply: everyone in the group must be able to hear and understand you, for example, or you suffer a –5 on your skill check against them. Mindless subjects are unaffected, as usual.

MANIPULATION SKILLS

Some skills, called **manipulation skills**, require a degree of fine physical manipulation. You need prehensile limbs and a Strength rank or some suitable Precise power effect to use manipulation skills effectively. If your physical manipulation capabilities are impaired in some fashion (such as having your hands tied or full use of only one hand), the GM may impose a circumstance modifier based on the severity of the impairment. Characters lacking the ability to use manipulation skills can still have ranks in them and use them to oversee or assist the work of others (see **Team Checks**, page 16).

SKILL DESCRIPTIONS

This section describes the skills available to DC Adventures characters, including their common uses and modifiers. Characters may be able to use skills for tasks other than those given here. The GM sets the DC and decides the results in those cases.The format for skill descriptions is given here. Line items that do not apply are omitted from the skill's description.

SKILL NAME

Ability • Trained Only • Interaction • Manipulation • Requires Tools

The skill name line and the line below it contain the following information:

Skill Name: What the skill is called. GMs may feel free to change the names of some skills to better suit the style of their game, if desired.

Ability: The ability that applies a modifier to the skill check.

Trained Only: If "Trained Only" is included on the line below the skill's name, you must have at least 1 rank in the skill in order to use it. If "Trained Only" is absent, untrained characters (those with 0 ranks in the skill) may use it. Some skills may have trained only aspects, in which case this notation is still listed, and the untrained aspects are called out in the skill description.

Interaction: If "Interaction" is included on the line below the skill's name, it is an interaction skill.

Manipulation: If "Manipulation" is included on the line below the skill's name, it is a manipulation skill.

Requires Tools: If "Requires Tools" is included on the line below the skill's name, you need to have the proper tools to use the skill. Not having the proper tools is a –5 circumstance penalty to the skill check (see **Circumstance Modifiers**, page 15).

The skill name line is followed by a description of the skill and how it is used.

ACROBATICS

Agility • Trained Only

Use Acrobatics to flip, dive, roll, tumble, and perform other acrobatic maneuvers, as well as keeping your balance under difficult circumstances.

BALANCING

You can keep your balance and move along a precarious surface at your ground speed minus 1 rank with a successful Acrobatics check against the surface's DC. A degree of failure indicates you spend your move action just maintaining your balance and do not actually move, while two or more degrees of failure means you lose your balance and fall.

You are vulnerable while balancing. If you accept a +5 increase to the Acrobatics DC, you are not vulnerable.

If you fail a resistance check while balancing, make another immediate Acrobatics check against the original DC to avoid falling.

MANEUVERING

You can make Acrobatics checks for various acrobatic stunts or maneuvers, from back flips to jumping over an opponent (to get behind them), flipping up onto a ledge, tumbling through obstacles, and so forth. The GM sets the DC. Success means you accomplish the maneuver, while failure means you do not, and two or more degrees of failure usually means you slip and end up prone (and may suffer additional effects, depending on the stunt). A successful acrobatic maneuver may provide you a circumstance bonus on certain follow-up actions, if the GM sees fit.

STANDING

You can make a DC 20 Acrobatics check to go from prone to standing as a free action rather than a move action. A failed check means you remain prone.

TUMBLING

You can make an Acrobatics check (DC 5) to lessen damage from a fall, reducing the damage by 1 per degree. A fall reduced to rank 0 damage does *no* damage and you quickly roll to your feet as a free action. Otherwise, you are prone at the end of a fall.

ACROBATICS DIFFICULTIES

DC	TASK
5	Lessen damage from a fall (–1 per degree)
15	Acrobatic maneuver
20	Move from prone to standing as a free action
30	Contort to fit through a tight space

ATHLETICS

Strength

Use Athletics for physical feats like climbing, jumping, riding animal mounts, and swimming.

SKILLS

SKILL	ABILITY	UNTRAINED?	ACTION
Acrobatics	Agl	No	move or free
Athletics	Str	Yes	move
Close Combat	Fgt	Yes	standard
Deception	Pre	Yes	standard
Expertise	Int	No*	—
Insight	Awe	Yes	free
Intimidation	Pre	Yes	standard
Investigation	Int	No	—
Perception	Awe	Yes	free
Persuasion	Pre	Yes	—
Ranged Combat	Dex	Yes	standard
Sleight of Hand	Dex	No	standard
Stealth	Agl	Yes	move
Technology	Int	No	standard
Treatment	Int	No	standard
Vehicles	Dex	No	move

A "—" entry in the **Action** column means using the skill typically takes longer than a standard action. See the skill description for details.

* Some areas of Expertise can be used Untrained. See the entry on **Expertise** for more information.

BALANCING DIFFICULTIES

DC	EXAMPLE SURFACE
0	A yard or more wide
5	Wide ledge (1-3 ft.)
10	Narrow ledge (less than 1 ft.)
15	Balance beam
20	Tightrope
	Circumstance Modifiers
+2	Surface slightly slippery
+5	Surface very slippery
+2	Surface slightly uneven
+5	Surface very uneven or angled
+5	Move at your normal speed rank
+5	Not vulnerable while balancing

CLIMBING

With a successful Athletics check, you can climb along a slope, wall, or other steep incline at your ground speed rank minus 2 as a move action. A perfectly smooth, flat, vertical surface can't be climbed without the Wall-crawling effect of Movement (see the **Powers** chapter).

A failed Athletics check indicates you make no progress, and two or more degrees of failure means you fall from whatever height you attained (unless you are secured with a safety harness or other equipment). Make an Athletics check to catch

yourself (DC equal to the initial check + 10). Someone else within arm's reach can also make an Athletics check to catch you with the same DC. If your attempt to catch someone else gets more than one degree of failure, you fall as well.

CLIMBING DIFFICULTIES

DC	EXAMPLE SURFACE
0	A ladder
5	A knotted rope
10	A rope
15	An uneven surface, like a rock-face
20	A rough surface, like a brick wall

CLIMBING CIRCUMSTANCE MODIFIERS

DC MODIFIER	CIRCUMSTANCE
–10	An air duct, chimney, or other area where you can brace against two opposite walls
–5	A corner where you can brace against perpendicular walls
–5	Climb of less than 10 feet total
+2	Surface slightly slippery
+5	Surface very slippery
+5	+1 speed rank (up to your full speed)
+5	Not vulnerable while climbing

Since you can't easily move to avoid attacks, you are vulnerable while climbing unless you accept a +5 increase in the DC. Any time you fail a resistance check while climbing, make an immediate Athletics check against the DC of the climb. Failure means you fall.

At the GM's discretion, certain kinds of climbing attempts might require tools like ropes, pitons, harness, and so forth. Attempting such a climb without tools incurs a –5 circumstance penalty.

FALLING

A fall inflicts damage rank 4 plus twice the distance rank fallen, to a maximum of rank 16 damage. A fall with a damage rank of 0 or less, such as a fall of 6 feet or less, inflicts *no* damage. You are prone at the end of a fall. You can use Acrobatics to lessen the damage from a fall.

JUMPING

The result of an Athletics check is the distance (in feet) you can clear in a running long-jump. If you make a standing jump, divide the distance in half. If you make a vertical jump (straight up) divide the distance by 5, and if you make a standing vertical jump, divide it by 10.

Your Athletics bonus + 10 is the base distance you can jump under routine circumstances. So a hero with a +10 Athletics bonus can make a routine long-jump of 20 feet, a standing long-jump of 10 feet, a vertical jump of 4 feet, and a standing vertical jump of 2 feet on a routine basis.

JUMPING DISTANCE

TYPE OF JUMP	DISTANCE (IN FEET)
Running Long-Jump	Athletics check result
Standing Long-Jump	Athletics check result, divided by 2
Running Vertical Jump	Athletics check result, divided by 5
Standing Vertical Jump	Athletics check result, divided by 10

UNDER THE HOOD: CHOOSING SKILLS

There are a number of factors to consider when choosing skills for your DC Adventures character.

TRAINING VS. TALENT

In game terms there's no difference between a character who has ranks in a skill because of extensive training and another whose skill ranks represent a natural talent or aptitude for the skill. Both are considered "trained" in the skill in game terms. For example, one character might have a high Persuasion skill based on the character's extensive training in negotiation, debate, and management. Another character's Persuasion skill may stem more from personal attractiveness or a knack for getting others to cooperate, while a third character may have a combination of the two. Feel free to decide for yourself what mix of training and talent your character's skill ranks represent.

LIFE SKILLS

When allocating skill ranks for your character consider not just the character's role as a hero but also the various other skills the character may have picked up in day-to-day life. For example, most adults have some sort of Expertise skill at their occupation with at least 3 to 5 ranks (more if they're especially good at their job). Some people pick up ranks in Perception, although most get by using the skill untrained. Characters working with technology may have the Technology skill even if it doesn't apply to their powers. A particularly well-educated person may have various Expertise skills for jobs they don't even hold. These additional skills help round out a character and provide some background color and—who knows?—they may turn out to be useful in an adventure at some point!

ADVENTURING SKILLS

Also give some thought to the skills your character needs to be effective in game play. Some are obvious, especially if they're part of your character concept. A scientist is likely to have ranks in Technology. A pilot should have Vehicles, while a doctor should have Treatment in addition to Expertise (Physician). Beyond the obvious and life skills of your character consider "utility skills" like Insight, Perception, and Stealth, which many characters find useful. A few ranks in such skills may be a smart investment.

RUNNING

You can make a DC 15 Athletics check as a free action to run faster: success increases your ground speed rank by +1 for one round.

SWIMMING

A successful DC 10 Athletics check allows you to swim your ground speed rank minus 2 as a move action. If the check fails, you make no progress through the water during the action. With more than one degree of failure, you go under. If underwater, you must hold your breath to avoid drowning (see **Suffocation** on page 170).

SWIMMING DIFFICULTIES

DC	MODIFIERS
+5	Rescuing another character who cannot swim
+5	Rough or choppy water
+5	+1 speed rank (up to your full ground speed)
+10	Stormy or turbulent water

CLOSE COMBAT

Fighting

You're trained with a particular type of close attack, giving you a bonus to your attack checks with it equal to your skill rank (see **Attack Check** in **The Basics** and in the **Action & Adventure** chapter). Each close attack is a separate Close Combat skill with its own rank, and encompasses a single weapon or power, although an array may be considered one power, at the Gamemaster's discretion (see **Arrays** in the **Powers** chapter for more information).

So a hero might have Close Combat: Swords, but Close Combat: Melee Weapons is too broad. Close Combat : Unarmed is an option, meaning skill with unarmed strikes like punches and kicks. However, this bonus does *not* apply to other forms of unarmed combat maneuvers, including, but not limited to, grabbing or tripping.

The bonus from a Close Combat skill applies only to attack checks with the particular attack, not to defenses. For a broader bonus to attack checks that is less than simply raising Fighting rank, see the Close Attack advantage in the **Advantages** chapter.

DECEPTION

Presence • Interaction

Deception is the skill of getting others to believe what you want them to believe. It covers things like acting, bluffing, fast-talk, trickery, and subterfuge.

Deception takes as long as it takes to spin-out your story. Uses of Deception in action rounds are generally standard actions, although you can attempt to deceive as a move action by taking a –5 penalty to your check.

BLUFFING

Make a Deception check to tell a believable lie or get someone do go along with you.

A bluff is usually opposed by the target's Deception or Insight check. Favorable and unfavorable circumstances weigh heavily on the outcome. Two circumstances can work against you: the deception is hard to believe, or what you ask goes against the target's self-interest, nature, or personality.

If it's important, you can distinguish between a deception that fails because the target doesn't believe it and one that fails because it asks too much. For instance, if the target gets a +10 bonus to resistance because the deception demands serious risk, and the resistance check succeeds by 10 or less, then the target doesn't so much see through the deception as prove reluctant to go along with it. If the target's Insight check succeeds by 11 or more, he has seen through the deception, and would have refused even if it had not placed unusual demands on him (that is, even without the +10 modifier).

DECEPTION MODIFIERS

CIRCUMSTANCE	RESISTANCE MODIFIER
The target wants to believe you.	–5
The deception is believable and doesn't affect the target much either way.	+0
The deception is a little hard to believe or puts the target at some kind of risk.	+5
The deception is difficult to believe or entails a serious risk.	+10
The deception is way out there, almost too incredible to consider.	+20

DISGUISE

You can use makeup, costumes, and other props to change your appearance. Your Deception check result determines the effectiveness of the disguise, opposed by others' Perception check results. The GM makes the Deception check secretly, so you are not sure exactly how well your disguise holds up under scrutiny.

Disguise is heavily dependent on circumstances: favorable ones include appropriate costuming and a subject resembling your normal appearance, while unfavorable circumstances include disguising yourself as a member of a different race or sex, or not having sufficient props (which can be up to a –5 modifier). If you are impersonating a particular individual, anyone who knows that individual gets a circumstance bonus to the Perception check: regular associates get a +2, while friends get a +5 and intimate loved ones a +10.

Successfully *acting* like who you appear to be may also require a Deception check with a DC equal to the observer's Insight check, modified by familiarity if the observer knows the subject well, as mentioned previously.

A disguise normally requires at least 10 minutes of preparation. The GM makes Perception checks for those who encounter you immediately upon meeting you and each hour or day thereafter, depending on circumstances.

FEINTING

You can use Deception as a standard action to mislead an opponent in combat. Make a Deception check as a standard action. If your Deception check succeeds, the target is vulnerable against your next attack, until the end of your next round (see **Vulnerable** in the **Conditions** section of **The Basics** chapter).

INNUENDO

You can use Deception to send covert messages using wordplay and double-meanings while apparently talking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20, respectively. The recipient of the message must make an Insight check against the same DC to understand it.

INNUENDO DIFFICULTIES

DC	TASK
10	Basic message
15	Complex message
20	Message containing new or detailed information

Anyone listening in on your innuendo can attempt an Insight check against the message DC. If successful, the eavesdropper notices a message hidden in your conversation. If the eavesdropper gets at least two degrees of success, he also understands the message. Whether trying to send or pick up on a message, more than one degree of failure on the check means the receiver misinterprets the message in some fashion.

TRICKING

You can use Deception to mislead an opponent into taking a potentially unwise action, such as trying to hit you while standing in front of an electrical junction box or at the edge of a precipice. If your Deception check opposed by Deception or Insight succeeds, your opponent is heedless of the potential danger and may hit the junction box or lose his balance and fall, if his attack against you fails. (On the other hand, if the attack *succeeds,* it might slam *you* into the junction box or send you flying off the edge. You're taking a risk.)

More than one degree of failure on the Deception check means you put yourself in a bad position; you are vulnerable against the target's attacks until the start of your next round!

EXPERTISE

Intellect • Trained Only

Expertise is a broad skill encompassing knowledge and training in a variety of specialized fields, particularly professional disciplines and scholarship. Each is considered a separate skill and training in each is acquired separately, so a former police officer turned district attorney might have Expertise: Police Officer and Expertise: Law, each with their own ranks, for example.

If you are trained in an Expertise, you can practice and make a living at it. You know how to use the tools of that trade, perform the profession's daily tasks, supervise untrained helpers, and handle common problems. For example, someone trained in Expertise: Sailor knows how to tie basic knots, tend and repair sails, and stand a deck watch at sea. The GM sets DCs for specific tasks using the guidelines provided in **The Basics** chapter under **Checks**, keeping in mind that most job-related checks should be considered routine (see **Routine Checks** in that section).

You can also make Expertise checks to see if your character knows the answer to a particular question related to the area of expertise, such as a scientist confronted with a technical issue, or a lawyer considering a legal question. The DC is 10 for easy questions, 15 for basic questions, and 20 or higher for difficult questions. You can usually answer questions as a routine check, and the GM may make a check for you in secret, so you won't know whether or not your character's skill is entirely up to the task.

Expertise covers all areas *except* those tasks specifically covered by other skills. So, for example, a police detective is going to be trained in Investigation (and probably Insight and Perception) in addition to Expertise: Police Officer, the same for an intrepid reporter with Expertise: Journalism. A scientist might be trained in Technology alongside Expertise: Science, a doctor needs training in Treatment along with Expertise: Physician, and a trial lawyer is going to want skill in Insight and Persuasion (and possibly Deception) along with the training in the law that comes with Expertise: Lawyer.

The ability modifier for Expertise is typically Intellect, but some areas of expertise may call for different abilities, perhaps depending on the task involved. For example, a technical expert might rely on Intellect to answer questions and handle day-to-day procedures, but need Dexterity to perform the actual functions of the job. Performance skills, such as acting or music, may rely on Presence. The GM sets the ability modifier as needed for the specific Expertise check.

Characters with expertise in a profession are also assumed to be licensed or certified to practice it, if necessary. Problems like licensing issues, professional rivalries, and so forth can be handled as complications (see **Complications** in the **Secret Origins** chapter).

The GM may allow some Expertise checks to be made untrained, especially for "unskilled" areas, measuring broad general knowledge and life experience, but even then an untrained Expertise check *cannot* be routine, and the character can only handle easy or basic tasks or questions (DC 10-15).

DEFAULTING TO RELATED AREAS OF EXPERTISE

On occasion, the GM may decide that training in an Expertise skill provides some ability to deal with tasks covered by other, related, skills with a circumstance penalty to the skill check.

> **Example:** *Figuring out a particular clue involving a government conspiracy requires an Investigation or Expertise: Politics check. However, the GM allows a hero to substitute an Expertise: Law check with a –2 circumstance penalty, as the knowledge is related, but outside the character's specific field. Expertise: Journalism might suffer a –5 penalty, but could still be useful (especially if the character works a legal or political beat as a reporter), while Expertise: Cooking is no help at all, and cannot be used for the check (unless the player comes up with a very clever explanation!).*

SAMPLE AREAS OF EXPERTISE

The following are examples of suitable areas of Expertise. This list is by no means exhaustive; the GM should feel free to add to or modify this list as needed to suit the game and the characters in it.

Art, Business, Carpentry, Cooking, Criminal, Current Events, Dance, History, Journalism, Law, Law Enforcement, Medicine, Military, Music, Magic, Philosophy, Politics, Popular Culture, Psychiatry, Science, Sociology, Streetwise, Theology.

UNDER THE HOOD: CHARACTER EXPERTISE VS. PLAYER EXPERTISE

Expertise skills measure what your *character* knows about various things, whether you know anything about them or not. It's fairly easy to measure what a hero knows by making the appropriate skill check or looking at the routine check value of (bonus +10).

However, players may know things their characters do not, either because of the player's life experience or knowledge of the game and its rules (and source material). In this case the Gamemaster may prefer players limit themselves to only what Expertise skills their heroes have rather than what they may or may not know about a given situation. The GM may bend this rule by allowing a player to spend a hero point to have a character act upon something he or she would have no way of knowing, calling it a "hunch" or a "lucky guess" (a version of the inspiration rule). See the **Hero Points** section for guidelines.

If there's a question as to how to handle an issue of player versus character expertise in the game, consult your Gamemaster.

INSIGHT

Awareness

You can tell someone's true intentions and feelings by paying attention to things like body language, inflection, and your own intuition.

A successful Insight check allows you to resist the effects of some interaction skills, becoming aware of the other person's true intent. You can also use the skill to tell when someone is behaving oddly or for assessing trustworthiness.

DETECT ILLUSION

The GM makes a secret Insight check to determine if your hero senses the true nature of an illusion (DC 10 + Illusion rank). Success means you pick up on a flaw in the illusion, sensing it is not real. See the **Illusion** effect in the **Powers** chapter for details.

DETECT INFLUENCE

You can make an Insight check to notice someone acting under outside influence. The DC is 10 + the rank of the effect or skill affecting the subject. If you succeed, you notice the subject is not acting entirely of his or her own will. Three or more degrees give you a general idea of what is influencing them (and perhaps even whom, depending on the situation and the Gamemaster's judgment).

EVALUATE

With an Insight check, opposed by Deception, you can tell if someone is trustworthy and honorable (or not) upon meeting them. You can also make an Insight check (DC 20) to evaluate a social situation, getting a feel for the overall mood and prevailing attitudes. Two or more degrees of failure on either check mean you misinterpret the signs, so the GM may make these checks for you in secret.

INNUENDO

You can use Insight to pick up on hidden messages sent via the Deception skill (see the **Deception** skill description).

RESIST INFLUENCE

Make an Insight check when called to do so to resist or overcome the effects of certain interaction skills, such as Deception or Intimidation. If the result of your check exceeds your opponent's, you are unaffected by their attempt to influence you.

INTIMIDATION

Presence • Interaction

You know how to use threats (both real and implied) to get others to do what you want.

COERCING

Make an Intimidation check, opposed by the target's Insight or Will defense (whichever has the highest bonus). If your check succeeds, you may treat the target as friendly, but *only* for actions taken in your presence. That is, the target retains his normal attitude, but will talk, advise, offer limited help, or advocate on your behalf while intimidated. The target cooperates, but won't necessarily obey your every whim or do anything that would directly endanger him.

If you perform some action that makes you more imposing, you gain a circumstance bonus on your Intimidation check. If your target clearly has a superior position, you suffer a circumstance penalty.

With more than one degree of failure on your check, the target may actually do the *opposite* of what you want! Succeed or fail, a target's true attitude towards you generally becomes hostile after you attempt an Intimidation check, even if they go along with you for the moment.

DEMORALIZING

You can use Intimidation in combat as a standard action to undermine an opponent's confidence. Make an Intimidation check as a standard action. If it succeeds, your target is impaired (a –2 circumstance penalty on checks) until the end of your next round. With four or more degrees of success, the target is disabled (a –5 penalty) until the end of your next round.

INTIMIDATING MINIONS

You can intimidate a whole group of minions—who can all see and hear you—with a single check. If the group has you at a disadvantage, you suffer the usual circumstance penalty on your check. Compare your check result against a single resistance check made by the GM for the entire group. Your Intimidation check must have the same effect on every member of the group. That is, you cannot demoralize some and coerce others, for example.

INVESTIGATION

Intellect • Trained Only

You know how to search for and study clues, gather information through interviews and surveillance, and analyze evidence to help solve crimes. The GM may make Investigation checks for you in secret, so you do not know exactly what you have found, or if you may have missed something.

SEARCH

You can search an area for clues, hidden items, traps, and other details. Perception allows you to immediately notice things, while an Investigation check allows you to pick up on details with some effort.

SEARCH DIFFICULTIES

DC	SAMPLE SEARCH
10	Ransack an area to find a certain object.
20	Notice a secret compartment, simple trap, or an obscure clue.
25+	Find a well-hidden secret compartment or trap, or an extremely obscure clue.

To determine how long it takes to search a given area, take the total area measurement (in square feet, yards, or miles), find the time measurement for that distance, and add 2. So searching 60 square feet (roughly an 8 ft. by 8 ft. room) takes the time rank of 60 feet (rank 1), plus 2, or 1 minute (time rank 3). Searching a square mile takes the time rank of 1 mile (rank 8), plus 2, or two hours (time rank 10).

The DC for an Investigation check to find a concealed object is usually opposed by the Stealth or Sleight of Hand check of the character who hid it.

GATHER EVIDENCE

To collect a piece of evidence for analysis, make an Investigation check (DC 15). If the check succeeds, the evidence can be analyzed (see the following). If the check fails, an analysis can be done, but with a –5 penalty for highly unfavorable circumstances. With more than one degree of failure, the evidence is ruined and no analysis can be done. On the other hand, two or more degrees of success provide a +2 circumstance bonus to later analysis.

ANALYZE EVIDENCE

You can make an Investigation check to apply forensic knowledge to evidence. This function of Investigation does not give you clues where none exist. It simply allows you to extract useful information from evidence and clues you have found.

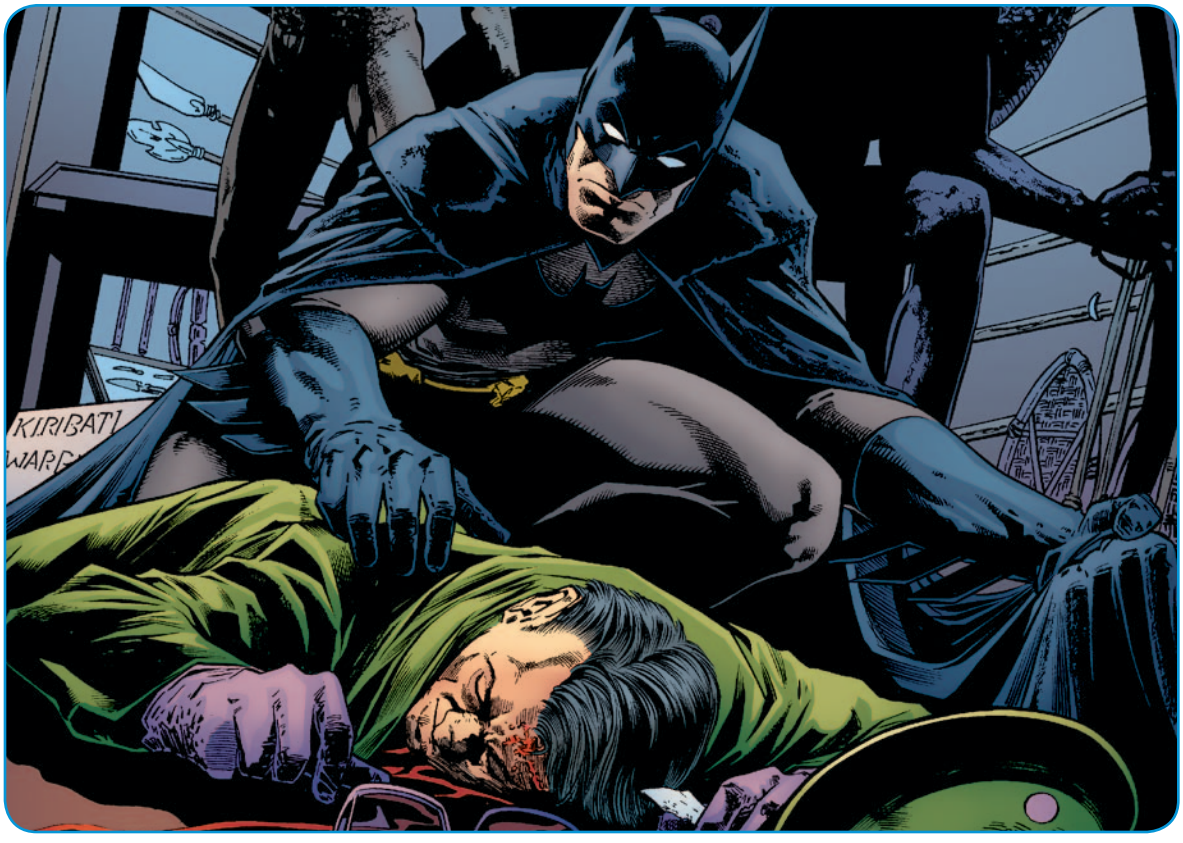
The base DC 15 is modified by the time elapsed since the evidence was left, and whether or not the scene was disturbed. Success gives you information based on the clue (as determined by the GM). Two or more degrees of failure may provide misleading or confusing evidence, also at the GM's discretion.

EVIDENCE DIFFICULTIES

DC	TASK
15	Analyze Evidence
15	Gather Evidence

EVIDENCE CIRCUMSTANCE MODIFIERS

+2	Every day since event (max modifier +10)
+5	Crime scene is outdoors
+2	Crime scene disturbed
+5	Crime scene highly disturbed



GATHER INFORMATION

You know how to make contacts, collect gossip and rumors, question informants, and otherwise get information from people.

By succeeding at a DC 10 Investigation check and taking at least an hour, you get a feel for the major news and rumors in an area. This assumes no obvious reasons exist why information would be withheld. The degree of the check result determines the completeness and detail of the information. Information ranges from general to protected, and the DC increases accordingly for the type of information, as given on the table.

GATHER INFORMATION RESULTS

DEGREE OF SUCCESS	TYPE OF INFORMATION
One	General
Two	Specific
Three	Restricted
Four	Protected

- ***General*** information concerns local happenings, rumors, gossip, and the like.
- ***Specific*** information usually relates to a particular question.
- ***Restricted*** information isn't generally known and requires you to locate someone with access to the information.
- ***Protected*** information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answers.

Failure on the Investigation check means you waste time turning up nothing of value. An additional degree of failure means you also alert someone who may be interested in your inquiries, perhaps even someone you are investigating!

SURVEILLANCE

You can set up surveillance of a particular area, watching from a stationary location. The DC of the subject's Stealth check to evade your notice is equal to the result of your Investigation check. For actively following a subject, see **Tailing** in the **Stealth** skill description.

PERCEPTION

Awareness

Use this skill to notice and pick up on things. Discerning details—such as clearly hearing conversation or reading fine text—requires at least three degrees of success on the Perception check.

In general, you have a –1 circumstance penalty to Perception checks for every 10 feet between you and what you are trying to perceive. So hearing a noise from 50 feet away is a –5 modifier to your Perception check, for example.

The GM usually makes Perception checks secretly, so you don't know whether you failed to notice anything, or there was nothing to notice in the first place. The common sorts of Perception checks are:

HEARING

Make a check against a DC based on how loud the noise is or against an opposed Stealth check. Normal conversation is DC 0, a soft noise DC 10. Listening through a door is +5 DC, +15 for a solid wall. While you're asleep, hearing something well enough to wake up is +10 DC.

SEEING

Make a check against a DC based on how visible the object is or against an opposed Stealth check. Something in plain sight is DC 0, while something subtle or easily overlooked may be DC 5, 10 or more. Visual perception is also used to detect someone in disguise (see the **Deception** skill) or to notice a concealed object (see the **Sleight of Hand** skill).

OTHER SENSES

You can make Perception checks involving other sense types as well (see the **Powers** chapter for more on sense types). Noticing something obvious to a sense is DC 0. Less obvious things are DC 10 or so, hidden things DC 20 or more, and discerning details requires at least three degrees of success, as usual.

You can make a Perception check every time you have the opportunity to notice something new. As a move action, you can attempt to notice something you failed (or believe you failed) to notice previously.

Various sensory effects provide modifiers on Perception checks (see the **Powers** chapter for details).

PERSUASION

Presence • Interaction

You're skilled in dealing with people, from etiquette and social graces to a way with words and public speaking, all of which helps to get your point across, make a good impression, negotiate, and generally win people over to your way of seeing things.

In negotiations, all participants roll Persuasion checks to see who gains the advantage. Opposed checks also resolve cases where two advocates plead opposing cases before a third party.

Non-player characters each have an initial attitude towards you or your cause. The GM chooses the character's initial attitude based on circumstances. Most of the time, people are favorable or indifferent toward heroes, but a

specific circumstance or complication may call for a different attitude.

If a Persuasion check fails, trying again is futile; the subject is too set against your arguments. At the GM's discretion, you can try again when the situation changes in some way: you find a new approach to your argument, new evidence appears, and so forth. The GM may consider you at a disadvantage in further negotiations, imposing a circumstance penalty as well.

ATTITUDES

ATTITUDE	EFFECT
Hostile	Will take risks to attack or interfere with you
Unfavorable	Will insult, mislead, or otherwise cause you trouble
Indifferent	Acts as socially expected towards you
Favorable	Will chat, advise, and offer limited help
Helpful	Will take risks to help or protect you

Persuading someone is at least a standard action, usually quite a bit longer. The GM decides if you can persuade at all once a conflict has broken out! Even if the initial check succeeds, the other character can only be persuaded so far; you can try again in the same scene, but you check against the subject's *initial* attitude, and may end up worsening it rather than improving it!

> **Example:** *The heroes must convince the suspicious leader of the bird people of Feithera that outsiders are not responsible for recent attacks against his people in order to avert a war. The leader's attitude is unfavorable towards them. The team's spokesperson makes a Persuasion attempt and gets a check result of 22, a success with two degrees total. That shifts the bird-man's attitude one step, to indifferent. He's inclined to continue negotiating with the heroes and willing to place the assault on the outsiders on-hold for the time being. The heroes try to convince the leader further, but any additional checks need at least one degre more success than the first to improve the leader's attitude to the point where he is willing to call off the attack, and more than one degree of failure moves his attitude to hostile, where he orders the intruders detained and the attack to begin at once!*

The GM may apply a circumstance penalty in further negotiations because you've placed yourself in a disadvantageous position.

RANGED COMBAT

Dexterity

You're trained with a particular type of ranged attack, giving you a bonus to your attack checks with it equal to your skill rank (see **Attack Check** in **The Basics** and in the **Action & Adventure** chapter). Each ranged attack is a separate Ranged Combat skill with its own rank, and encompasses a single weapon or power, although an array may

be considered one power, at the Gamemaster's discretion (see **Arrays** in the **Powers** chapter for more information).

So a hero might have Ranged Combat: Guns or Ranged Combat: Fire Control, but Ranged Combat: Powers is too broad. Ranged Combat: Throwing is an option and includes both thrown weapons and objects a character simply picks up and throws.

The bonus from a Ranged Combat skill applies only to attack checks with the particular attack, not to defenses. For a broader bonus to attack checks that is less than simply raising Dexterity rank, see the Ranged Attack advantage in the **Advantages** chapter.

SLEIGHT OF HAND

Dexterity • Manipulation

You can perform dexterous feats of legerdemain such as palming small objects, picking pockets, slipping out of restraints, and so forth. Stage magicians use Sleight of Hand legitimately as a performance skill, but it is most commonly known for its criminal applications.

CONCEALING

You can use Sleight of Hand to conceal a small item on your person, making your check result the DC of an Investigation or Perception check to find it.

CONTORTING

Make a DC 30 Sleight of Hand check to fit through a tight space wide enough for your head but too narrow for the width of your shoulders, or to reach through an opening wide enough for your hand, but too narrow for your arm.

ESCAPING

Make a Sleight of Hand check to slip out of various restraints. This takes at least a minute per check.

ESCAPING DIFFICULTIES

DC	SAMPLE RESTRAINT
15	Ropes
20	Handcuffs
25	Straightjacket
15 + rank	Power Effect

Escaping from a grab is an Acrobatics or Athletics check. See **Grab** in the **Action & Adventure** chapter.

LEGERDEMAIN

Minor feats of Sleight of Hand, such as making a coin or playing card "vanish," have a DC of 10 unless an observer is focused on noticing what you are doing. When you perform

this skill under observation, your check is opposed by the observer's Perception check to see if they notice the trick.

STEALING

To covertly take something from another person make a Sleight of Hand check (DC 20). Your target makes a Perception check and notices the attempt if his check result beats yours, whether you succeed in taking the object or not.

You can also make a Sleight of Hand check to *plant* a small object on someone, slip something into their pocket, drop something into their drink, place a tiny radio tracer on them, and so forth. To plant the object, you must get a check result of 20 or higher, regardless of the opponent's check result. The opponent notices the attempt if his check result beats yours, whether you succeed in planting the item or not.

STEALTH

Agility

You're skilled in going unnoticed. While using Stealth, you can move at your speed rank minus 1 with no penalty. Faster than that, up to your full speed, you take a –5 circumstance penalty to your Stealth checks.

HIDING

If you have cover or concealment, make a Stealth check, opposed by an observer's Perception check, to hide and go unnoticed.

If others are aware of you, you can't use Stealth to remain undetected. You can run around a corner so you are out of sight and *then* use Stealth, but others know which way you went. You can't hide at all if you have absolutely no cover or concealment, since that means you are standing out in plain sight. Of course, if someone isn't looking directly at you (you're sneaking up from behind, for example), then you have concealment relative to that person.

A successful Deception or Intimidation check can give you the momentary distraction needed to make a Stealth check while people are aware of you. When others turn their attention from you, make a Stealth check if you can reach cover or concealment of some kind. This check, however, is at a –5 penalty because you have to move quickly.

TAILING

You can use Stealth to tail someone at your normal speed. This assumes you have some cover or concealment (crowds of people, shadows, fog, etc.). If the subject is worried about being followed, he can make a Perception check (opposed by your Stealth check) every time he changes course (goes around a street corner, exits a building, and so on). If he is unsuspecting, he only gets one Perception check for the scene. If the subject notices you, make a Deception check, opposed by Insight. If you succeed, you manage to pass off your presence as coincidence and can continue tailing. A failed Deception check, or being noticed a second time, means the subject knows something is up and reacts accordingly.

TECHNOLOGY

Intellect • Trained Only • Manipulation • Requires Tools

Technology covers operating, building, repairing, and generally working with technological devices and equipment. Without the proper tools or equipment, you take a –5 penalty to Technology checks for highly unfavorable circumstances.

OPERATING

Most routine operations of technological equipment don't require a skill check and can be done untrained. Using an unfamiliar device does require a check, with the DC determined by how foreign or unusual the device is, from simple (DC 10) to highly advanced (DC 25 or more).

BUILDING

The difficulty and time required to make an item depends on its complexity, as shown on the **Building Items** table. If your Technology check succeeds, you have made the item after the necessary time. If the check fails, you did not produce a usable end result, and any time and materials are wasted. More than one degree of failure on the check may produce an accident or other unfortunate side-effect at the GM's discretion.

BUILDING ITEMS

DC	COMPLEXITY	TIME RANK	EXAMPLES
15	Simple	10 (2 hours)	electronic timer or detonator, tripwire trap
20	Moderate	12 (8 hours)	radio direction finder, lock, engine component
25	Complex	14 (24 hours)	cell phone, combustion engine
30	Advanced	16 (4 days)	computer, vehicle

REPAIRING

You can also use Technology to repair damaged items, with a –5 to the DC to build the item and –2 to the time rank required. So you can perform repairs on a complex item in eight hours (time rank 12) with a DC of 20. Failure on the check means you spend the time, but make no progress. Two or more degrees of failure may indicate further damage to the item or an accident similar to building it.

You can reduce the time rank to build or repair an item by 1 by taking a –5 penalty to your skill check.

JURY-RIGGING

You can also attempt jury-rigged, or temporary, repairs. Doing this reduces the repair DC by an additional 5 (for a total of –10 to the DC to build the item), and allows you to make the Technology check as a standard action. However, a jury-rigged repair can only fix a single problem, and the repair only lasts until the end of the scene. The jury-rigged item must be fully repaired thereafter, and cannot be jury-rigged again until it is fully repaired.

DEMOLITIONS

Careful placement of an explosive against a fixed structure can maximize damage by exploiting vulnerabilities in the structure. This requires at least a minute and a DC 10 Technology check. The GM makes the check, so you don't know exactly how well you have done until the explosive goes off. For every two full degrees of success, the explosive deals +5 damage to the structure. Failure means the explosive does not go off as planned, while more than one degree of failure means the charge goes off while you are setting it! In all cases, the explosive deals normal damage to all other targets.

You can make an explosive device more difficult to disarm. To do so, choose a disarm difficulty class before making your check to set the detonator. Your DC to set the detonator is the desired disarm DC. Failure means the explosive fails to go off as planned. Two or more degrees of failure mean the explosive goes off as the detonator is being installed!

Disarming an explosive also requires a Technology check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC (previously). If you fail the check, you do not disarm the explosive. With more than a degree of failure, the explosive goes off. Setting or disarming a detonator is a standard action.

INVENTING

If you have the Inventor advantage (see the **Advantages** chapter), you can use Technology to create inventions, temporary devices. See **Inventing**, page 145, for details.

SECURITY

You can use Technology to disarm or sabotage various security devices, including locks, traps, and sensors. This takes at least a minute, possibly longer, at the GM's discretion. The GM makes your Technology check secretly, so you don't necessarily know right away if you have succeeded. The Gamemaster sets the DC of the check based on the level of security:

SECURITY

DC	Security Example
10	Simple lock or home alarm system
15	Quality lock or home alarm system
20	Business and corporate security
25	High security: branch bank vault, museum
30	Very high security: bank headquarters vault, medium prison
35	Maximum security: highly secure prison
40	Super-max security: super-prison

SECURITY CIRCUMSTANCE MODIFIERS

DC MODIFIER	CIRCUMSTANCE
+5	Preventing your tampering from being noticed.

Failure on your skill check means nothing happens, but you can keep trying. More than one degree of failure sets off the security or trap, if it is possible to do so.

TREATMENT

Intellect • Trained Only • Manipulation • Requires Tools

You're trained in treating injuries and ailments. The check DC and effect of Treatment depend on the task:

TREATMENT DIFFICULTIES

DC	TASK
10	Diagnose injuries and ailments.
15	Provide long-term care.
15	Revive dazed or stunned characters.
15	Stabilize dying character.
15	Treat diseases or poisons.

If you do not have the appropriate medical equipment and supplies, you take a –5 circumstance penalty on your check. If your subject has a particularly unusual biology (an alien, for example) you may also suffer a circumstance penalty.

You can use the Treatment skill on yourself, but only to diagnose, provide care, or treat disease or poison. You take a –5 circumstance penalty on checks when treating yourself.

DIAGNOSIS

You can diagnose injuries and ailments with an eye toward further treatment. This takes at least a minute. At the GM's discretion, a successful diagnosis provides a +2 bonus for favorable circumstances on further Treatment checks.

PROVIDE CARE

Providing care means treating an injured patient for a day or more. If successful, the patient further reduces the recovery time by 1 rank (see **Recovery** in the **Action & Adventure** chapter). You can provide care for up to your Treatment rank in patients at one time.

REVIVE

You can remove the dazed or stunned conditions from a subject (see **Conditions** in the **Action & Adventure** chapter). The check to revive is a standard action. A successful check removes the condition. Other conditions the patient may have remain, so reviving someone incapacitated due to fatigue still leaves the patient exhausted, for example, while awakening someone incapacitated due to damage still leaves the patient staggered. You can't awaken a dying character without stabilizing him first (see the following).

STABILIZE

As a standard action, a successful Treatment check stabilizes a dying character.

TREAT DISEASE AND POISON

You can treat a character afflicted with a disease or poison. Each time the character makes a resistance check against the ailment, you make a Treatment check. One degree of success provides the patient with a +2 circumstance bonus to the resistance check, three or more degrees of success provides a +5 circumstance bonus.

VEHICLES

Dexterity • Trained Only • Manipulation

Use this skill to operate vehicles, from ground vehicles like cars to boats, planes, or even spaceships! See **Vehicles** in the **Gadgets & Gear** chapter for details.

Routine tasks, such as ordinary operation of known vehicles, don't require a check and may even be done untrained for some vehicles, particularly common ones like cars. Make a check only when operating the vehicle in a stressful or dramatic situation like being chased or attacked, or trying to reach a destination in a limited amount of time.

You can also make Vehicle checks to perform various maneuvers with a vehicle:

VEHICLES DIFFICULTIES

DC	MANEUVER
5	Easy (low-speed turn)
10	Average (sudden reverse, dodging obstacles)
15	Difficult (tight turns)
20	Challenging (bootlegger reverse, loop, barrel roll)
25	Formidable (high-speed maneuvers, jumping or flying around obstacles)

Note that the Vehicles skill does not cover riding animal mounts. For that, use the Expertise (Riding) skill, based on Agility, with the same guidelines as given for Vehicles skill checks. At the Gamemaster's discretion, skills like Athletics can serve for riding mounts (perhaps with a circumstance penalty), especially if riding is a fairly uncommon skill, as it is in the modern world.

CHAPTER 5: ADVANTAGES

Heroes are more than just skilled; they often have amazing **advantages**, beyond the abilities of ordinary people. In DC Adventures, advantages often allow heroes to "break the rules," gaining access to and doing things most people cannot, or simply doing them better.

ACQUIRING ADVANTAGES

Advantages are rated in ranks and bought with power points, just like abilities and skills. Advantages cost 1 power point per rank. Some advantages have no ranks and are acquired only once, effectively at rank 1.

ADVANTAGE COST = 1 POWER POINT PER ADVANTAGE RANK

ADVANTAGE DESCRIPTIONS

Each advantage's description explains the benefit it provides. It also says if the advantage can be acquired in ranks and the effects of doing so. Such advantages are listed as "Ranked" alongside the advantage name. Ranks in an advantage are noted with a number after the advantage's name, such as "Defensive Roll 2" (for a character who has taken two ranks in the Defensive Roll advantage), just like skill and power ranks. If there is a maximum number of ranks a character can take, it's listed in parentheses after the word "Ranked" in the advantage's heading.

TYPES OF ADVANTAGES

Advantages are categorized as one of four types:

- **Combat Advantages** are useful in combat and often modify how various combat maneuvers are performed.
- **Fortune Advantages** require and enhance the use of hero points.
- **General Advantages** provide special abilities or bonuses not covered by the other categories.
- **Skill Advantages** offer bonuses or modifications to skill use.

ADVANTAGE DESCRIPTIONS

Each advantage is listed by name, type, and if the advantage is available in multiple ranks, followed by a description of the advantage's benefits. The effects of additional advantage ranks (if any) are noted in the text of each advantage. In some cases an advantage's description mentions the normal conditions for characters that do not have the advantage for comparison.

ACCURATE ATTACK — COMBAT

When you make an accurate attack (see **Maneuvers**, page 177) you can take a penalty of up to –5 on the effect modifier of the attack and add the same number (up to +5) to your attack bonus.

AGILE FEINT — SKILL

You can use your Acrobatics bonus or movement speed rank in place of Deception to feint and trick in combat as if your skill bonus or speed rank were your Deception bonus (see the **Deception** skill description). Your opponent opposes the attempt with Acrobatics or Insight (whichever is better).

Skilled acrobats like Nightwing and fast-moving heroes like the Flash have this advantage.

ALL-OUT ATTACK — COMBAT

When you make an all-out attack (see **Maneuvers**, page 177) you can take a penalty of up to –5 on your active defenses (Dodge and Parry) and add the same number (up to +5) to your attack bonus.

Warriors who often attack heedless of their own defense, such as Orion or Green Lantern Guy Gardner, have this advantage.

ANIMAL EMPATHY — SKILL

You have a special connection with animals. You can use interaction skills on animals normally, and do not have to speak a language the animal understands; you communicate your intent through gestures and body language and learn things by studying animal behavior. Characters normally have a –10 circumstance penalty to use interaction skills on animals, due to their Intellect and lack of language.

COMBAT ADVANTAGES

ADVANTAGE	EFFECT
Accurate Attack	Trade effect DC for attack bonus.
All-out Attack	Trade active defense for attack bonus.
Chokehold	Suffocate an opponent you have successfully grabbed.
Close Attack	+1 bonus to close attack checks per rank.
Defensive Attack	Trade attack bonus for active defense bonus.
Defensive Roll	+1 active defense bonus to Toughness per rank.
Evasion	Circumstance bonus to avoid area effects.
Fast Grab	Make a free grab check after an unarmed attack.
Favored Environment	Circumstance bonus to attack or defense in an environment.
Grabbing Finesse	Substitute Dex for Str when making grab attacks.
Improved Aim	Double circumstance bonuses for aiming.
Improved Critical	+1 to critical threat range with an attack per rank.
Improved Defense	+2 bonus to active defense when you take the defend action.
Improved Disarm	No penalty for the disarm action.
Improved Grab	Make grab attacks with one arm. Not vulnerable while grabbing.
Improved Hold	–5 circumstance penalty to escape from your holds.
Improved Initiative	+4 bonus to initiative checks per rank.
Improved Smash	No penalty for the smash action.
Improved Trip	No penalty for the trip action.
Improvised Weapon	Use Close Combat: Unarmed skill with improvised weapons, +1 damage bonus.
Move-by Action	Move both before and after your standard action.
Power Attack	Trade attack bonus for effect bonus.
Precise Attack	Ignore attack check penalties for either cover or concealment.
Prone Fighting	No penalties for fighting while prone.
Quick Draw	Draw a weapon as a free action.
Ranged Attack	+1 bonus to ranged attack checks per rank.
Redirect	Use Deception to redirect a missed attack at another target.
Set-up	Transfer the benefit of an interaction skill to an ally.
Takedown	Free extra attack when you incapacitate a minion.
Throwing Mastery	+1 damage bonus with thrown weapons per rank.
Uncanny Dodge	Not vulnerable when surprised or caught off-guard.
Weapon Bind	Free disarm attempt when you actively defend.
Weapon Break	Free smash attack when you actively defend.

ARTIFICER — SKILL

You can use the Expertise: Magic skill to create temporary magical devices. See **Inventing**, page 146, for details.

Magicians and mystics, like John Constantine and Zatanna, often have this advantage.

ASSESSMENT — GENERAL

You're able to quickly size up an opponent's combat capabilities. Choose a target you can accurately perceive and have the GM make a secret Insight check for you as a free action, opposed by the target's Deception check result.

If you win, the GM tells you the target's attack and defense bonuses relative to yours (lower, higher, or equal). With each additional degree of success, you learn one of the target's bonuses *exactly*.

If you lose the opposed roll, you don't find out anything. With more than one degree of failure, the GM may lie or otherwise exaggerate the target's bonuses.

ATTRACTIVE — SKILL • RANKED (2)

You're particularly attractive, giving you a +2 circumstance bonus on Deception and Persuasion checks to deceive, seduce, or change the attitude of anyone who finds your looks appealing. With a second rank, you are Very Attrac-

FORTUNE ADVANTAGES

ADVANTAGE	EFFECT
Beginner's Luck	Spend a hero point to gain 5 temporary ranks in a skill.
Inspire	Spend a hero point to grant allies a +1 circumstance bonus per rank.
Leadership	Spend a hero point to remove a condition from an ally.
Luck	Re-roll a die roll once per rank.
Seize Initiative	Spend a hero point to go first in the initiative order.
Ultimate Effort	Spend a hero point to get an effective 20 on a specific check.

GENERAL ADVANTAGES

ADVANTAGE	EFFECT
Assessment	Use Insight to learn an opponent's combat capabilities.
Benefit	Gain a significant perquisite or fringe benefit.
Diehard	Automatically stabilize when dying.
Eidetic Memory	Total recall, +5 circumstance bonus to remember things.
Equipment	5 points of equipment per rank.
Extraordinary Effort	Gain two benefits when using extra effort.
Fearless	Immune to fear effects.
Great Endurance	+5 on checks involving endurance.
Instant Up	Stand from prone as a free action.
Interpose	Take an attack meant for an ally.
Minion	Gain a follower or minion with (15 x rank) power points.
Second Chance	Re-roll a failed check against a hazard once.
Sidekick	Gain a sidekick with (5 x rank) power points.
Teamwork	+5 bonus to support team checks.
Trance	Go into a deathlike trance that slows bodily functions.

SKILL ADVANTAGES

ADVANTAGE	EFFECT
Agile Feint	Feint using Acrobatics skill or Speed rank
Animal Empathy	Use interaction skills normally with animals.
Artificer	Use Expertise: Magic to create temporary magical devices.
Attractive	Circumstance bonus to interaction based on your looks.
Connected	Call in assistance or favors with a Persuasion check.
Contacts	Make an initial Investigation check in one minute.
Daze	Use Deception or Intimidation to daze an opponent.
Fascinate	Use an interaction skill to entrance others.
Favored Foe	Circumstance bonus to certain checks against a type of opponent.
Hide in Plain Sight	Hide while observed without need for a diversion.
Improvised Tools	No penalty for using skills without tools.
Inventor	Use Technology to create temporary devices.
Jack-of-all-trades	Use any skill untrained.
Languages	Speak and understand additional languages.
Ritualist	Use Expertise: Magic to create and perform rituals.
Skill Mastery	Make routine checks with one skill under any conditions.
Startle	Use Intimidation to feint in combat.
Taunt	Use Deception to demoralize in combat.
Tracking	Use Perception to follow tracks.
Well-informed	Immediate Investigation or Persuasion check to know something.

tive, giving you a +5 circumstance bonus. This bonus does not count as part of your regular skill bonus in terms of the series power level, but also does not apply to people or situations which (in the GM's opinion) would not be influenced by your appearance.

While super heroes tend to be a fairly good-looking lot, this advantage is generally reserved for characters with particularly impressive looks. Wonder Woman is certainly Attractive, but Booster Gold, for example, is not as Attractive as he thinks.

BEGINNER'S LUCK — FORTUNE

By spending a hero point, you gain an effective 5 ranks in one skill of your choice you currently have at 4 or fewer ranks, including skills you have *no* ranks in, even if they can't be used untrained. These temporary skill ranks last for the duration of the scene and grant you their normal benefits.

Rookie heroes like the Blue Beetle (Jaime Reyes) often benefit from this advantage.

BENEFIT — GENERAL • RANKED

You have some significant perquisite or fringe benefit. The exact nature of the benefit is for you and the Gamemaster to determine. As a rule of thumb it should not exceed the benefits of any other advantage, or a power effect costing 1 point (see **Feature** in the **Powers** chapter). It should also be significant enough to cost at least 1 power point. An example is Diplomatic Immunity (see **Sample Benefits**). A license to practice law or medicine, on the other hand, should not be considered a Benefit; it's simply a part of having training in the appropriate Expertise skill and has no significant game effect.

Benefits may come in ranks for improved levels of the same benefit. The GM is the final arbiter as to what does and does not constitute a Benefit in the setting. Keep in mind some qualities may constitute Benefits in some series, but not in others, depending on whether or not they have any real impact on the game.

SAMPLE BENEFITS

The following are some potential Benefits. The GM is free to choose any suitable Benefit for the series.

- **Alternate Identity:** You have an alternate identity, complete with legal paperwork (driver's license, birth certificate, etc.). This is different from a costumed identity, which doesn't necessarily have any special legal status (but may in some settings).
- **Ambidexterity:** You are equally adept using either hand, suffering no circumstance penalty for using your off-hand (as you don't have one).
- **Cipher:** Your true history is hidden well, making it difficult to dig up information about you. Investigation checks concerning you are made at a –5 circumstance penalty per rank in this benefit.
- **Diplomatic Immunity:** By dint of your diplomatic status, you cannot be prosecuted for crimes in nations other than your own. All another nation can do is deport you to your home nation.
- **Security Clearance:** You have access to classified government information, installations, and possibly equipment and personnel.
- **Status:** By virtue of birth or achievement, you have special status. Examples include nobility, knighthood, aristocracy, and so forth.
- **Wealth:** You have greater than average wealth or material resources, such as Well-off (rank 1), Independently Wealthy (rank 2), Millionaire (rank 3), Multimillionaire (rank 4), or Billionaire (rank 5).

CHOKEHOLD — COMBAT

If you successfully grab and restrain an opponent (see **Grab**, page 176), you can apply a chokehold, causing your opponent to begin suffocating for as long as you continue to restrain your target (see **Suffocation**, page 170).

CLOSE ATTACK — COMBAT • RANKED

You have a +1 bonus to close attacks checks per rank in this advantage. Your total attack bonus is still limited by power level. This advantage best suits characters with a level of overall close combat skill (armed and unarmed). For capability with a particular type of attack, use the Close Combat skill.

CONNECTED — SKILL

You know people who can help you out from time to time. It might be advice, information, help with a legal matter, or access to resources. You can call in such favors by making a Persuasion check. The GM sets the DC of the check, based on the aid required. A simple favor is DC 10, ranging up to DC 25 or higher for especially difficult, dangerous, or expensive favors. You can spend a hero point to automatically secure the favor, if the GM allows it. The GM has the right to veto any request if it is too involved or likely to spoil the plot of the adventure. Use of this advantage always requires at least a few minutes (and often much longer) and the means to contact your allies to ask for their help.

CONTACTS — SKILL

You have such extensive and well-informed contacts you can make an Investigation check to gather information in only one minute, assuming you have some means of getting in touch with your contacts. Further Investigation checks to gather information on the same subject require the normal length of time, since you must go beyond your immediate network of contacts.

For example, Batman has a broad network of contacts and informants he uses to keep up with current events in the criminal underworld.

MARTIAL ARTS AND FIGHTING STYLES

You can use combinations of advantages—particularly combat advantages—to create different "fighting styles" ranging from martial arts to super-hero combat techniques. For example, a "soft" fighting style focusing primarily on defense might include the advantages Defensive Attack, Improved Defense, Improved Trip, and Instant Up. A "hard" fighting style focused on offense might include All-out Attack, Improved Critical, Improved Smash, Power Attack, and Startle for a fierce *kiai* shout! You can combine various advantages to create specific styles or allow players to mix-and-match to design their own unique styles.

SAMPLE FIGHTING STYLES

Use the following advantage combos as examples of how to create different fighting styles. Students who have not yet mastered a style may have only some of a style's associated advantages rather than all of them.

Any of these fighting styles might include ranks of the Close Attack advantage. Other fighting style advantages might include:

- **Boxing:** All-out Attack, Defensive Attack, Improved Critical (Unarmed), Power Attack, Takedown.
- **Judo:** Accurate Attack, Defensive Attack, Improved Disarm, Improved Grab, Improved Hold, Improved Trip.
- **Kung Fu:** Defensive Attack, Improved Critical (Unarmed), Improved Smash, Improved Trip, Instant Up, Power Attack, Startle.
- **Sword-fighting:** Accurate Attack, Defensive Attack, Improved Disarm, Improved Initiative, Power Attack, Taunt.
- **Wrestling:** Chokehold, Fast Grab, Improved Grab, Improved Hold, Power Attack.

MARTIAL ARTS POWERS

Comic book martial artists often have abilities far beyond the scope of the advantages and fighting styles given in this chapter. Such superhuman martial arts abilities as leaping vast distances, punching through solid stone, shrugging off damage, and killing with a mere touch are powers. See the **Powers** chapter for details.

DAZE — SKILL • RANKED (2)

You can make a Deception or Intimidation check as a standard action (choose which skill when you acquire the advantage) to cause an opponent to hesitate in combat. Make a skill check as a standard action against your target's resistance check (the same skill, Insight, or Will defense, whichever has the highest bonus). If you win, your target is dazed (able to take only a standard action) until the end of your next round. The ability to Daze with Deception and with Intimidation are separate advantages. Take this advantage twice in order to be able to do both.

DEFENSIVE ATTACK — COMBAT

When you make a defensive attack (see **Maneuvers**, page 177), you can take a penalty of up to –5 on your attack bonus and add the same number (up to +5) to both your active defenses (Dodge and Parry).

DEFENSIVE ROLL — COMBAT • RANKED

You can avoid damage through agility and "rolling" with an attack. You receive a bonus to your Toughness equal to your advantage rank, but it is considered an active defense similar to Dodge and Parry (see **Active Defenses** in the **Abilities** chapter), so you lose this bonus whenever you are vulnerable or defenseless. Your total Toughness, including this advantage, is still limited by power level.

This advantage is common for heroes—such as Batman, Black Canary, or the Huntress—who lack either superhuman speed or toughness, relying on their agility and training to avoid harm.

DIEHARD — GENERAL

When your condition becomes dying (see **Conditions** in the **Action & Adventure** chapter) you automatically stabilize on the following round without any need for a Stamina check, although further damage—such as a finishing attack—can still kill you.

Nonhuman heroes—like Red Tornado—often have Diehard, since they tend not to "die" easily.

EIDETIC MEMORY — GENERAL

You have perfect recall of everything you've experienced. You have a +5 circumstance bonus on checks to remember things, including resistance checks against effects that alter or erase memories. You can also make Expertise skill checks to answer questions and provide information as if you were trained, meaning you can answer questions involving difficult or obscure knowledge even without ranks in the skill, due to the sheer amount of trivia you have picked up.

EQUIPMENT — GENERAL • RANKED

You have 5 points per rank in this advantage to spend on equipment. This includes vehicles and headquarters. See the **Gadgets & Gear** chapter for details on equipment and its costs. Many heroes rely almost solely on Equipment in conjunction with their skills and other advantages.

EVASION — COMBAT • RANKED (2)

You have a +2 circumstance bonus to Dodge resistance checks to avoid area effects (see the **Area** extra in the **Powers** chapter). If you have 2 ranks in this advantage, your circumstance bonus increases to +5.

Evasion is a common advantage for fast or acrobatic heroes like the Flash or Nightwing.

EXTRAORDINARY EFFORT — GENERAL

When using extra effort (see **Extra Effort** in **The Basics** chapter), you can gain *two* of the listed benefits, even stacking two of the same type of benefit. However, you also double the cost of the effort; you're exhausted starting the turn after your extraordinary effort. If you are already fatigued, you are incapacitated. If you are already exhausted, you cannot use extraordinary effort. Spending a hero point at the start of your next turn reduces the cost of your extraordinary effort to merely fatigued, the same as a regular extra effort.

FASCINATE — SKILL • RANKED

One of your interaction skills is so effective you can capture and hold others attention with it. Choose Deception, Intimidation, or Persuasion when you acquire this advantage. You can also use Fascinate with an appropriate Expertise skill, like musician or singer, at the GM's discretion.

You are subject to the normal guidelines for interaction skills, and combat or other immediate danger makes this advantage ineffective. Take a standard action and make an interaction skill check against your target's opposing check (Insight or Will defense). If you succeed, the target is entranced. You can maintain the effect with a standard action each round, giving the target a new resistance check. The effect ends when you stop performing, the target successfully resists, or any immediate danger presents itself. Like all interaction skills, you can use Fascinate on a group, but you must affect everyone in the group in the same way.

You may take this advantage more than once. Each time, it applies to a different skill.

FAST GRAB — COMBAT

When you hit with an unarmed attack you can immediately make a grab check against that opponent as a free action (see **Grab**, page 176). Your unarmed attack inflicts its normal damage and counts as the initial attack check required to grab your opponent.

This advantage tends to show up for big bruisers who are surprisingly fast, like Solomon Grundy, or for characters with a lot of limbs, like Starro the Conqueror.

FAVORED ENVIRONMENT — COMBAT

You have an environment you're especially suited for fighting in. Examples include in the air, underwater, in space, in extreme heat or cold, in jungles or woodlands, and so

forth. While you are in your favored environment, you gain a +2 circumstance bonus to attack checks or your active defenses. Choose at the start of the round whether the bonus applies to attack or defense. The choice remains until the start of your next round. This circumstance bonus is not affected by power level.

The classic Favored Environment hero is Aquaman, who has an edge fighting in and under the water.

FAVORED FOE — SKILL

You have a particular type of opponent you've studied or are especially effective against. It may be a type of creature (aliens, animals, constructs, metahumans, undead, etc.), a profession (soldiers, police officers, Yakuza, etc.) or any other category the GM approves. Especially broad categories like "humans" or "villains" are not permitted. You gain a +2 circumstance bonus on Deception, Intimidation, Insight, and Perception checks dealing with your Favored Foe. This circumstance bonus is not limited by power level.

FEARLESS — GENERAL

You are immune to fear effects of all sorts, essentially the same as an Immunity to Fear effect (see **Immunity** in the **Powers** chapter).

Green Lantern Hal Jordan is an example of a Fearless hero.

GRABBING FINESSE — COMBAT

You can use your Dexterity bonus, rather than your Strength bonus, to make grab attacks. You are not vulnerable while grabbing. See **Grab**, page 176, for details.

This is a good advantage for skilled unarmed combatants that are focused more on speed than strength, like Black Canary.

GREAT ENDURANCE — GENERAL

You have a +5 bonus circumstance on checks to avoid becoming fatigued and checks to hold your breath, avoid damage from starvation or thirst, avoid damage from hot or cold environments, and to resist suffocation and drowning. See **Hazards and the Environment** in the **Action & Adventure** chapter for details on these checks.

HIDE IN PLAIN SIGHT — SKILL

You can hide (see **Hiding** under **Stealth** in the **Skills** chapter) without any need for a Deception or Intimidation check or any sort of diversion, and without penalty to your Stealth check. You're literally there one moment, and gone the next. You must still have some form of cover or concealment within range of your normal movement speed in order to hide.

As Commissioner Gordon will tell you, Batman has this advantage.

IMPROVED AIM — COMBAT

When you take a standard action to aim, you gain an improved circumstance bonus: +10 for a close attack or ranged attack adjacent to the target, +5 for a ranged attack at a greater distance. See **Aim**, page 175, for details.

Green Arrow has this advantage.

IMPROVED CRITICAL — COMBAT • RANKED

Increase your critical threat range with a particular attack (chosen when you acquire this advantage) by 1, allowing you to score a critical hit on a natural 19 or 20. Only a natural 20 is an automatic hit, however, and an attack that misses is not a critical. Each additional rank applies to a different attack or increases your threat range with an existing attack by one more, to a maximum threat range of 16-20 with 4 ranks.

This advantage is common for weapon experts and those looking to go for a finishing attack, like the assassins Cheshire and Deadshot.

IMPROVED DEFENSE — COMBAT

When you take the defend action in combat (see **Defend** in the **Action & Adventure** chapter) you gain a +2 circumstance bonus to your active defense checks for the round.

IMPROVED DISARM — COMBAT

You have no penalty to your attack check when attempting to disarm an opponent and they do not get the opportunity to disarm you (see **Disarm** in the **Action & Adventure** chapter).

IMPROVED GRAB — COMBAT

You can make grab attacks with only one arm, leaving the other free. You can also maintain the grab while using your other hand to perform actions. You are not vulnerable while grabbing (see **Grabbing** in the **Action & Adventure** chapter).

IMPROVED INITIATIVE — COMBAT • RANKED

You have a +4 bonus to your initiative checks per rank in this advantage.

IMPROVED HOLD — COMBAT

Your grab attacks are particularly difficult to escape. Opponents you grab suffer a –5 circumstance penalty on checks to escape.

IMPROVED SMASH — COMBAT

You have no penalty to attack checks to hit an object held by another character (see **Smash** in the **Action & Adventure** chapter).

LITERACY

Characters are assumed to be literate in their native language and any other language they know. At the GM's discretion, characters may have to spend an additional Languages rank to be literate in a language with a different alphabet or style of writing from the character's native language (such as Arabic, Japanese *kanji* or Russian Cyrillic for an English speaker). Completely illiterate characters are faced with a potential Disability complication during the game.

THE LANGUAGE BARRIER

Generally speaking, languages are not terribly important in comic book superhero stories except as background color or occasional plot complications. Gamemasters should allow players with characters fluent in other languages the occasional opportunity to show them off or put them to good use. If you *specifically* set up the language barrier as an obstacle by confronting the heroes with a language they cannot possibly understand, that should count as a complication and be worth a hero point.

IMPROVED TRIP — COMBAT

You have no penalty to your attack check to trip an opponent and they do not get the opportunity to trip you. When making a trip attack, make an opposed check of your Acrobatics or Athletics against your opponent's Acrobatics or Athletics, you choose which your opponent uses to defend, rather than the target choosing (see **Trip** in the **Action & Adventure** chapter). This is a good martial arts advantage for unarmed fighters.

IMPROVISED TOOLS — SKILL

You ignore the circumstance penalty for using skills without proper tools, since you can improvise sufficient tools with whatever is at hand. If you're forced to work without tools at all, you suffer only a –2 penalty.

IMPROVISED WEAPON — COMBAT • RANKED

When wielding an improvised close combat weapon—anything from a chair to a telephone pole or entire car—you use your Close Combat (Unarmed) skill bonus for attack checks with the "weapon" rather than relying on your general Close Combat skill bonus. Additional ranks in this advantage give you a +1 bonus to Damage with improvised weapons per rank. Your maximum Damage bonus is still limited by power level, as usual.

INSPIRE — FORTUNE • RANKED (5)

You can inspire your allies to greatness. Once per scene, by taking a standard action and spending a hero point, allies able to interact with you gain a +1 circumstance bonus per Inspire rank on all checks until the start of your next round, with a maximum bonus of +5. You do not gain the bonus, only your allies do. The inspiration bonus ignores power level limits, like other uses of hero points. Multiple uses of Inspire do not stack, only the highest bonus applies.

INSTANT UP — GENERAL

You can go from prone to standing as a free action without the need for an Acrobatics skill check.

INTERPOSE — GENERAL

Once per round, when an ally within range of your normal movement is hit by an attack, you can choose to place yourself between the attacker and your ally as a reaction, making you the target of the attack instead. The attack hits you rather than your ally, and you suffer the effects normally. You cannot use this advantage against area effects or perception range attacks, only those requiring an attack check.

Superman uses this advantage and his invulnerability to protect allies and innocent bystanders from attack.

INVENTOR — SKILL

You can use the Technology skill to create inventions. See **Inventing**, page 145, for details.

Lex Luthor is perhaps the greatest example of this advantage in action in the DC Universe, although he's far from the only one.

JACK-OF-ALL-TRADES — SKILL

You can use any skill untrained, even skills or aspects of skills that normally cannot be used untrained, although you must still have proper tools if the skill requires them.

This advantage is useful for broad skill-based heroes like Mister Terrific.

LANGUAGES — SKILL • RANKED

You can speak and understand additional languages. With one rank in this advantage, you know an additional language. For each additional rank, you double your additional known languages: two at rank 2, four at rank 3, eight at rank 4, etc. So a character with Languages 7 is fluent in 64 languages! Characters are assumed to be fluent in any languages they know, including being able to read and write in them.

For the ability to understand *any* language, see the **Comprehend** effect in the **Powers** chapter.

LEADERSHIP — FORTUNE

Your presence reassures and lends courage to your allies. As a standard action, you can spend a hero point to remove one of the following conditions from an ally with whom you can interact: dazed, fatigued, or stunned.

LUCK — FORTUNE • RANKED (1/2 PL)

Once per round, you can choose to re-roll a die roll, like spending a hero point (see **Hero Points**, page 20), including adding 10 to re-rolls of 10 or less. You can do this a number of times per game session equal to your Luck rank, with a maximum rank of half the series power level (rounded down). Your Luck ranks refresh when your hero points "reset" at the start of an adventure. The GM may choose to set a different limit on ranks in this advantage, depending on the series.

MINION — GENERAL • RANKED

You have a follower or minion. This minion is an independent character with a power point total of (advantage rank x 15). Minions are subject to the normal power level limits, and cannot have minions themselves. Your minions (if capable of independent thought) automatically have a helpful attitude toward you. They are subject to the normal rules for minions (see page 174).

Minions do not earn power points. Instead, you must spend earned power points to increase your rank in this advantage to improve the minion's power point total and traits. Minions also do not have hero points. Any lost minions are replaced in between adventures with other followers with similar abilities at the Gamemaster's discretion.

MOVE-BY ACTION — COMBAT

When taking a standard action and a move action you can move both before *and* after your standard action, provided the total distance moved isn't greater than your normal movement speed.

This is a common advantage for fast-moving heroes, like the Flash.

POWER ATTACK — COMBAT

When you make a power attack (see **Maneuvers,** page 177) you can take a penalty of up to –5 on your attack bonus and add the same number (up to +5) to the effect bonus of your attack.

PRECISE ATTACK — COMBAT • RANKED (4)

When you make close or ranged attacks (choose one) you ignore attack check penalties for cover or concealment (choose one), although total cover still prevents you from making attacks. Each additional rank in this advantage lets you choose an additional option, so with Precise Attack 4, all your attacks (both close and ranged) ignore penalties for both cover and concealment.

Heroes known for their aim and combat skill, like Green Arrow and Arsenal, frequently have this advantage.

PRONE FIGHTING — COMBAT

You suffer no circumstance penalty to attack checks for being prone, and adjacent opponents do not gain the usual circumstance bonus for close attacks against you.

QUICK DRAW — COMBAT

You can draw a weapon from a holster or sheath as a free action, rather than a move action.

RANGED ATTACK — COMBAT • RANKED

You have a +1 bonus to ranged attacks checks per rank in this advantage. Your total attack bonus is still limited by power level.

REDIRECT — COMBAT

If you successfully trick an opponent (see **Trick** under **Deception** in the **Skills** chapter), you can redirect a missed attack against you from that opponent at another target as a reaction. The new target must be adjacent to you and within range of the attack. The attacker makes a new attack check with the same modifiers as the first against the new target.

RITUALIST — SKILL

You can use the Expertise: Magic skill to create and cast magical rituals (see page 146).

This advantage is often a back-up or secondary magical power for mystics like Zatanna, and may be the only form of magic available to magicians like John Constantine.

SECOND CHANCE — GENERAL • RANKED

Choose a particular hazard, such as falling, being tripped, triggering traps, mind control (or another fairly specific power effect, such as Damage with the fire descriptor) or a particular skill with consequences for failure. If you fail a check against that hazard, you can make another immediately and use the better of the two results. You only get one second chance for any given check, and the GM decides if a particular hazard or skill is an appropriate focus for this advantage. You can take this advantage multiple times, each for a different hazard.

SEIZE INITIATIVE — FORTUNE

You can spend a hero point to automatically go first in the initiative order. You may only do so at the start of combat, when you would normally make your initiative check. If more than one character uses this advantage, they all make initiative checks normally and act in order of their initiative result, followed by all the other characters who do not have this advantage.

SET-UP — COMBAT • RANKED

You can transfer the benefits of a successful combat use of an interaction skill to your teammate(s). For example, you can feint and have your target vulnerable against one or more allies' next attack(s), rather than yours. Each rank in the advantage lets you transfer the benefit to one ally. Choose who when you make the skill check. The interaction skill check requires its normal action, and the affected allies must be capable of interacting with you (or at least seeing the set-up) to benefit from it.

SIDEKICK — GENERAL • RANKED

You have another character serving as your partner and aide. Create your sidekick as an independent character with (advantage rank x 5) power points, and subject to the series power level. A sidekick's power point total must be less than yours. Your sidekick is an NPC, but automatically helpful and loyal to you. Gamemasters should generally allow you to control your sidekick, although sidekicks remain NPCs and the GM has final say in their actions.

Sidekicks do not earn power points. Instead, you must spend earned power points to increase your rank in Sidekick to improve the sidekick's power point total and traits; each point you spend to increase your rank in Sidekick grants the sidekick 5 additional power points. Sidekicks also do not have hero points, but you can spend your own hero points on the sidekick's behalf with the usual benefits. Sidekicks are not minions, but full-fledged characters, so they are not subject to the minion rules.

SKILL MASTERY — SKILL

Choose a skill. You can make routine checks with that skill even when under pressure (see **Routine Checks** in **The Basics** chapter). This advantage does *not* allow you to make routine checks with skills that do not normally allow you to do so. You can take this advantage multiple times for different skills.

Batman is a master of the Intimidation skill, for example.

STARTLE — SKILL

You can use Intimidation rather than Deception to feint in combat (see **Feint** under the **Deception** skill description). Targets resist with Insight, Intimidation, or Will defense.

TAKEDOWN — COMBAT • RANKED (2)

If you render a *minion* incapacitated with an attack, you get an immediate extra attack as a free action against *another minion* within range and adjacent to the previous target's location. The extra attack is with the same attack and bonus as the first. You can continue using this advantage until you miss or there are no more minions within range of your attack or your last target.

A second rank in this advantage allows you to attack non-adjacent minion targets, moving between attacks if necessary to do so. You cannot move more than your total speed in the round, regardless of the number of attacks you make. You stop attacking once you miss, run out of movement, or there are no more minions within range of your attack.

TAUNT — SKILL

You can demoralize an opponent with Deception rather than Intimidation (see **Demoralize** under the **Intimidation** skill description), disparaging and undermining confidence rather than threatening. Targets resist using Deception, Insight, or Will defense.

TEAMWORK — GENERAL

You're effective at helping out your friends. When you support a team check (see **Team Checks** in **The Basics** chapter) you have a +5 circumstance bonus to your check. This bonus also applies to the Aid action and Team Attacks.

THROWING MASTERY — COMBAT • RANKED

You have a +1 damage bonus with thrown weapons per rank in this advantage. You can also throw normally harmless objects—playing cards, pens, paper clips, and so forth—as weapons with a damage bonus equal to your advantage rank and range based on the higher of your advantage rank or Strength (see **Ranged** in the **Powers** chapter). Your maximum damage bonus with any given weapon or attack is still limited by power level.

TRACKING — SKILL

You can use the Perception skill to visually follow tracks like the Tracking Senses effect (see the **Powers** chapter).

TRANCE — GENERAL

Through breathing and bodily control, you can slip into a deep trance. This takes a minute of uninterrupted meditation and a DC 15 Awareness check. While in the trance you add your Awareness rank to your Stamina rank to determine how long you can hold your breath and you use the higher of your Fortitude or Will defenses for resistance checks against suffocation (see **Suffocation**, page 170). Poison and disease effects are suspended for the duration of the trance. It requires a Perception check with a DC equal to your Awareness check result to determine you're not dead because your bodily functions are so slow. You are aware of your surroundings while in trance and can come out of it at any time at will. You cannot take any actions while in the trance, but your GM may allow mental communication while in a trance.

ULTIMATE EFFORT — FORTUNE

You can spend a hero point on a particular check and treat the roll as a 20 (meaning you don't need to roll the die at all, just apply a result of 20 to your modifier). This is not a natural 20, but is treated as a roll of 20 in all other respects. You choose the particular check the advantage applies to when you acquire it and the GM must approve it. You can take Ultimate Effort multiple times; each time, it applies to a different check. This advantage *may not* be used after you've rolled the die to determine if you succeed.

SAMPLE ULTIMATE EFFORTS

The following are some potential Ultimate Efforts. The GM is free to add others suitable to the series.

- **Ultimate Aim:** When you take a standard action to aim an attack (see **Aim**, page 175), you can spend a hero point to apply a 20 result to the attack check on the following round. Since the Ultimate Aim bonus is not a natural 20, it does not qualify as an automatic or critical hit.
- **Ultimate Resistance:** You can spend a hero point to apply a 20 result to a resistance check with one defense determined when you acquire this advantage.
- **Ultimate Skill:** You can spend a hero point to apply a 20 result to checks with a particular skill.

UNCANNY DODGE — COMBAT

You are especially attuned to danger. You are not vulnerable when surprised or otherwise caught off-guard. You are still made vulnerable by effects that limit your mobility.

WEAPON BIND — COMBAT

If you take the defend action (see **Defend** in the **Action & Adventure** chapter) and successfully defend against a close weapon attack, you can make a disarm attempt against the attacker immediately as a reaction. The disarm attempt is carried out normally, including the attacker getting the opportunity to disarm you.

WEAPON BREAK — COMBAT

If you take the defend action (see **Defend** in the **Action & Adventure** chapter) and successfully defend against a close weapon attack, you can make an attack against the attacker's weapon immediately as a reaction. This requires an attack check and inflicts normal damage to the weapon if it hits (see **Smash** in the **Action & Adventure** chapter).

WELL-INFORMED — SKILL

You are exceptionally well-informed. When encountering an individual, group, or organization for the first time, you can make an immediate Investigation or Persuasion skill check to see if your character has heard something about the subject. Use the guidelines for gathering information in the **Investigation** skill description to determine the level of information you gain. You receive only one check per subject upon first encountering them, although the GM may allow another upon encountering the subject again once significant time has passed.

CHAPTER 6: POWERS

Although some heroes and villains rely solely on their skills and advantages, most are set apart by their superhuman powers. DC Adventures characters can lift tanks, fly through the air, throw lightning from their hands, shoot heat-beams from their eyes, or any number of other amazing things. This chapter describes these and many other powers and how you can create your own.

ACQUIRING POWERS

Players spend power points on various powers for their heroes, like acquiring skills or other traits. A power is made up of one or more **effects**, possibly with different **modifiers**, which increase or decrease the cost of the effects.

Effects can be used to create any number of different powers. A hero with the **Concealment** *effect* (see page 91) could use it to create a *power* called Blending, Blur, Cloak, Invisibility, Shadowmeld, or anything else appropriate to the character you wish to play. It's all a matter of how powerful the effect is and what modifiers have been placed on it to increase or decrease its performance. Another way to think of it is that this book is filled with effects, but your character sheet is filled with powers.

POWER COSTS

Power effects are acquired in ranks, like ranks for other traits. The more ranks an effect has, the greater its effect. Each effect of a power has a standard cost per rank.

MODIFIERS

Modifiers change how an effect works, making it more effective (an **extra**) or less effective (a **flaw**). Modifiers have ranks, just like other traits. Extras increase a power's cost while flaws decrease it. Some modifiers increase an effect's cost per rank, while others apply an unchanging cost to the power's total; these are called **flat modifiers**. For more information see **Modifiers,** on page 124.

The final cost of a power effect is the base effect cost, modified by extras and flaws, multiplied by rank, with flat modifiers applied to the total cost.

EFFECT COST = ((BASE EFFECT COST + EXTRAS – FLAWS) × RANK) + FLAT MODIFIERS

POWER DESCRIPTORS

The rules in this chapter explain what the various powers *do,* that is, what their game effects are, but it is left up to the player and Gamemaster to apply **descriptors** to define exactly what a power *is* and what it looks (and sounds, and feels) like to observers beyond just a collection of game effects.

A power's descriptors are primarily for color. It's more interesting and clear to say a hero has a "Flame Blast" or "Lightning Bolt" power than a generic "Damage effect." "Flame" and "lightning" are descriptors for the Damage effect. Descriptors do have some impact on the game since some effects work only on or with effects of a particular descriptor. A hero may be immune to fire and heat, for example, so any effect with the "fire" or "heat" descriptor doesn't affect that character. The different sense types (see page 113) are descriptors pertaining to sensory effects.

Generally speaking, a descriptor is part of what a power is called beyond its game system name. For example, a weather-controlling heroine has the following effects: Damage, Concealment, and Environment. Her Damage effect is the power to throw lightning bolts, so it has the descriptor "lightning." If a villain can absorb electricity, then his power works against the heroine's Damage (since lightning is electrical in nature). Concealment creates thick banks of fog, giving it the "fog" or "mist" descriptor. So if an opponent transforms into mist, with the ability to regenerate in clouds or fog, he can regenerate inside the heroine's Concealment area. Her Environment is the power to control the weather, giving it the descriptor "weather." If the heroine's power comes as a gift from the gods, it may also have the descriptor "divine" or "magical." On the other hand, if it comes from her metahuman genetic structure, then it has the descriptor "metahuman." A villain able to nullify metahuman powers could potentially nullify all of the heroine's powers!

The number of power descriptors is virtually limitless. The players and Gamemaster should cooperate to apply the appropriate descriptors to characters' powers and use common sense when dealing with how the different descriptors interact. Just because one hero throws "lightning" and an opponent can absorb "electricity" doesn't mean the villain's absorption doesn't work because it's not the exact same descriptor. Lightning is a form of electricity. A certain amount of flexibility is built into descriptors, allowing them to cover the full range of possible powers. As in all things, the GM is the final arbitrator and should be consistent when ruling on whether or not a particular descriptor is appropriate and how all effects and descriptors interact in the series.

The powers in this chapter provide numerous examples of descriptors. Feel free to create as many of your own as desired.

SAMPLE DESCRIPTORS

Concepts: Anarchy, Balance, Chaos, Evil, Good, Justice, Law, Liberty, Tyranny

Elements: Air, Earth, Fire, Plant, Water, Weather

Energy: Acid, Chemical, Cold, Cosmic, Darkness, Electricity, Gravity, Heat, Kinetic, Light, Magnetic, Radiation, Sonic, Vibration

Phenomena: Colors, Dimensions, Dreams, Entropy, Ideas, Luck, Madness, Memes, Mind, Quantum Forces, Space, Thought, Time

Sources: Alien, Biological, Chi, Divine, Magic, Mystic, Metahuman, Preternatural, Primal, Psionic, Psychic, Skill, Technology, Training

REQUIRED DESCRIPTORS

In some series, the Gamemaster may *require* certain descriptors for all powers. Usually, a required descriptor reflects some common element of the series. For example, if all characters with powers are metahumans, then all powers have the "metahuman" descriptor by definition, unless the player comes up with a good explanation why they should not. If all characters are psychic metahumans, then all powers have both the "psychic" and "metahuman" descriptors. Likewise, if all powers derive from quantum forces in some way, "quantum" might be a required descriptor. The GM sets the rules as far as what descriptors are required (or restricted) in the series. A character who breaks this guideline—say the one alien in a series where all powers are otherwise metahuman in origin—might have a Benefit (unusual origin) or face certain complications, possibly both.

NOTICING POWER EFFECTS

Effects with a duration of instant, concentration, or sustained must be noticeable in some way. For example, a Ranged Damage effect might have a visible beam or make a loud noise (ZAP!) or both. Some effects are quite obvious, such as Flight, Insubstantiality, Growth, or Shrinking. Effects with a continuous or permanent duration are not noticeable by default.

If an instant, concentration, or sustained effect's base duration is changed using modifiers, the effect remains noticeable. A continuous or permanent effect made instant, concentration, or sustained also becomes noticeable. The Subtle modifier (see page 132) can make noticeable powers difficult or impossible to detect. Conversely, the Noticeable modifier (see page 135) makes a normally subtle effect noticeable.

POWERS THAT AREN'T

"Powers" in DC Adventures refer to all extraordinary traits other than abilities, skills, and advantages. Whether a character with powers is "superhuman" or not is largely a matter of opinion and the descriptors used. For example, there are lots of DC characters with superhuman traits still considered "normal" humans. Their amazing effects come from talent, training, luck, self-discipline, devices, or some similar source, with appropriate descriptors. They're still "powers" in game terms, but they don't necessarily mean the character is something other than human.

Ultimately it's up to the GM to decide if having certain effects makes a character something "other than human," (and what, if anything, that means).

EFFECT TYPES

Power effects fall into certain categories or **effect types**. Effects of the same type follow similar rules and provide descriptors for certain other effects. This section discusses the different effect types and the rules governing them.

ATTACK

Attack effects are used offensively in combat. They require an attack check and damage, hinder, or otherwise harm their target in some way. Attack effects require a standard action to use. Their duration is usually instant although their results—whether damage or some other hindrance—may linger until the target recovers. Attack effects *always* allow for a resistance check.

CONTROL

Control effects grant the user influence over something, from the environment to the ability to move objects or even create them out of thin air. Control effects require a standard action to initiate, but can then usually be sustained. Control effects used against unwilling targets usually require an attack check and allow a resistance check, the same for the hazards they are capable of causing, such as creating intense cold or dropping a heavy object on someone.

DEFENSE

Defense effects protect in various ways, typically offering a bonus to resistance checks, or granting outright immunity to particular effects or conditions. Most defense effects work only on the user and are subtle and permanent, functioning at all times. Some are activated and sustained as a free action, meaning they can switch on or off, but can potentially leave the user unprotected.

GENERAL

General effects don't fit into any other particular category. They're not governed by any special rules other than those given in the effect's description.

MOVEMENT

Movement effects allow characters to get around in various ways. Some provide a speed rank with a particular form of movement—such as ground, air, or water—while others offer different modes of movement, like walking on walls or slithering along the ground like a snake.

Although activating a movement effect is typically a free action, the character must still take a move action in order to actually move using the effect. So, for example, the action of the Flight effect is "free" and activating it grants the character a Flight speed rank equal to the effect rank. Moving that speed rank still requires a move action, however.

SENSORY

Sensory effects enhance or alter the senses. Some sensory effects improve the user's senses while others grant entirely new senses or fool the senses in some way. Sensory effects are typically a free action to activate and sustain, or are permanent and always in effect.

SENSE TYPES

Senses in DC Adventures are grouped into **sense types**, descriptors for how different sensory effects work. The sense types, and some of the senses included in them, are:

- **Visual:** normal sight, darkvision, infravision, low-light vision, microscopic vision, ultravision, X-ray vision
- **Auditory:** normal hearing, sonar (accurate ultrasonic), ultrasonic hearing
- **Olfactory:** normal smell and taste, scent
- **Tactile:** normal touch, tremorsense
- **Radio:** radar (accurate radio), radio
- **Mental:** mental awareness, Mind Reading, Precognition, Postcognition
- **Special:** This is the catchall for other sensory descriptors not given above, including unusual senses or exotic descriptors like cosmic, gravitic, magical, and so forth.

HOW POWERS WORK

Using powers is a fairly simple matter. Some power effects work automatically. Others—particularly those affecting other people—require some effort to use, like an attack check or effect check. Powers affecting others allow resistance checks against their effects.

EFFECT CHECKS

In some cases, you may be required to make an **effect check** to determine how well an effect works. A power check is just like any other check: d20, plus the effect's rank, plus any applicable modifiers, against a difficulty class set by the Gamemaster. The results of various effect checks are described in this chapter.

EFFECT CHECK = D20 + RANK + MODIFIERS VS. DIFFICULTY CLASS

ROUTINE EFFECT CHECKS

Many power effects allow for routine checks involving their use, generally specified in the effect's description (see **Routine Checks** in **The Basics** chapter).

OPPOSED EFFECT CHECKS

In some cases, usually when one effect is used directly against another, or against a particular trait like an ability or skill, an opposed check is called for (see **Opposed Checks** in **The Basics** chapter). If a contest is entirely a matter of whose power is greater, a comparison check (see page 14) is called for; the character with the higher power rank wins automatically.

EFFECT PARAMETERS

Each effect has certain **parameters** that describe the time needed to use the effect, the subject or target, the distance it works at, and so forth. The basic effect parameters are Action, Range, and Duration.

ACTION

Using or activating an effect requires a particular amount of time. See **Actions**, page 175, for details about the different types of actions. Modifiers may change the action needed to use an effect.

- **Standard:** Using the effect requires a standard action.
- **Move:** Using the effect requires a move action.
- **Free:** It requires a free action to use or activate the effect. Once an effect is activated or deactivated, it remains so until your next turn. As with all free actions, the GM may limit the total number of effects a hero can turn on or off in a turn.
- **Reaction:** It requires no action to use the effect. It operates automatically in response to something else, such as an attack.
- **None:** It requires no action to use the effect. It is always active.

POWER EFFECTS

NAME	TYPE	ACTION	RANGE	DURATION	RESISTANCE	COST
Affliction	Attack	Standard	Close	Instant	Fortitude or Will	1 per rank
Alternate Form	*Varies*	*Varies*	*Varies*	*Varies*	—	*See description*
Blast	*Attack*	*Standard*	*Ranged*	*Instant*	*Toughness*	*2 per rank*
Burrowing	Movement	Free	Personal	Sustained	—	1 per rank
Communication	Sensory	Free	Rank	Sustained	—	4 per rank
Comprehend	Sensory	None	Personal	Permanent	—	2 per rank
Concealment	Sensory	Free	Personal	Sustained	—	2 per rank
Create	Control	Standard	Ranged	Sustained	—	2 per rank
Damage	Attack	Standard	Close	Instant	Toughness	1 per rank
Dazzle	*Attack*	*Standard*	*Ranged*	*Instant*	*Fortitude or Will*	*2 per rank*
Deflect	Defense	Standard	Ranged	Instant	—	1 per rank
Duplication	*Control*	*Standard*	*Close*	*Sustained*	—	*3 per rank*
Element Control	*Control*	*Standard*	*Perception*	*Sustained*	*Strength*	*2 per rank*
Elongation	General	Free	Personal	Sustained	—	1 per rank
Energy Absorption	*General*	*Free*	*Personal*	*Sustained*	—	*See description*
Energy Aura	*Attack*	*Reaction*	*Close*	*Instant*	*Toughness*	*4 per rank*
Energy Control	*Attack*	*Standard*	*Ranged*	*Instant*	*Toughness*	*2 per rank*
Enhanced Trait	General	Free	Personal	Sustained	—	As base trait
Environment	Control	Standard	Rank	Sustained	—	1-2 per rank
Extra Limbs	General	None	Personal	Permanent	—	1 per rank
Feature	General	None	Personal	Permanent	—	1 per rank
Flight	Movement	Free	Personal	Sustained	—	2 per rank
Force Field	*Defense*	*Free*	*Personal*	*Sustained*	—	*1 per rank*
Growth	General	Free	Personal	Sustained	—	2 per rank
Healing	General	Standard	Close	Instant	—	2 per rank
Illusion	Control	Standard	Perception	Sustained	Awareness	1-4 per rank
Immortality	Defense	None	Personal	Permanent	—	2 per rank
Immunity	Defense	None	Personal	Permanent	—	1 per rank
Insubstantial	General	Free	Personal	Sustained	—	5 per rank
Invisibility	*Sensory*	*Free*	*Personal*	*Sustained*	—	*4 or 8 points*
Leaping	Movement	Free	Personal	Instant	—	1 per rank
Luck Control	Control	Reaction	Perception	Instant	—	3 per rank
Magic	*Attack*	*Standard*	*Ranged*	*Instant*	*Toughness*	*2 per rank*
Mental Blast	*Attack*	*Standard*	*Perception*	*Instant*	*Will*	*4 per rank*
Mimic	*General*	*Move*	*Personal*	*Sustained*	—	*8 per rank*
Mind Control	*Attack*	*Standard*	*Perception*	*Instant*	*Will*	*4 per rank*
Mind Reading	Sensory	Standard	Perception	Sustained	Will	2 per rank
Morph	General	Free	Personal	Sustained	—	5 per rank
Move Object	Control	Standard	Ranged	Concentration	Strength	2 per rank
Movement	Movement	Free	Personal	Sustained	—	2 per rank
Nullify	Attack	Standard	Ranged	Instant	Rank/Will	1 per rank
Power-Lifting	*General*	*Free*	*Personal*	*Sustained*	—	*1 per rank*
Protection	Defense	None	Personal	Permanent	—	1 per rank

The entries on this table appearing in italics are sample powers.

POWER EFFECTS

NAME	TYPE	ACTION	RANGE	DURATION	RESISTANCE	COST
Quickness	General	Free	Personal	Sustained	—	1 per rank
Regeneration	Defense	None	Personal	Permanent	—	1 per rank
Remote Sensing	Sensory	Free	Rank	Sustained	—	1-5 per rank
Senses	Sensory	None	Personal	Permanent	—	1 per rank
Shapeshift	*General*	*Move*	*Personal*	*Sustained*	—	*8 per rank*
Shrinking	General	Free	Personal	Sustained	—	2 per rank
Sleep	*Attack*	*Standard*	*Ranged*	*Instant*	*Fortitude*	*2 per rank*
Snare	*Attack*	*Standard*	*Ranged*	*Instant*	*Dodge*	*3 per rank*
Speed	Movement	Free	Personal	Sustained	—	1 per rank
Strike	*Attack*	*Standard*	*Close*	*Instant*	*Toughness*	*1 per rank*
Suffocation	*Attack*	*Standard*	*Ranged*	*Instant*	*Fortitude*	*4 per rank*
Summon	Control	Standard	Close	Sustained	—	2 per rank
Super-Speed	*See description*	*Free*	*Personal*	*See description*	—	*3 per rank*
Swimming	Movement	Free	Personal	Sustained	—	1 per rank
Teleport	Movement	Move	Rank	Instant	—	2 per rank
Transform	Control	Standard	Close	Sustained	—	2-5 per rank
Variable	General	Standard	Personal	Sustained	—	7 per rank
Weaken	Attack	Standard	Close	Instant	Fortitude or Will	1 per rank

RANGE

Each effect has a default range, which may be changed by modifiers.

- **Personal:** The effect works only on you, the user.
- **Close:** The effect can target anyone or anything you touch. Touching an unwilling subject requires an unarmed attack check against the subject's Parry.
- **Ranged:** The effect works at a distance, limited by perception and path and requiring a ranged attack check against the subject's Dodge defense. A ranged effect has a short range of (rank x 25 feet), a medium range of (rank x 50 feet) and a long range of (rank x 100 feet). Ranged attack checks at medium range suffer a –2 circumstance penalty, while ranged attacks at long range suffer a –5 circumstance penalty. See the **Action & Adventure** chapter for details.
- **Perception:** The effect works on any target you can perceive with an accurate sense, without any need for an attack check. If you cannot accurately perceive the target, you cannot affect it.
- **Rank:** The effect's range or area of effect is determined by its rank, as given in its description.

DURATION

Each effect lasts for a particular amount of time, which may be changed by modifiers.

- **Instant:** When used, the effect occurs and ends in the same turn, although its results may linger.
- **Concentration:** You can keep a concentration effect going by taking a standard action each round to do so. If you are incapable of taking the necessary action, or simply choose not to, the effect ends.
- **Sustained:** You can keep a sustained effect going by taking a free action each round to do so. If you are incapable of taking the necessary action, or simply choose not to, the effect ends.
- **Continuous:** The effect lasts as long as you wish, without any action required on your part. Once active, it stays that way until you choose to deactivate it (a free action).
- **Permanent:** The effect is always active and cannot be deactivated, even if you want to. A permanent effect cannot be improved using extra effort.

RESISTANCE CHECK

Effects targeting other characters allow a resistance check. The defense used and the difficulty class depend on the effect and its modifiers.

Willing characters can forgo their resistance check against an effect, if they wish. This includes characters who *think* they're receiving a beneficial effect, even if they're not! You can't forgo Toughness checks, but you may choose to discontinue the use of effects with a dura-

tion of Continuous or Sustained that grant a Toughness bonus in order to lower your resistance.

The Immunity effect allows characters to ignore certain effects altogether, removing the need for a resistance check.

COUNTERING EFFECTS

In some circumstances the effects of one power may *counter* another, negating it. Generally for two effects to counter each other they must have opposed descriptors. For example, light and darkness can counter each other as can heat and cold, water and fire, and so forth. In some cases, such as magical or mental effects, powers of the same descriptor can also counter each other. The GM is the final arbiter as to whether or not an effect with a particular descriptor can counter another. The Nullify effect (see page 111) can counter *any* effect of a particular descriptor!

HOW COUNTERING WORKS

To counter an effect, you must take the ready action (see page 177). In doing so, you wait to complete your action until your opponent tries to use a power. You may still move, since ready is a standard action.

You must be able to use the readied effect as a standard action or less. Effects usable as a reaction do not require a ready action; you can use them to counter at any time. Effects requiring longer than a standard action cannot counter during action rounds (although they may be able to counter ongoing effects, see the following section).

If an opponent attempts to use a power you are able to counter, use your countering effect as your readied action. You and the opposing character make effect checks (d20 + rank). If you win, your two powers cancel each other out and there is no effect from either. If the opposing character wins, your attempt to counter is unsuccessful. The opposing effect works normally.

> **Example:** *Firestorm is fighting the villainess Killer Frost, who shoots a blast of freezing cold. Having prepared an action, Firestorm's player says he wants to counter Killer Frost's ice-blast with a nuclear bolt. The GM agrees the two powers should be able to counter each other, so he asks the player to make a power check for Firestorm's Nuclear Blast power, while he makes a Cold Control power check for Killer Frost. The player rolls a result of 26 while the GM rolls a result of 19. Firestorm successfully counters the ice-blast, transforming it into a gout of steam and no one takes any damage.*

COUNTERING ONGOING EFFECTS

You can also use one power to counter the ongoing effect of another, or other lingering results of an instant effect (like flames ignited by a fiery Damage effect). This requires a normal use of the countering effect and an opposed check, as above. If you are successful, you negate the effect (although the opposing character can attempt to re-establish it normally).

INSTANT COUNTERING

You can spend a hero point to attempt to counter another power as a reaction, without the need to ready an action to do so. See **Hero Points**, page 20, for details.

POWER EFFECTS

This section describes the various power effects available in DC Adventures. Here is the format for effect descriptions:

EFFECT NAME — TYPE

Action • Range
Duration • Cost

Name: What the effect is called.

Type: The type of effect.

Action: The action required to use the effect: standard, move, free, reaction, or none.

Range: The range at which the effect operates: personal, close, ranged, perception, or rank.

Duration: The effect's duration: instant, concentration, sustained, continuous, or permanent.

Cost: How many power points the base effect costs per rank.

A description of the effect and what it does in game terms follows.

EXTRAS

A listing of extras relevant or unique to the effect. Extras unique to an effect are colored blue.

FLAWS

A listing of flaws relevant or unique to the effect. Flaws unique to an effect are colored blue.

If any of these entries do not apply, they are omitted. So if an effect does not have any particular extras associated with it, the extras entry is omitted.

AFFLICTION — ATTACK

Action: Standard • **Range:** Close
Duration: Instant • **Cost:** 1 point per rank

You can impose some debilitating condition or conditions on a target by making a close attack. You set the conditions your Affliction causes at each degree when you acquire it and they may not be changed. Higher degree conditions replace lower degree conditions and do not stack with them. See the possible conditions for each degree under the Affliction Resistance Check table. The target resists with Fortitude or Will defense (chosen when you take the effect):

AFFLICTION RESISTANCE CHECK

FORTITUDE OR WILL VS. DC [AFFLICTION RANK + 10]

Success: No effect.

Failure (one degree): The target is dazed, entranced, fatigued, hindered, impaired, or vulnerable (choose one). Potential descriptors include coughing or sneezing, creeping mental influence, drowsiness, euphoria, fear, itchiness, lethargy, nausea, pain, or tipsiness.

Failure (two degrees): The target is compelled, defenseless, disabled, exhausted, immobile, prone, or stunned (choose one). Potential descriptors include agonizing pain, confusion, ecstasy, momentary emotional or mental influence, paralysis, seizure, terror, or vomiting.

Failure (three degrees): The target is asleep, controlled, incapacitated, paralyzed, transformed, or unaware (choose one).

The target of an Affliction makes a resistance check at the end of each of his turns to remove first and second degree conditions. Third degree conditions require a minute of recovery time or outside aid, such as the Treatment skill or Healing effect (DC 10 + rank).

The exact nature and descriptors of the Affliction are up to you, chosen when you acquire the effect, with the GM's approval; some examples are provided in this chapter, but feel free to make up your own.

EXTRAS

Alternate Resistance: Some Afflictions may be initially resisted by Dodge, representing the need for quick reaction time or reflexes to avoid the effect. In this case, the later resistance checks to remove the Affliction's conditions are typically still based on Fortitude or Will. For example, a target might make a Dodge check to avoid a blinding light or spray of liquid, but a Fortitude check to eliminate the effect if the initial Dodge fails. *+0 cost per rank*

Concentration: Once you have hit with a Concentration Affliction, so long as you continue to take a standard action each turn to maintain the effect, the target must make a new resistance check against it on your turn, with no attack check required. *+1 cost per rank*

Cumulative: Normally, an Affliction does not have a cumulative effect on the same target, so getting two results of one degree, one after the other, has no more or less effect than a single one degree result; you have to get a higher degree with a later attack, which replaces the initial result. A Cumulative Affliction *adds* any further degrees to the existing degrees on the target. For example, if you hit a target and impose a vulnerable condition (one degree), then attack again and get one degree on the effect, you impose the Affliction's second degree condition. *+1 cost per rank*

Extra Condition: Your Affliction imposes an additional condition per degree of success. So with one application of this extra, your Affliction imposes two conditions—such as dazed and hindered, or impaired and vulnerable—rather than just one. With two applications, it imposes three conditions, and so forth. Since mutually incompatible conditions are largely wasted, Afflictions with this extra often have the Limited Degree flaw as well. *+1 cost per rank*

Progressive: This modifier causes an Affliction to increase incrementally without any effort from you. If the target fails a resistance check to end the Affliction, it not only persists, but *increases* in effect by one degree! So a target affected by the first degree of a Progressive Affliction who fails to resist progresses to the second degree of the effect at the start of his next round. A successful resistance check still ends the Affliction, as usual. *+2 cost per rank*

FLAWS

Instant Recovery: Similar to the Reversible extra (see page 132), the target of an Affliction effect with this modi-

SAMPLE POWERS

Spread throughout this section are boxes like this one, providing examples of some of the most common powers found amongst super-hero characters to give you a "menu" of pre-fabricated powers to choose from when creating your own heroes (and villains) in DC Adventures games. Sample powers are presented on the **Power Effects** table in italics.

Each power is presented in the following format:

NAME

Effect(s): Modifier(s) • ***Cost***

Name: What the power is called. Feel free to modify the name to suit how you're using the power.

Effects: The power's effect or effects are listed by name.

Modifiers: Any modifiers applying to the effect are listed with it. If a power has multiple effects, each is listed with its applicable modifiers.

Cost: Lastly, the power's cost is given. This is a cost per rank of the power if it has a ranked effect, otherwise it is a flat cost in power points. Some powers may have a flat cost for the initial power, plus a cost per rank for additional ranks.

ALTERNATE FORM

Effect: Varies, Activation • ***effects total –1 or 2 points***

You can transform into something other than mere flesh and blood, from a body of organic steel to a cloud of gas, a mass of liquid, a swarm of tiny insect-sized robots, or anything else you want to develop. Choose a set of effects that reflect the capabilities of your Alternate Form, based on the examples following. Then choose the action required to assume your Alternate Form: if it requires a move action, subtract 1 power point from the total cost of the effects. If it requires a standard action, subtract 2 points. See the **Activation** flaw for details.

Some potential Alternate Forms (and their possible effects) include:

- **Energy:** You are made up of energy, such as fire or electricity: Damage (Close or Ranged), Flight, Immunity, Insubstantial 3, and Teleport (Energy Medium).
- **Gaseous:** You are a cloud of gas, like fog or mist: Affliction (Suffocate), Concealment (Visual, Attack), Flight, Immunity, and Insubstantial 2.
- **Ghost:** You are incorporeal and invisible, largely unaffected by the physical world: Concealment (Visual), Flight, Immunity, and Insubstantial 4.
- **Heroic:** You have a distinct "hero" form, in addition to your "normal" form. Essentially, all your powers have the Activation modifier! The inability to assume your heroic form might also constitute a complication for you from time to time.
- **Liquid:** You are made up of liquid (such as water): Affliction (Suffocate), Concealment (Visual, Limited to Underwater), Elongation, Immunity, Insubstantial 1, and Swimming.
- **Particulate:** Your body is composed of a granular or particulate substance like sand, dust, salt, and so forth: Damage, Elongation, Immunity, Insubstantial 1, and Movement (Slithering).
- **Shadow:** You transform into a living shadow: Concealment (Visual, Limited to Darkness and Shadows), Immunity, Insubstantial 4, and Movement (Slithering, Wall-crawling).
- **Solid:** You are made up of a hard solid substance like stone or metal: Enhanced Stamina, Enhanced Strength, Immunity, and Protection.
- **Swarm:** Your "body" is actually thousands of other tiny creatures, such as insects, worms, even little robots: Flight, Immunity, Insubstantial 2, and Movement (Slithering, Wall-crawling).
- **Two-Dimensional:** You can flatten yourself to become almost infinitely thin: Concealment (Visual, Limited to One Side), Damage (Penetrating – sharp edges), Insubstantial 1 (for slipping through narrow spaces), and Movement (Slithering).

fier recovers automatically, no check required, at the end of the round in which the duration ends. So, for example, an instant duration Affliction only lasts one round, while a sustained duration Affliction lasts until no longer sustained. *–1 cost per rank*

Limited Degree: Your Affliction is limited to no more than two degrees of effect. With two applications of this modifier, it is limited to no more than one degree of effect. *–1 cost per rank*

BURROWING — MOVEMENT

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 1 point per rank

You can burrow through the ground, leaving a tunnel behind if you choose. You move through soil and sand at a speed rank equal to your Burrowing rank, minus 5. So Burrowing 8, for example, lets you move through the ground at speed rank 3 (around 16 MPH). Burrowing through hard clay and packed earth reduces speed one additional rank. Burrowing through solid rock reduces it by two additional ranks. The tunnel you leave behind is either permanent or collapses behind you immediately (your choice when you begin burrowing each new tunnel).

Note that Burrowing differs from the Permeate effect of Movement, which allows you to pass through an obstacle like the ground at your normal speed without disturbing it at all (see **Movement** for details).

EXTRAS

Penetrating: Normally, the hardness of the ground affects only the speed at which you burrow. At the GM's discretion, some super-hard materials may be considered Impervious to Burrowing, in which case this extra allows you to dig through them. *1 point per rank*

Ranged: This extra either allows you to create tunnels at a greater distance (without having to be at the end-point of the tunnel as it forms) or, in conjunction with Affects Others, allows you to grant the Burrowing effect to someone else at a distance. Doing both requires two applications of the extra. *+1 or 2 cost per rank*

FLAWS

Limited: Burrowing may be limited to certain circumstances or materials, such as only loose sand and soil (leaving the character unable to burrow through dense clay or solid rock), or only snow and ice (being unable to burrow through earth and soil at all). *–1 cost per rank*

COMMUNICATION — SENSORY

Action: Free • **Range:** Rank
Duration: Sustained • **Cost:** 4 points per rank

You can communicate over a distance using a medium other than your normal voice. Choose a sense type as your Communication medium (see the list of examples). You may also use a special sense type (like neutrinos, gravitons, magical sendings, and so forth) noticeable only to an appropriate form of the Detect effect (see **Senses** in this chapter), at the GM's discretion.

- **Visual:** laser or fiber optic link
- **Auditory:** ultrasonic or infrasonic beam, "ventriloquism"
- **Olfactory:** pheromones or chemical markers
- **Tactile:** vibratory carrier wave
- **Radio:** AM, FM, and short-wave radio bands, microwaves
- **Mental:** telepathic transmission, psychic link, mystical sending

Your rank determines your maximum Communication range:

COMMUNICATION RANGE

RANK	DISTANCE
1	**Close range:** Within 100 feet
2	**Short range:** Within 1 mile
3	**Long range:** statewide or across a small nation
4	**Worldwide:** anywhere on Earth (or a similar-sized planet)
5	**Unlimited:** effectively anywhere

Communication is instantaneous with any subject within your range.

The recipient of your communication must be within range and have a means of receiving your transmission (supersense, or a receiver of some sort; conscious awareness is all that's needed to "receive" Mental Communication). You can receive Communication of the same medium as your own. Receivers can choose to ignore your Communication, if they wish. Communication is language-dependent; you and the subject must share a common language (see **Comprehend** to communicate across language barriers). Your Communication is point-to-point (sent to a single receiver within your range).

Activating your Communication effect is a free action. Communicating, however, takes the normal amount of time. You can apply the Rapid modifier to speed things up, provided your recipient is capable of receiving communication at that speed.

BLAST

Effect: Ranged Damage • ***2 points per rank***

You can make a damaging ranged attack. It might be a blast of energy, a projectile (arrow, bullet, throwing blade, etc.), or some similar effect. You make a ranged attack check against the target's Dodge defense. The attack's damage equals your power rank and the target makes a Toughness resistance check against it.

Others with an acute sense able to detect your Communication medium can "tap into" your transmissions with a Perception check (DC 10 + your Communication rank). The eavesdropper must be within normal sensory range of you or the receiver. With two degrees of success on the check, the eavesdropper can also understand your transmissions. Effects like Concealment that target your Communication medium can "jam" or block your transmissions.

EXTRAS

Area: You can broadcast omni-directionally to every receiver within your maximum Communication range at once. Note this extra is only strictly necessary to communicate with everyone over a wide area all at once; since using and maintaining Communication are free actions, the GM may allow a communicator to establish and maintain contact with multiple discrete receivers—such as the members of the same team—all in the same round. *+1 cost per rank*

Dimensional: Communication with this modifier can bridge dimensional barriers, reaching into other dimensions and planes of existence. The Communication effect still has its proximate range, and the GM may rule certain subjects "out of range" of the effect, depending on their relative positions in the other dimension. *Flat +1 point*

Rapid: Your communication occurs 10 times faster than normal speech. Each additional rank increases communication speed by a factor of 10. This is useful for high-speed computer links, "deep sharing" psychic rapports, and so forth. *Flat +1 point*

Selective: If you have the Area extra, you can choose which receiver(s) within range get your Communication, excluding everyone else. This allows you to go from a single receiver (point-to-point) to all potential receivers in range (omni-directional) or anywhere in between. *+1 cost per rank*

Subtle: Your Communication cannot be "overheard" (it is encrypted, scrambled, or otherwise protected). With 2 ranks, your Communication cannot even be *detected*. That is, no one can even tell you are transmitting, much less what you're saying. *Flat +1 or 2 points*

FLAWS

Limited: Communication may be limited to only members of a particular group, such as a species, family, members of an organization, and so forth. This is in addition to limitations imposed by medium (that is, requiring subjects to have a means of picking up on the Communication). *–1 cost per rank*

Sense-Dependent: Communication itself is already sense-dependent (in that the subject(s) must be able to sense your communication medium to pick up your transmissions) and so cannot have this flaw. However, other perception range effects can be Communication-Dependent, meaning you must be in communication with your subject for them to work (using your Communication medium as a "carrier" for the other effect). If your Communication is blocked in any way, the other effect doesn't work. *–1 cost per rank*

COMPREHEND — SENSORY

Action: None • **Range:** Personal
Duration: Permanent• **Cost:** 2 points per rank

You can comprehend different sorts of communication. Each rank in this effect allows you to choose one of the following options:

ANIMALS

You can either speak to or comprehend animals. You can ask questions and receive answers, although animals are not any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while especially stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you. For 2 ranks you can both speak to and understand the "speech" of animals.

LANGUAGES

You can either speak or understand the language of any intelligent creature. You can speak only one language at a time, although you can comprehend multiple languages at once. This effect does not enable you to speak with creatures that don't possess a language. For 2 ranks you can both speak and understand all languages. For 3 ranks anyone able to hear you can understand what you're saying, regardless of language. Being able to also *read* any language you comprehend requires 1 additional rank.

MACHINES

You can communicate with electronic devices, making inquiries and understanding their replies. This requires two Comprehend ranks. Most are limited by their programming and peripherals in terms of what they "know," and may not be able to answer some inquiries with anything other than an "unknown" or "not found." At the GM's discretion, you can use the Technology skill as an interaction skill when communicating with machines.

OBJECTS

You can communicate with inanimate objects, granting them the ability to speak to you or simply "reading" impressions from them. This requires two Comprehend ranks. Objects only "know" about events directly affecting them or occurring in their immediate area. Gamemasters can apply the guidelines for Postcognition (see page 115) to this effect.

PLANTS

You can communicate with plants, both normal plants and plant creatures. This requires two Comprehend ranks. A plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions or answer questions about events outside its immediate vicinity.

SPIRITS

You can communicate with incorporeal and normally invisible and inaudible spirit beings, such as ghosts or certain extradimensional entities, depending on the context of the setting. Rank 1 essentially allows you to function as a "medium" of sorts, able to perceive spirits and relay what you see and hear. Rank 2 allows you to be clearly understood by denizens of the spirit world, as well. At the GM's discretion, this effect may extend to undead creatures, demons, or other supernatural entities, depending on the setting.

FLAWS

Type: You can only comprehend a broad type of subject (only elves, canines, avians, or sea creatures, for example). For an additional flaw, you can only comprehend a narrow type of subject (dogs, falcons, or dolphins, for example). *Broad –1 cost per rank • Narrow –2 cost per rank*

CONCEALMENT — SENSORY

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 2 points per rank

You gain total concealment from a particular sense while this effect is active, although you are still detectable to other senses (even other senses of the same sense type; so you could have full concealment against normal sight, but not infravision or any other sense in the sight sense type). Each additional rank gives you concealment from another sense; two ranks give you concealment for an entire sense type. See **Concealment** on page 173 for the full effects.

Concealment from visual senses costs double (2 ranks for one visual sense, 4 ranks for all visual senses). You cannot have concealment from tactile senses, since that requires being incorporeal (see the **Insubstantial** effect). So with Concealment 5, you can have total concealment from all visual senses (4 ranks) and normal hearing (1 rank), for example. With Concealment 10 you have total concealment from *all* sense types other than tactile.

EXTRAS

Affects Others: This modifier allows you to grant Concealment to others while you are touching them, or at range, if you also apply the Range modifier. *+1 cost per rank*

Area: Concealment with Affects Others (previously) or Attack (immediately following) may have this extra, affecting everything in the area. To only affect *some* targets in the area, apply the Selective modifier as well. *+1 cost per rank*

Attack: Use this extra for a Concealment effect you can *impose* on others (whether they want to be concealed or not). An invisibility ray, for example, is a Visual Concealment Attack, while a field of darkness is a Burst Area Visual Concealment Attack. *+0 cost per rank*

Precise: You can vary your Concealment at will as a free action: going from total to partial to no concealment, concealing some parts and not others, or anywhere in-between. If your Concealment affects multiple senses, you can also choose to affect some of those senses and not others. Concealment is normally all-or-nothing: either you are concealed to the full amount of your effect, or you're not. *Flat +1 point*

CONCEALMENT AND PERCEPTION RANGE

Perception range effects must accurately perceive a target in order to affect it. This generally means you cannot target subjects with total concealment from your accurate senses with perception range effects. Thus, foes with Visual Concealment (the most common accurate sense) can be quite effective against characters relying on perception range attacks, unless the attacker has an unusual accurate sense to circumvent the Concealment. This is one reason Visual Concealment costs extra.

At the Gamemaster's discretion, a successful Perception check to accurately locate a target with an acute sense *may* allow you to use perception range effects on that target; however, the target still benefits from concealment, granting a +5 circumstance bonus to resistance against the effect.

FLAWS

Blending: You "blend" into the background. Your Concealment only functions as long as you move no faster than your (ground speed rank –1), since your blending can't adapt faster than that. *–1 cost per rank*

Limited: Your Concealment only works under certain conditions, such as in fog, shadows, or in urban locales. One example is Limited to Machines, where your Concealment only fools senses with a technological descriptor. *–1 cost per rank*

Partial: Your effect provides partial rather than total concealment (see **Concealment**, page 91, for details). *–1 cost per rank*

Passive: Your Concealment only lasts until you do something requiring an attack or effect check on your part, at which point it stops working until you reactivate it, which you may do on the following round. *–1 cost per rank*

Resistible: Your Concealment offers a resistance check (chose a defense when the flaw is applied) for anyone aware of your presence and actively looking for you. Concealment Resistible by Will may represent some sort of mental illusion effect. *–1 cost per rank*

CREATE — CONTROL

Action: Standard • **Range:** Ranged
Duration: Sustained • **Cost:** 2 points per rank

You can form solid objects essentially out of nowhere. They may be made of solidified energy, "hardened" water or air, transmuted bulk matter, ice, stone, or some other medium, depending on the effect's descriptors.

You can form any simple geometric shape or common object (such as a cube, sphere, dome, hammer, lens, disk, etc.). The GM has final say on whether or not a particular object is too complex for this effect. Generally, your objects can't have any moving parts more complex than a hinge. They can be solid or hollow, opaque or transparent, as you choose when you use the effect, limited by your descriptors and the Gamemaster's judgment.

You can create an object with a maximum volume rank equal to your effect rank and Toughness equal to your effect rank. Created objects can be damaged or broken like ordinary objects. They also vanish if you stop maintaining them. You can repair any damage to a created object at will by using your effect again (essentially "re-creating" the object). Your created objects are stationary once you have created them, although other effects can move them. Assume a created object has a mass rank equal to its volume rank.

CREATED OBJECTS, COVER, AND CONCEALMENT

A created object can provide cover or concealment (if the object is opaque) just like a normal object. Cover provided by a created object can block incoming attacks, but blocks outgoing attacks as well. Attacks hitting the covering object damage it normally (see **Damaging Objects**, page 94). Indirect effects can bypass the cover a created object provides just like any other cover (see the **Indirect** modifier). The Selective modifier allows you to vary the cover and concealment your objects provide.

TRAPPING WITH OBJECTS

You can trap a target inside a large enough hollow object (a cage or bubble, for example). This requires both an attack check against the target's Dodge and a Dodge resistance check against the effect's rank. A trapped character can break out of the object normally. Imposing conditions on the target other than just trapping them requires a separate effect, such as Affliction (see **Affliction** in this chapter), which you may wish to acquire as an Alternate Effect of Create (see **Alternate Effect** in this chapter).

DROPPING OBJECTS

Simply dropping a created object on a target is treated like an Area Effect attack based on the object's size (see the Area extra in the Powers chapter). The object inflicts damage equal to its Toughness, and targets get a Dodge check to evade the falling object. A successful check results in no damage (rather than the usual half damage).

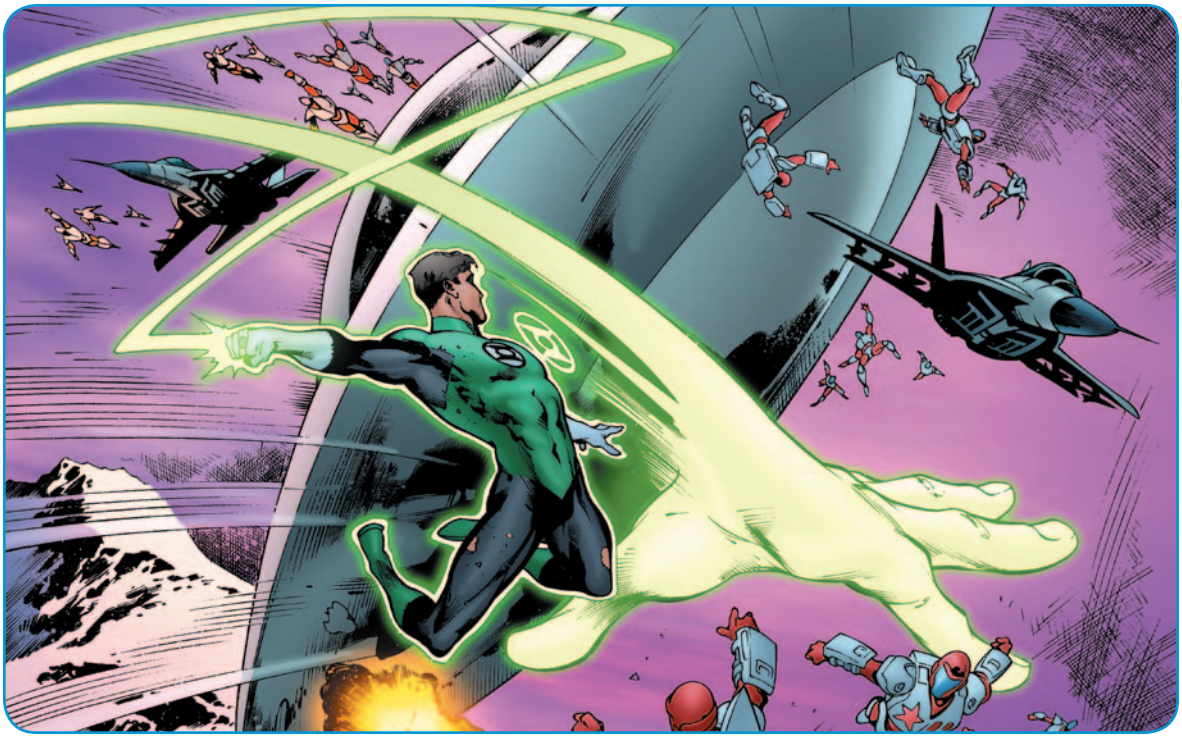
While a created object can potentially be wielded as an improvised weapon, the effect cannot otherwise create attacks or other effects; you must acquire these effects separately (perhaps as Alternate Effects).

SUPPORTING WEIGHT

If a created object needs to support weight—created as a bridge or to support a weakened structure, for example—it has an effective Strength equal to its rank. You can "shore up" a created object by taking a standard action and concentrating, increasing its Strength by 1 until the start of your next round. You can also use extra effort to increase a created object's Strength for one round, and these modifiers are cumulative.

EXTRAS

Continuous: Continuous Create makes objects that remain until they are destroyed, nullified, or you choose to dismiss them. *+1 cost per rank*



Impervious: Applied to Create, this extra makes the objects' Toughness Impervious. *+1 cost per rank*

Innate: Continuous or Permanent Create with this modifier makes objects that cannot be nullified, they're essentially "real" objects for all intents and purposes (although the user can "unmake" them at will unless the effect is also permanent). *Flat +1 point*

Movable: You can move your created objects around with a Move Object effect at your Create rank. (See **Move Object** in this chapter for details.) *+1 cost per rank*

Precise: You can create more precise and detailed objects. The exact parameters of Precise Create are up to the GM, but generally, you can create objects with moving parts, and considerable detail. *Flat +1 point*

Selective: You can make your created objects selectively "transparent" to attacks, blocking some while allowing others (yours and your allies', for example) to pass through them. You can also selectively make your objects solid to some creatures and incorporeal to others, such as allowing one person to walk through a created wall, while blocking another. It takes a free action to change the selective nature of an object; permanent created objects cannot have their selectivity changed once they are created. *+1 cost per rank*

Stationary: Your created objects can hang immobile in the air. They resist being moved with a Strength rank equal to the effect rank. Unless you have the Tether extra or the Movable extra, you cannot move a stationary created object once it's placed any more than anyone else can. *+0 cost per rank*

Subtle: This modifier either makes created objects not noticeable as constructs for 1 rank (they look just like real objects) or not noticeable at all for 2 ranks (such as objects composed of invisible force). *Flat +1or 2 points*

Tether: You have a connection to your created objects, allowing you to exert your own Strength to move them (provided you are strong enough to do so). *Flat +1 point*

FLAWS

Feedback: You may suffer damage when your created objects are damaged (see the **Feedback** flaw description for details). *–1 cost per rank*

Permanent: Permanent created objects last until destroyed or nullified. Unlike Continuous Create, you cannot choose to dismiss such objects; they are truly permanent. You cannot repair permanent created objects or otherwise alter them once they're created. *+0 cost per rank (for a Sustained effect)*

Proportional: Your created objects have a total volume rank plus Toughness rank equal to your Create rank, rather than both volume and Toughness up to your rank. So you can create an object with volume rank 0 and Toughness equal to your Create rank, vice versa, or anywhere in between, so long as the sum of the two ranks does not exceed your Create rank. *–1 cost per rank.*

UNDER THE HOOD: CREATE VS. SUMMON

Create and Summon are similar effects: both "create" things out of nowhere. So when should a character have one and not the other?

Generally, Create makes inanimate *objects*, while Summon conjures *creatures* of some sort, capable of independent action (albeit limited in the case of mindless creatures like robots or zombies). So a character able to create "sculptures" of ice, for example: walls, slides, columns, and so forth, should have Create. A character able to call up animated snowmen, on the other hand, should have Summon, while a powerful "ice elemental" may very well have both effects!

DAMAGE — ATTACK

Action: Standard • **Range:** Close
Duration: Instant • **Cost:** 1 point per rank

You can inflict damage by making a close attack. The exact nature of your Damage is up to you; it can be anything from a powerful impact to razor claws, energy fields, or some other damaging medium with the GM's permission. The target resists Damage with Toughness:

DAMAGE RESISTANCE CHECK

TOUGHNESS VS. [DAMAGE RANK + 15]

Success : The damage has no effect.

Failure (one degree): The target has a –1 circumstance penalty to further resistance checks against damage.

Failure (two degrees): The target is dazed until the end of their next turn and has a –1 circumstance penalty to further checks against damage.

Failure (three degrees): The target is staggered and has a –1 circumstance penalty to further checks against damage. If the target is staggered again (three degrees of failure on a Damage resistance check), apply the fourth degree of effect. The staggered condition remains until the target recovers (see **Recovery**, following).

Failure (four degrees): The target is incapacitated until able to recover (see **Recovery**, following).

The circumstance penalties to Toughness checks are cumulative, so a target who fails three resistance checks against Damage, each with one to three degrees of failure, has a total –3 penalty.

If an incapacitated target fails a Damage resistance check, the target's condition shifts to dying. A dying target who fails a Damage resistance check is dead.

STRENGTH AND DAMAGE

Strength provides a "built-in" Damage effect: the ability to hit things! You can apply effect modifiers to the Dam-

DAZZLE

Effect: Ranged, Cumulative Affliction, Limited to One Sense • ***2 points per rank***

You can overwhelm one of the target's senses, chosen when you take this effect. The target makes a Fortitude or Will resistance check against your effect DC (choose one when you acquire the effect). One degree of failure leaves the sense impaired (–2 penalty). Two degrees leave it disabled (–5 penalty) while three degrees leave the sense unaware: the target automatically fails Perception checks involving the sense, and everything effectively has total concealment from that sense.

The target makes a new resistance check at the end of each turn to recover. Success removes the condition imposed by the Dazzle power. Failure means it persists.

Multiple Dazzle powers against the same sense are cumulative. If a target is already visually disabled, for example, another Visual Dazzle with one degree of success leaves the target blind, as if subjected to a Dazzle with two degrees of effect.

Your Dazzle power can work on more than one sense at once; apply the Extra Condition modifier for each additional sense affected.

DUPLICATION

Effect: Summon Duplicate, Active • ***3 points per rank***

You can create a duplicate of yourself. Your duplicate is a minion with the same traits as you, except for this power and any hero points. You can spend your own hero points for your duplicate's actions.

You must have this power at a rank equal to your own power point total (not counting Duplication), divided by 15, and rounded up for your duplicate to possess your full abilities. If you have it at a lower rank, create your duplicate as a scaled-down version of yourself, with a power level equal to your rank in this power and starting power points determined accordingly (power rank x 15). So a power level 11 hero who has Duplication 8 creates a power level 8 "duplicate" with (8 x 15) 120 power points and proportionately lower-ranked traits.

Your duplicate thinks and acts just like you, so it is automatically helpful toward you. Gamemasters should generally allow the hero's player to determine the duplicate's actions. Your duplicate disappears if your power is countered for any reason. You can also make your duplicate disappear at will by turning off your power.

You can apply Summon modifiers to this power (see **Summon**, page 118). Use the **Multiple Minions** extra to be able to create multiple duplicates.

age your Strength inflicts, making it Penetrating or even an Area effect! You can also have Alternate Effects for your Strength Damage; see the **Alternate Effect** modifier for details. Like other Damage effects, a character's Strength Damage is close range and instant duration by default.

STRENGTH-BASED DAMAGE

If you choose, a Damage effect can be Strength-based—something like a melee weapon—allowing your Strength Damage to add to it. You add your Strength and Damage ranks together when determining the rank of the attack. Any modifiers applied to your Damage must also apply to your Strength rank if its bonus damage is to benefit from them. However, any decrease in your Strength reduces the amount you can add to your Damage, and negative Strength *subtracts* from your Damage! Likewise, anything that prevents you from exerting your Strength also stops you from using a Strength-based Damage effect. If you can't swing your fist, you can't swing a sword, either. On the other hand, a laser blade does the same damage whether you can exert your Strength with it or not.

DAMAGING OBJECTS

Objects (targets lacking a Stamina rank) take damage similar to other targets. Dazed and staggered condition have no effect on inanimate targets, since they do not take actions. Constructs, capable of action, are dazed and staggered normally (see **Constructs** in the **Gadgets & Gear** chapter).

Inanimate objects are defenseless by definition and therefore subject to finishing attacks (see **Finishing Attack** in the **Action & Adventure** chapter). Essentially, you can choose between making your attack on the object as a routine check or, if you make the attack check normally, gaining an automatic critical hit if your attack hits, for a +5 bonus to effect.

Attacking an object held or worn by another character is a smash action (see **Smash** in the **Actions** section of the **Action & Adventure** chapter).

If an attacker's intention is to bend, break or destroy an inanimate object, then two degrees of failure on the Damage resistance check results in a break (such as a hole punched through the object) while three or more degrees of failure means the object is destroyed (shattered, smashed to pieces, etc.).

> **Example:** *Wonder Girl, rescuing people from a tenement fire, is hemmed in by collapsed debris. Her player decides to simply punch a path through. Since she's going for maximum damage, she decides to make the attack check normally (rather than as a routine check). Given her attack bonus, she'll only miss on a natural 1 anyway. She succeeds and does her Strength in Damage, +5 for the automatic critical. The GM decides the brick, mortar, and heavy beams have Toughness 8 and makes a Toughness check, rolling a 12 for a total of 20. With the added critical that result is three degrees of failure, so Wonder Girl easily smashes through the debris and clears the building, carrying people to safety!*

The Toughness ranks of some common materials are shown on the **Material Toughness** table. The listed ranks

ELEMENT CONTROL

Effect: Perception Ranged Move Object, Limited to Element • ***2 points per rank***

You can control and move a mass of an element like air, earth, or water. Your power's effective Strength equals its rank, which is also the mass rank of the element you can move at once. So Earth Control 11 lets you move up to 50 tons of earth and stone, for example.

Element Control is further refined with various Alternate Effects (see **Alternate Effect**, page 125), expanding what you can do with your control. So Earth Control might let you kick up clouds of dust (Area Visual Concealment Attack), build walls and other structures of rock (Continuous or Permanent Create), tunnel through the ground (Burrowing), or fly standing on a chunk of rock (Platform Flight), to name a few. Alternate Effects you do not add to your power as full-fledged modifiers are still available to you as power stunts using extra effort (see **Powers Stunts**, page 20).

are for about an inch (distance rank –7) thickness of the material: apply a +1 per doubling of thickness or a –1 per halving of it. So a foot of stone is Toughness 8. Equipment has Toughness based on its material. Devices have a base Toughness equal to the total points in the device divided by 5 (rounded down, minimum of 1).

MATERIAL TOUGHNESS

MATERIAL	TOUGHNESS
Paper	0
Soil	0
Glass	1
Ice	1
Rope	1
Wood	3
Stone	5
Iron	7
Reinforced Concrete	8
Steel	9
Titanium	15
Prometheum	20+

RECOVERY

Living targets remove one degree of Damage per minute of rest, starting from their highest and working back. So a character recovers from being incapacitated , then staggered, dazed, and finally removes a –1 Toughness check penalty per minute until fully recovered. The Healing and Regeneration effects can speed this process. Lasting or more serious injuries are handled as complications (see **Lasting Injuries** in the **Recovery** section of the **Action & Adventure** chapter).

ENERGY ABSORPTION

Effect: *Enhanced Trait, Fades, Reaction* • ***as base trait –1 per rank***

You take the energy from a particular type of attack, chosen when you take this power, and use it to enhance one of your traits. Typically this is either Strength or a Ranged Damage effect of the same energy type as the initial attack, but other traits are possible, including Quickness, Regeneration, Speed, or the like. The enhancement to your trait is equal to your power rank or the attack's rank, whichever is less.

The enhancement of the affected trait occurs automatically when you are subjected to the attack. Thereafter, the enhanced trait fades at a rate of 1 point per turn until it is gone. Further attacks can "top off" your Enhanced Trait, restoring it to its full rank again, before it is completely faded. Your rank is the limit of how much it can increase, however.

Note that this power does not provide any *resistance* to attacks; the character suffers the effects of any attacks normally. Absorption often includes the additional effect of Protection (Impervious and often Limited to the absorbed type of attack) or even Immunity to the absorbed attack. Neither effect inhibits how Absorption works, they just make the absorbing character more resistant to the incoming attack.

Objects, having no Stamina, do not recover unless they have an effect like Regeneration. Instead, they must be repaired. See the guidelines under the **Technology** skill when repairing damaged objects.

DEFLECT — DEFENSE

Action: Standard • **Range:** Ranged
Duration: Instant • **Cost:** 1 point per rank

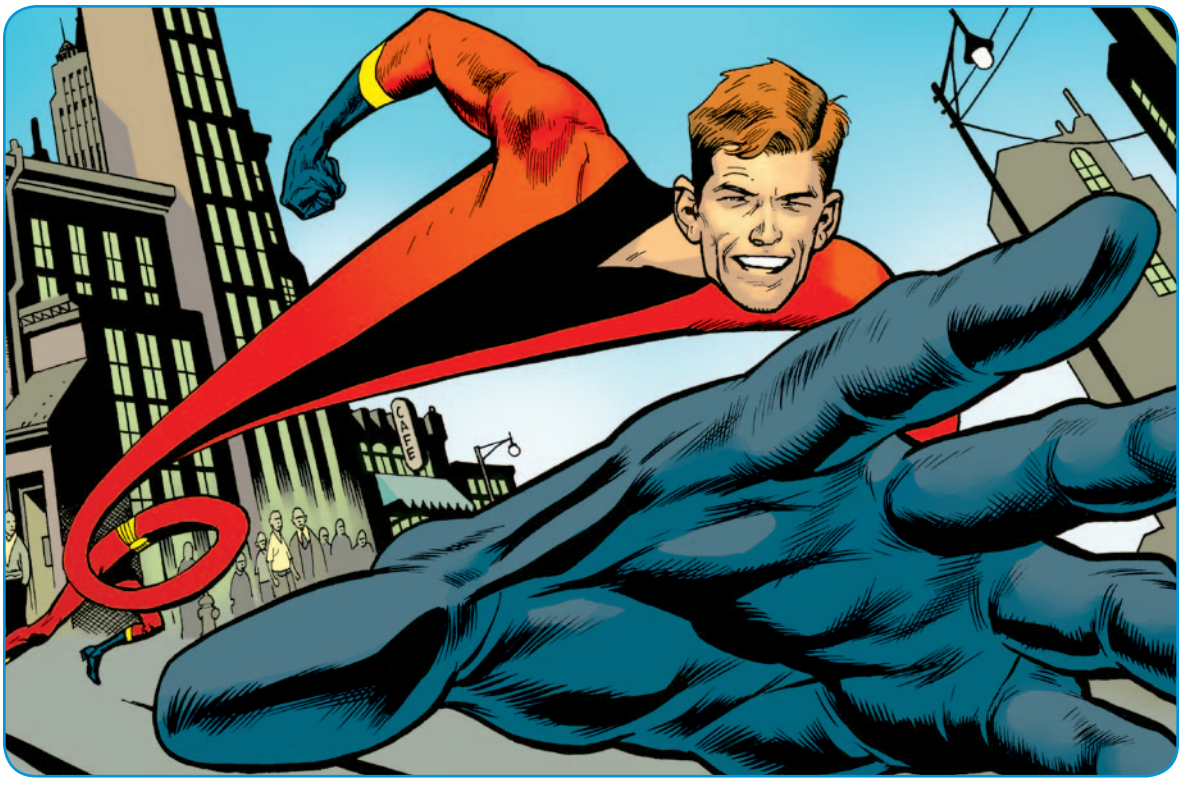
You can actively defend for characters other than yourself, deflecting or diverting attacks against them at a distance, and may be able to more effectively defend yourself, depending on your rank. See the **Defend** action in the **Action & Adventure** chapter for details. You use your Deflect rank in place of an active defense. You still add 10 to a Deflect die roll of 10 or less, for a minimum roll of 11. Deflect is limited by power level limits.

Like a ranged attack, if you Deflect at medium range, you have a –2 circumstance modifier on your check. At long range, you have a –5 circumstance modifier. Range is measured from you to the *target* of the attack you are deflecting.

Like the defend action, Deflect does not work against area effects or perception ranged attacks, nor versus attacks targeting defenses other than Dodge or Parry.

EXTRAS

Action: Because it requires the defend action, Deflect cannot take less than a standard action. To create a kind of "deflection field" or similar effect that automatically de-



flects attacks over a wide area, use an Enhanced Dodge and/or Enhanced Parry effect with modifiers like Area and Selective.

Reflect: You can reflect attacks back at the attacker as a free action. First, you must successfully deflect the attack, then make a normal attack check using your own attack modifier to hit with the reflected attack. It has its normal effect if it hits. *+1 cost per rank*

Redirect: You can redirect attacks you successfully deflect at *any* target within the attack's normal range, as Reflect, above. You must have the Reflect extra to take this one. *+1 cost per rank*

ELONGATION GENERAL

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 1 point per rank

You can elongate your body and/or limbs to extend your reach. Add your effect rank to your normal size rank to determine how far you can elongate; for a normal-sized human (size rank –2) this is 15 feet at rank 1, 30 feet at rank 2, and so forth. Rank 20 Elongation can stretch 1,000 miles! "Snapping back" to your normal shape is a free action.

You can use Elongation to make "close" attacks at a greater distance by elongating your limbs. Once elongated, you can make melee attacks within your new reach as a standard action. If you can't accurately sense your target (you're elongating around a corner, for example), apply the rules for concealment (see **Concealment** in the **Action & Adventure** chapter). In addition, Elongation allows you to wrap up and entangle an opponent so it grants a +1 bonus to grab checks per rank (limited by PL).

ENHANCED TRAIT GENERAL

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** As base Trait

You can temporarily improve one of your existing traits, chosen when you take this effect. While this effect is active, you increase the affected trait by its rank. So, for example, Enhanced Strength 5 increases your Strength by +5 while it is active. Your enhanced trait is still subject to power level limits, so your unenhanced rank must be below the limit by at least the amount of the enhancement to accommodate it.

The cost of Enhanced Trait is the same per rank as acquiring a rank in the affected trait. The key differences are that Enhanced Trait is a power effect, rather than a natural trait, and as an effect it can be combined with extra effort and other effects. See **Extra Effort** in **The Basics** chapter and **Enhanced Abilities** in the **Abilities** chapter for more.

FLAWS

Limited: Enhanced Traits are often Limited in some fashion, such as Nighttime (or Daytime) Only, While Angry (or in another emotional state), Underwater (or in some other environment), and so forth. A limit that rarely comes into play—like losing your Enhanced Trait during a new moon—can be handled as a power loss complication.

ENERGY AURA

Effect: Damage, Reaction • ***4 points per rank***

You can surround your body with an aura of damaging energy or some similar effect. Anyone you touch or that touches you must make a Toughness resistance check against your aura's Damage rank. You can turn your aura on and off at will as a free action. If your Aura damages some targets but not others, apply the Selective or Limited modifiers (depending on whether or not the selectivity is under your control).

See **Complications** in **The Basics** chapter for details. *–1 cost per rank*

Permanent: At no change in cost, your Enhanced Trait may be a permanent improvement, rather than a sustained effect. The primary difference is that your permanent enhancement cannot be turned on and off and cannot be improved by extra effort, including using it to perform power stunts (see **Extra Effort**). There is no action to use a Permanent Enhanced Trait, as it is always active. *+0 cost per rank*

Reduced Trait: One or more of your traits is *lowered* while others are enhanced. This flaw is worth as many points as the reduction in the affected trait(s). So, for example, if you lose Intellect while you gain in Strength, treat the value of the lost Intellect ranks as the value of the flaw. As with all flaws, the effect must still cost at least 1 power point. *Flat –points equal to the lowered trait*

ENVIRONMENT — CONTROL

Action: Standard • **Range:** Rank
Duration: Sustained • **Cost:** 1–2 points per rank

You can change the environment in an area: raising or lowering the temperature, creating light, causing rain, and so forth (see **The Environment** in the **Action & Adventure** chapter for details).

Your Environment affects a 30 foot radius around you at rank 1. Each additional rank moves the radius up one distance rank, for a reach of approximately 2,000 miles at rank 20, sufficient to alter the environment of an entire continent!

Each of the following is a separate Environment effect. If you have one you can acquire others as Alternate Effects, but you can then only use and maintain one at a time. To use or maintain multiple Environment effects simultaneously, add their costs together for the effect's total cost per rank or apply the Selective modifier, allowing you to mix-and-match effects.

COLD

You can lower the temperature in the area. For 1 point per rank, you create intense cold; for 2 points per rank, you create extreme cold.

ENERGY CONTROL

Effect: Ranged Damage • ***2 points per rank***

You can generate and project a type of energy, such as cold, electricity, fire, kinetic force, magnetism, radiation, or even cosmic energy, in a damaging blast. (See the **Blast** power.)

Energy Control is further defined by the addition of Alternate Effects (see **Alternate Effect**, page 125), expanding what you can do with your control. For example, Cold Control might let you lower the surrounding temperature (Environment – Cold) or trap targets in ice (Affliction, see the **Snare** version). Magnetic Control could let you manipulate metallic objects (Limited Move Object) while Electrical Control lets you generate an electrical pulse to overload electronics (Burst Area Nullify Electronics). Add as many Alternate Effects to your Energy Control as you can afford, and consider some additional ones as options for power stunts (see **Powers Stunts**, page 20).

HEAT

You can raise the temperature in the area. For 1 point per rank, you create intense heat; for 2 points per rank, you create extreme heat.

IMPEDE MOVEMENT

You can impede movement through the area with high winds, icy or wet surfaces, or similar effects. For 1 point per rank, you reduce movement speed through the area by 1 rank; for 2 points per rank, you reduce it by 2 ranks. Depending on your descriptors, you may also apply circumstance modifiers to Acrobatics and Athletics checks for surface conditions.

LIGHT

You can raise the light level in the area, countering the concealment of darkness, but not other forms of concealment. For 1 point per rank, you can create enough light to reduce total concealment to partial and partial concealment to none. For 2 points per rank, you can shed light as bright as a sunlit day, eliminating all concealment provided by natural darkness. Power effects with the darkness descriptor may be countered with a successful power check (see **Countering Effects**, page 86).

VISIBILITY

You impose a –2 modifier to Perception checks for 1 point per rank, and a –5 for 2 points per rank. For more significant obscuring of senses (via darkness, fog, etc.) use an Area Concealment Attack effect (see **Concealment** in this chapter).

EXTRAS

Selective: With this extra you can vary the environment within your affected area, affecting some while not affecting others, or even mixing and matching different environments (making part of the area cold and another hot, for example). *+1 cost per rank*

EXTRA LIMBS — GENERAL

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 1 point per rank

You have extra manipulative limbs, such as arms, tentacles, or even prehensile hair or a tail. Each rank in this effect grants you an extra limb.

Extra Limbs do *not* allow you to take additional actions in a round, although they do provide the benefits of the Improved Grab advantage—grabbing with some of your limbs and leaving others free. All limbs except your dominant limb are considered your "off-hand." If you have the Benefit (Ambidexterity) advantage, you have no off-hand penalties with *any* of your limbs.

If you apply all of your limbs to a grab attempt (rather than taking the option to leave some of them free), you gain a +1 circumstance bonus per rank in Extra Limbs to a maximum of +5, much like a team check (see page 16).

EXTRAS

In general, modifiers affecting attack effects (e.g. Affects Corporeal, Area, Penetrating, etc.) should apply to the Strength of a character with Extra Limbs rather than to the Extra Limbs effect itself. Such modifiers applied to Strength affect all of the character's limbs.

Continuous: Continuous Extra Limbs are a power effect you can turn on and off at will, but that remain until you choose to deactivate them, even if you are stunned or incapacitated. *+1 cost per rank*

Projection: Your Extra Limbs are merely a projection of your power rather than an extension of your body. Therefore, any harm directed specifically against your Extra Limb(s) has no effect. So, for example, one of your additional limbs could reach into a container of acid or a blast furnace to pull out an object without any harm to you. The GM may require Extra Limbs with this extra to modify their duration to continuous or sustained, but this is not essential. It's likely Extra Limbs with this extra are not eligible for the Innate modifier. *+1 cost per rank*

Sustained: Sustained Extra Limbs can be turned on or off (growing or forming the additional limbs and then making them disappear just as easily), but the limbs disappear or stop working if you are unable to continue the effect. *+0 cost per rank*

UNDER THE HOOD: EXTRA LIMBS, NOT EXTRA ACTIONS

As a default, Extra Limbs do *not* grant characters the ability to take extra actions in a round, simply because multiple actions—especially extra standard actions usable for attacks—tend to slow down and unbalance play.

As an option for including some combat benefits with Extra Limbs, consider allowing the application of the Multiattack extra to the Strength of a character with Extra Limbs, reflecting the ability to launch a flurry of attacks at a single opponent, or to "spread" those attacks among a number of nearby opponents. See the **Multiattack** description under **Extras** in this chapter for details.

FLAWS

Distracting: Coordinating the actions of your multiple limbs is difficult, so you are vulnerable while applying any extra limbs to an action. This flaw should generally not apply to any creature with Innate Extra Limbs, especially if they are part of its natural physiology. *–1 cost per rank*

FEATURE — GENERAL

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 1 point per rank

You have one or more minor features, effects granting you an occasionally useful ability, one per rank. This effect is essentially a version of the Benefit advantage (see page 72), but a power rather than a virtue of skill, talent, or social background. For example, diplomatic immunity or wealth are Benefits; fur, the ability to mimic sounds, or a hidden compartment in your hollow leg are Features.

It's up to the GM what capabilities qualify as Features; generally, if something has no real game effect, it's just a descriptor. If it has an actual game system benefit, it may be a Feature. There's no need to define every possible Feature a character may have down to the last detail.

Some Features may be sustained duration rather than permanent with no change in cost. This suits active Features a character has to use and maintain rather than having them as passive traits requiring no effort whatsoever.

SAMPLE FEATURES

- **Insulating Fur:** You have a layer of fur that protects you from intense heat and cold, giving you immunity to those environments.
- **Internal Compartment:** You can carry a portion of your carrying capacity *inside* your body! You have a pouch or compartment of some sort, able to hold objects with a size rank no greater than 3 less than your own (size rank –5 for a normal size rank –2 human).
- **Iron Stomach:** You can eat anything that's not toxic without ill effects, no matter how unpleasant it may be: spoiled or particularly gross or spicy food, for example.
- **Mimicry:** You can imitate sounds you've heard, giving you a +10 circumstance bonus to Deception checks to convince others your mimicked sounds are real.
- **Quick Change:** You can change clothes—such as into or out of your costume—as a free action. With 2 ranks, you can change into any outfit at will.
- **Special Effect:** You have some special effect, like a gust of wind at the right dramatic moment, or ideal spotlighting, or personal theme music. The GM may

give you a +2 bonus for favorable circumstances when your special effect is likely to impress people or otherwise aid you.

- **Temporal Inertia:** You are somehow uniquely "anchored" in the space-time continuum, making you immune to changes in history. You recall the "true" version of historical events, even if no one else does.

FLIGHT — MOVEMENT

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 2 points per rank

You can fly through the air, including hovering in place. You have a flight speed rank equal to your effect rank.

EXTRAS

Aquatic: You can move underwater as easily as in the air. You have a water speed equal to your Flight rank, minus 2, subject to the usual rules for swimming (see the **Athletics** skill description for details). You can make Athletics checks to swim as routine checks. This power does not allow you to breathe underwater (for that see **Immunity**, page 102). This is the **Swimming** power as an Alternate Effect. *Flat +1 point*

Continuous: Continuous Flight operates even when the user is incapacitated or otherwise unable to sustain it. The user remains hanging in the air, maintaining relative position to the ground, if necessary. Alternately, the user might float safely down to the ground when unable to maintain Flight as a kind of "safety net," your choice when you apply the modifier. *+1 cost per rank*

Subtle: The default Flight effect is noticeable, whether from the rush of air, the roar of jets, or a glowing contrail or aurora, for example. This modifier reduces, and then eliminates, these traces. If your Flight is completely Subtle, you do not need to make Stealth checks to move silently while flying (you do so automatically), although you may still need to do so to avoid being seen or otherwise detected. *Flat +1 or 2 points*

UNDER THE HOOD: FEATURE

The Feature effect is intended to round out various minor traits and abilities characters might have, but it is entirely optional and not meant to burden DC Adventures character design with needless amounts of detail. It's for traits with an actual game effect, not merely descriptors or background color (neither of which should cost any points). Ultimately, the Gamemaster decides what traits merit a rank (or more) of Feature and what Features are permitted for any given game or setting, using the examples given here.

If a "feature" is something likely to come up only occasionally, or even just once, then you are better off allowing it as an aspect of the inspiration and power stunt rules (see the **Characteristics** chapter), charging the player a hero point for the feature when it comes into play. The player can then choose whether or not to use earned power points to acquire the Feature as a regular part of the character's traits later on.

FORCE FIELD

Effect: Protection, Sustained • ***1 point per rank***

You can surround your body with a protective field of energy or force, providing you with a Toughness increase equal to your rank. As a sustained effect, your Force Field is noticeable, unless you apply the Subtle modifier. Force Fields are often Impervious as well, immune to certain lower thresholds of Damage.

FLAWS

Concentration: Flight requiring concentration means you can fly, but can't do much else at the same time. *–1 cost per rank*

Distracting: You are not very maneuverable and therefore vulnerable while flying (see the **Vulnerable** condition in **The Basics** chapter). *–1 cost per rank*

Gliding: You fly by gliding on wind currents. Your maximum gliding distance is limited to the vertical distance rank of your starting height, plus your flight speed rank. You may be able to gain altitude occasionally by catching thermal updrafts and winds at the GM's discretion. Otherwise you must land at the end of your maximum distance. *–1 cost per rank*

Levitation: You can only move vertically, straight up and down, and not side-to-side, although you can allow yourself to be carried along in the direction of the wind horizontally. *–1 cost per rank*

Platform: Your Flight is reliant on some sort of platform on which you stand or sit. If you fail a resistance check while flying, or you are grabbed by someone standing on the ground, you're knocked or pulled off your platform and cannot fly. You can regain the use of your flying platform by reactivating your Flight effect on your next turn. *–1 cost per rank*

Wings: You have wings that allow you to fly, but they run the risk of being fouled or restrained, which prevents you from flying. If you are immobilized, restrained, or bound, you cannot fly. You can regain the use of your wings by reactivating your Flight effect once you are no longer affected by the aforementioned conditions. *–1 cost per rank*

GROWTH — GENERAL

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 2 points per rank

You can temporarily increase your size, gaining Strength and Stamina at the cost of becoming a bigger, heavier, less agile target, unable to maneuver through small spaces. Growth modifiers are restricted by power level limits.

Each rank of Growth adds 1 rank to your Strength and Stamina (constructs add 1 rank to Strength and Toughness if they lack Stamina) and adds 1 rank to your mass. Every two ranks adds a +1 bonus to Intimidation. Every 8 ranks adds 1 to your Speed. Every rank of Growth *subtracts* 1 from your Stealth checks. Every 2 ranks (rounded up) *subtracts* 1 from your Dodge and Parry defenses. Every 4 ranks of Growth increases your size rank by 1 (ordinary humans start out at size rank –2, between 3 and 6 feet tall). So at Growth 8, you have +8 Strength and Stamina, +4 to Intimidation, +1 Speed, but -8 to Stealth, –4 Dodge and Parry, and you are size rank 0 (around 24 feet tall). Increases to your Strength and Stamina also improve related traits like your Strength Damage, Fortitude, and Toughness.

EXTRAS

Permanent: Permanent Growth, typically with Innate, suits giant-sized characters and creatures that are a fixed larger size. *+0 cost per rank*

HEALING — GENERAL

Action: Standard • **Range:** Close
Duration: Instant • **Cost:** 2 points per rank

You can heal Damage conditions by touching a subject and taking a standard action to make a DC 10 Healing check. Each degree of success heals one Damage condition, starting with the subject's worst condition, and working down, as if the subject were recovering rapidly. If the subject is dying, the highest degree of success stabilizes the subject, removing the dying condition. If the Healing check fails, you must wait one minute or use extra effort in order to try again.

You can also grant a subject a bonus equal to your Healing rank on resistance checks against effects with disease or poison descriptors. The bonus applies to the subject's next resistance check against the effect.

You can use Healing on yourself, provided you are still capable of taking the standard action needed.

Healing does not work on subjects unable to recover on their own, such as creatures with no Stamina rank or inanimate objects.

EXTRAS

Action: This extra reduces the action required for you to use Healing. You cannot use Healing more than once per turn regardless. To heal multiple subjects at once, apply the Area modifier. *+1 cost per rank*

Affects Objects: Your Healing can also "heal" damage to non-living subjects. You make a Healing check against the subject's worst damage condition, as normal. *+1 cost per rank*

Area: Healing with this extra grants the same benefit to all subjects in the affected area. Area Empathic Healing (see this power's Flaws) is an unwise combination, as the healer takes on *all* of the damage conditions of the affected subjects at once! *+1 cost per rank*

Energizing: You can heal the fatigued and exhausted conditions as well as damage conditions: DC 10, one degree of success for fatigued, two degrees of success for exhausted.

However, you take on the removed conditions and cannot use Healing to eliminate your own fatigue (although you can still use hero points to recover from them). If the Healing check fails, you must wait the normal recovery time or use extra effort to try again. *+1 cost per rank*

Perception: Applied to Ranged Healing (following), Perception Ranged Healing does not require an attack check to "touch" the subject. *+1 cost per rank*

Persistent: Your Healing can remove even Incurable effects (see the **Incurable** modifier). *Flat +1 point*

Ranged: Ranged Healing requires an attack check to "touch" the subject with the Healing effect. The GM may waive the check for a willing subject holding completely still, but the subject is defenseless that round, making it an unwise decision in the midst of combat. *+1 cost per rank*

Restorative: Your Healing effect can restore power points removed by Weaken effects with the appropriate descriptors, such as injury, disease, or poison. You restore points equal to your rank to the affected trait(s). *+1 cost per rank*

Resurrection: You can restore life to the dead! If the subject has been dead for fewer minutes than your Healing rank, makes a DC 20 Healing check. If successful, the patient's condition becomes incapacitated, as if just stabilized. If the check fails, you can only try again using extra effort. *+1 cost per rank*

Selective: Area Healing may have this extra, allowing you to choose who in the area does and does not gain the benefits. *+1 cost per rank*

Stabilize: You don't need to make a Healing check to stabilize a dying character; your Healing effect does so automatically, although it still requires the normal standard action. *Flat +1 point*

FLAWS

Empathic: When you successfully cure someone else of a condition, you acquire the condition yourself and must recover from it normally. You can use Healing and Regeneration to cure your own conditions. You can have the Resurrection modifier for Healing, but if you successfully use it, you die! This may not be as bad as it seems if you have Immortality, allowing you to return to life. (See the **Immortality** effect for details.) *–1 cost per rank*

Limited: Examples of ways in which Healing may be Limited include: One Type of Damage (such as energy or bludgeoning damage), Objects (in conjunction with Affects Objects), Others (you can't use Healing on yourself), or Self (you can only use Healing on yourself). *–1 cost per rank*

Temporary: The benefits of your Healing are temporary, lasting for one hour. The subject then regains any damage conditions you healed. These conditions stack with others the subject acquired since the initial healing, which may result in more severe damage or even death. *–1 cost per rank*

ILLUSION — CONTROL

Action: Standard • **Range:** Perception
Duration: Sustained • **Cost:** 1–5 points per rank

You can control others' senses to create false impressions or illusions. This can range from visual images to phantom sounds, smells, or even radar or mental images. For 1 point per rank, you can create an illusion affecting a single sense type. For 2 points per rank, you can affect two sense types. For 3 points per rank, you can affect three sense types. For 4 points per rank, you can affect four senses types, and for 5 per rank, you can affect all sense types. Visual senses count as two sense types. Your rank determines how convincing your illusion is, including the DC for the Insight resistance check (10 + rank).

ILLUSION SIZE

Your illusion occupies an area with a maximum volume rank equal to your effect rank. To increase the size of the illusion you can create, apply the Area extra; each application increases the area your illusion covers by 1 rank.

ILLUSIONARY EFFECTS

Illusions have no substance and cannot have any real-world effect. So they cannot provide illumination, nutrition, warmth, or the like (although they can provide the *sensations* of these things). Likewise, an illusory wall only prevents people from moving through an area so long as they believe it's real, and an illusory bridge or floor is revealed as false as soon as someone tries to walk across it, and falls through it!

OVERCOMING ILLUSIONS

Characters encountering an illusion do not receive checks to recognize it as illusory until they interact with it in some fashion. A successful Insight check against an illusion (DC 10 + Illusion rank) reveals it as false. A failed check means the character does not notice anything amiss. A character faced with clear proof an illusion isn't real needs no Insight check. Senses with the Counters Illusion effect (see **Senses**) automatically detect illusions. If any viewer successfully uncovers an illusion and communicates this fact to others, they gain another Insight check with a +5 circumstance bonus. Circumstances may grant additional modifiers to the Insight check to uncover an illusion, depending on how convincing it is.

MAINTAINING ILLUSIONS

Maintaining an active illusion (such as a fighting creature) requires a standard action each round, but maintaining a static illusion (one that doesn't move or interact) is only a free action.

EXTRAS

Independent: Your active illusions only require a free action to maintain, rather than a standard action. *+1 cost per rank*

Selective: You choose who perceives your Illusion and who doesn't. *+1 cost per rank*

FLAWS

Feedback: Although Illusion does not have a physical "manifestation" per se, it can apply this flaw, in which case a successful damaging attack on one of your illusions causes you to suffer damage, using the guidelines given in the description of the Feedback flaw on page 135. *–1 cost per rank*

UNDER THE HOOD: ILLUSION

Illusion is a broad-ranging effect, usable for a number of different things. A few common considerations for Illusion include the following.

DAMAGING ILLUSIONS

For illusions so realistic they are capable of inflicting damage, add a Linked Perception Range Damage effect. At the GM's discretion, this effect can even be made into a Linked Array with a variety of alternate attack effects, allowing your illusionist to inflict conditions other than damage on targets. Keep in mind the attack effects all need to be perception range to match the range of Illusion.

ILLUSORY APPEARANCE

Illusion can alter a subject's appearance, providing an essentially impenetrable disguise—at least until someone makes a successful check to see through the illusion. However, for just the ability to alter appearance, use the Morph effect, which is generally more effective than Illusion Limited to Appearance.

MENTAL ILLUSIONS

The default Illusion effect is perceptible to anyone or anything (including machines) as if it were real. Some illusions exist solely in the mind, like projected psychic hallucinations. This type of Illusion has the Resistible by Will flaw and the Selective extra, since the illusionist can choose whether or not to project the illusion into a particular subject's mind, and therefore decides who can or cannot perceive the illusion. This is a net +0 modifier, for the same base cost.

MY ALLY, MY ENEMY

A common Illusion trick is to switch the appearances of an enemy and an ally, causing a foe's teammate to attack that enemy by mistake. You can generally handle this with an opposed check of Illusion and Insight; if you win, the target is unaware of the switch and attacks the wrong target.

I DISBELIEVE!

Keep in mind characters don't get to make a resistance check to overcome an illusion unless they have reason to believe the illusion is not real. Given the rather fantastic things that can happen in DC Adventures, an illusion generally has to provide some evidence of its true nature. Smart illusionists keep the true nature of their powers secret, and smart Gamemasters require players to come up with something a bit more comprehensive than "I disbelieve!" to figure out when there are illusions at hand.

Limited to One Subject: Only a single subject at a time can perceive your Illusion. *–1 cost per rank*

Ranged: It is left to the GM's discretion whether or not Illusion's range can be reduced at all, since being able to perceive the affected area is important in creating and directing the illusion. In order to solely alter your own appearance, see the Morph effect, possibly with the Resistible modifier. *–1 cost per rank*

Resistible: Illusions Resistible by Will are typically hallucinatory effects projected into the target's mind. This flaw is commonly combined with Selective, so only the targets you choose perceive your illusions. Illusions Resistible by Fortitude may represent a hallucinatory drug or similar biochemical effect. As usual, targets immune to effects targeting the resistance are unaffected by the illusion as well. So Illusions Resistible by Fortitude or Will have no effect on non-living targets, for example. This resistance check is in addition to the usual Insight check; the first determines if the target can resist the effect creating the illusion, the Insight check determine if the target notices something wrong about the illusion, revealing it as false. *–1 cost per rank*

IMMORTALITY — DEFENSE

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 2 points per rank

You can recover from death! If your condition becomes dead, you return to life after a time. Subtract your Immortality rank from a time rank of 19 (one month) to determine how long it takes. So Immortality 11, for example, restores you to life in just 30 minutes (19 – 11 = time rank 8). At rank 20, you recover from death at the start of each action round! When you recover, all your damage conditions are removed, but you also lose all accumulated hero points, starting over with none.

FLAWS

Limited: You must specify a reasonably common effect (or set of uncommon effects) that keeps you from recovering from death, such as beheading, cremation, a stake through the heart, and so forth. Even then, if the effect is somehow removed or reversed (*e.g.* the stake is removed from your corpse) you may still be able to come back. *–1 cost per rank*

IMMUNITY — DEFENSE

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 1 point per rank

You are immune to certain effects, automatically succeeding on any resistance check against them. You assign ranks of Immunity to various effects to gain immunity to them (with more extensive effects requiring more ranks). These assignments are permanent. Examples include the following:

- **1 rank:** aging, disease, poison, one environmental condition (cold, heat, high pressure, radiation, or vacuum), one type of suffocation (breathe normally underwater

or in an alien atmosphere, for example), starvation and thirst, need for sleep, or a rare power descriptor (such as your own powers, a close sibling's powers, etc.).

- **2 ranks:** critical hits, suffocation effects (no need to breathe at all), or an uncommon power descriptor (such as chemical, gravitic, necromantic, etc.).
- **5 ranks:** alteration effects, sensory Affliction effects, emotion effects, entrapment (grabbing, snares, or bonds), fatigue effects, interaction skills, or a particular Damage effect or descriptor (such as bullets, cold, electricity, falling, fire, magic, radiation, sonic, etc.)
- **10 ranks:** a common power descriptor (such as all effects with cold, electricity, fire, radiation, or weather descriptors, for example), life support (includes immunity to disease, poison, all environmental conditions, suffocation, and starvation and thirst).
- **20 ranks:** a very common power descriptor (bludgeoning or energy, for example).
- **30 ranks:** All effects resisted by Fortitude, All effects resisted by Will.
- **80 ranks:** All effects resisted by Toughness (the equivalent of 40 ranks of Impervious Toughness).

DEGREES OF IMMUNITY

Some Immunity effects are a matter of degree. For example, "immunity to cold" can range from the environmental effects of cold (described under **The Environment**) to cold damage, to complete immunity to all effects with the "cold" descriptor. The first requires only 1 rank, and provides no resistance to other sorts of cold effects. The second requires 5 ranks and only provides immunity to cold Damage effects. The third requires 10 ranks and provides complete immunity to all effects with the "cold" descriptor whatever they may be.

EXTRAS

Affects Others: This extra allows you to grant the benefits of your Immunity to others by touch. It's most commonly used with life support, such as the power to maintain a life support "bubble" around you. *+1 cost per rank*

Sustained: Sustained duration Immunity may be suitable for certain types of powers, particularly force fields or similar protective abilities requiring a modicum of concentration. It is a net +0 modifier from Immunity's base permanent duration. *+0 cost per rank*

Ranged: Affects Others Immunity may have this extra, allowing it to grant its benefits at range. *+1 cost per rank*

Reflect: You can reflect attacks to which you are immune back at the attacker as a free action. Make a normal attack check using your own attack modifier to hit with the reflected attack. It has its normal effect if it hits. *+1 cost per rank*

Redirect: You can redirect attacks to which are you are immune at *any* other target within the attack's normal range, as Reflect, above. You must have the Reflect extra to take this one. *+1 cost per rank*

UNDER THE HOOD: IMMUNITY

Some characters in comics are flatly immune to certain things. Immunity is intended to provide this option in DC Adventures. It's simpler at some point to say a character is immune to something than it is to bother rolling dice. Immunity also encourages creativity: if you can't overcome a foe just by hitting him, what then? Encourage players to use tactics, cleverness, power stunts, and hero points to deal with foes immune to their more conventional attacks.

If you find Immunity—especially broad immunities at higher ranks—a problem in your game, feel free to restrict it (perhaps to no more than 10 ranks) or eliminate it altogether, replacing it with Protection and defense bonuses with appropriate power modifiers.

For a degree of immunity to Damage, see the Impervious extra in the **Modifiers** section.

FLAWS

Limited to Half Effect: You suffer half the normal effect rather than being entirely immune to it. For environmental effects, you only make checks half as often. For other effects, halve the effect's rank (round down) before determining its resistance check DC, including for things like Impervious. *–1 cost per rank*

INSUBSTANTIAL — GENERAL

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 5 points per rank

You can assume a less solid form, with each Insubstantial rank becoming progressively less solid. You do not gain the ability to assume lower-ranked Insubstantial forms at higher ranks, but you can acquire a lower-ranked form as an Alternate Effect of a higher-ranked one. You can switch between normal and Insubstantial form at will as a free action once per round. The default is that substantial is your "normal" form, but the GM may permit you to make Insubstantial your "normal" form, in which case remaining *solid* is a sustained duration for you!

Insubstantial offers four ranks of effect:

RANK 1 – FLUID

You become a fluid mass. You can flow through any sort of opening, under (or around) doors, through keyholes and pipes, and so forth. You cannot pass through watertight seals. You can automatically flow out of any restraint—such as a snare or grab—that is not watertight. So you cannot flow out of a bubble completely enclosing you, for example, but anything less cannot hold you. You can exert your normal Strength and can still push or carry objects, although your Dexterity may be limited (at the GM's discretion).

A fluid character may attempt to catch a falling person or object, cushioning the fall with the character's flexible form.This requires a move action, and reduces the falling damage by the cushioning character's Toughness bonus, including Defensive Roll (representing flexibility in

INVISIBILITY

Effect: Visual Concealment • ***4 or 8 points***

You can vanish from sight at will, gaining total visual concealment, although other senses can still detect you. This power costs 4 points if you are only invisible to normal vision, 8 points if you cannot be detected by *any* visual sense (including infrared and ultraviolet).

this case). Both characters must make resistance checks against the remaining damage. Higher-rank insubstantial forms—lacking physical Strength—cannot attempt this.

RANK 2 – GASEOUS

You become a cloud of gas or fine particles. You have no effective Strength in gaseous form, but have Immunity to Physical Damage. Energy and area attacks still affect you normally. You can flow through any opening that is not airtight. You can use your various other effects normally.

RANK 3 – ENERGY

You become coherent energy. You have no effective Strength, but have Immunity to Physical Damage. Energy attacks (other than the energy making up your form, to which you have Immunity) damage you normally. You can pass through solid objects permeable to your type of energy, but energy resistant barriers, like heavy shielding or force fields, block your movement.

RANK 4 – INCORPOREAL

You become an incorporeal phantom. You can pass through solid matter at your normal speed and you have Immunity to Physical and Energy Damage. Sensory effects (other than tactile) and those targeting Will still work on you, as do effects with the Affects Insubstantial modifier. Choose one other reasonably common effect or descriptor that works on you while you are incorporeal. You have no effective Strength and cannot affect the physical world, except with effects with the Affects Corporeal modifier. Your sensory effects work normally.

Unless you have Immunity to Suffocation, you must hold your breath while passing through a solid object, and you can suffocate. If you revert to solid form while inside a solid object for any reason, you suffer damage equal to the object's Toughness, resisted by your Fortitude. If not incapacitated by the damage, you're immediately ejected from the object into the nearest open space. If you are incapacitated, you're trapped inside the object and your condition worsens to dying on the following round (making it very difficult for aid to reach you).

INSUBSTANTIAL DESCRIPTORS

Note that the fluid, gaseous, etc. rank names are themselves essentially descriptors for the different Insubstantial effects. A character with Insubstantial 1 might instead be a stretchable, rubbery form rather than a liquid, for example, while one with Insubstantial 2 could transform into a swarm of insects rather than a gas.

EXTRAS

Affects Corporeal: This extra is required for any effect that works on corporeal targets while you are incorporeal. See the description of this extra for details and cost.

Affects Others: This modifier allows you to extend your Insubstantial effect to another character by touch, taking them Insubstantial with you. If you ever withdraw the effect while someone is inside a solid object, see the effect's description for the unpleasant results. *+0 or +1 cost per rank*

Attack: Applied to Insubstantial, this extra makes it into a close range effect able to turn targets Insubstantial. You must be able to physically touch the target to make an Insubstantial Attack, meaning it must have the Affects Corporeal modifier to use it while you are incorporeal. This modifier is most effective for ranks 2 through 4, since the victim loses some or all ability to interact with the physical world. The default resistance for an Insubstantial Attack is Dodge, although it can be Fortitude or Will, as best suits the effect's descriptors. You need to grab a target in order to drag them inside a solid object unless the target is already defenseless. You and the target are not insubstantial to each other. The cost is +0 per rank if it is an Insubstantial Attack only, +1 cost per rank if you can both be Insubstantial and make an attack to make others Insubstantial. *+0 or +1 cost per rank*

Continuous: Extending the effect's duration to continuous allows you to remain Insubstantial until you choose to return to your corporeal form. *+1 cost per rank*

Innate: Use this modifier if your character's form is naturally or innately Insubstantial, particularly if the effect is permanent in duration. *Flat +1 point*

Precise: This modifier allows you to selectively make some portions of your body insubstantial while keeping others substantial (or vice versa). This allows you to do things like reach through a wall, solidify your hand to pick up an object or tap someone on the shoulder (or punch them in the face), and become incorporeal again to withdraw it on the following round. *Flat +1 point*

Progressive: You *can* assume lower ranked forms of Insubstantial, but you must progress through them in order to reach the higher-ranked ones. For example if you have Progressive Insubstantial 3, you can assume fluid, gaseous, or energy forms, but to assume energy form, you must first progress through fluid and gaseous, becoming less and less substantial. Since you can only activate the effect once per turn, it takes you three turns to get there. *+0 cost per rank*

Reaction: Becoming Insubstantial is normally a free action, meaning you can't switch to an Insubstantial form when surprised or otherwise unable to take action. At the GM's option, applying the Action extra to use Insubstantial as a reaction allows you to switch forms "reflexively" in response to such hazards, even if it is not your turn. *+1 cost per rank*

Subtle: This extra makes your Insubstantial nature less noticeable to observers. Rank 1 requires a Perception check (DC 20) to detect that you are Insubstantial, while 2 ranks mean you look entirely normal in Insubstantial form (which may

MAGIC

Effect: Ranged Damage • ***2 points per rank***

You are a sorcerer, witch, or wizard, able to cast a variety of magical spells. Your basic default effect is a Blast of eldritch force, able to inflict Ranged Damage (see the **Blast** power, previously).

However, like the Energy Control power, Magic can have a wide range of Alternate Effects, each a separate spell you have mastered. The possibilities are virtually limitless, within the bounds of your hero's descriptors and the Gamemaster's approval. Examples include mystic bindings (Affliction, see the **Snare** version), dispelling magical effects (Nullify Magic), conjuring clouds of mist or fog (an Area Visual Concealment Attack), scrying distant places (Remote Sensing), or slipping between the dimensions to appear elsewhere (Teleport), to name just a few.

All Magic effects have the "magic" descriptor regardless of their other descriptors, so a Blast of flames conjured with magic has both the "magic" and "fire" descriptors, for example.

Magicians often have a Power Loss complication (see **Complications** in **The Basics** chapter): if they are unable to freely speak and gesture to cast their spells, they cannot use Magic (or any related magical powers reliant on spellcasting). Zatanna is a classic example of this. Certain styles of Magic may impose other complications or limits as well.

cause opponents to waste effort on you, not knowing you are immune to their attacks, for example). *Flat +1 or 2 points.*

FLAWS

Absent Strength: This flaw applies only to rank 1 Insubstantial and removes your effective Strength while in that form, leaving you with limited ability to affect the physical world like the higher ranks of the effect. *Flat –1 point.*

Permanent: You are always Insubstantial; you cannot assume solid form, although your Insubstantial effect can still be Nullified unless it is also Innate. *+0 cost per rank.*

LEAPING — MOVEMENT

Action: Free • **Range:** Personal
Duration: Instant • **Cost:** 1 point per rank

You can make prodigious leaps, far more than even a skilled athlete. Your Leaping rank, minus 2, is the distance rank you cover in a single standing jump: so 15 feet at rank 1, 30 feet at rank 2, up to 1,000 *miles* at rank 20! You do not suffer any damage from landing after a jump, so long as it is within your maximum distance.

The speed rank of your leap maxes out at 7 (around 250 miles per hour), so leaps of greater than distance rank 7 take time equal to the distance rank minus 7. For example, a massive leap of 500 miles (distance rank 17) takes time rank 10 (17 – 7, or two hours) of time in the air! Because of this, leapers may choose to make shorter "hops" of just a couple miles, leaving them airborne for only a minute or so, to better control their direction.

EXTRAS

Affects Others: You can give someone you are touching the ability to leap like you do while the effect lasts. You do not need this extra to simply carry someone while you leap; you can carry what your Strength normally allows. *+0 or +1 cost per rank*

FLAWS

Acrobatics Check Required: In order to use Leaping, you must make an Acrobatics skill check (DC 10). Each point your check total exceeds the DC allows you to use 1 rank of Leaping, up to your total rank. *–1 cost per rank*

Full Power: With this flaw, you can *only* leap your maximum distance; you can make shorter leaps only by not using your Leaping effect at all, just the normal jumping distance for your Strength. This may suit uncontrollable "leaping" effects like rocket boosters and the like. *Flat –1 point*

LUCK CONTROL — CONTROL

Action: Reaction • **Range:** Perception
Duration: Instant • **Cost:** 3 points per rank

You can use hero points or ranks of Luck to affect others in various ways (see Hero Points, page 20). For each rank you have in this effect, choose one of the following capabilities:

- You can spend a hero point or use Luck on another character's behalf, with the normal benefits.
- You can bestow your hero point or use of Luck on others. You can use this once on any given character in a round.
- You can spend one of your hero point or uses of Luck to negate someone else's use of a hero point, use of their Luck advantage, or a GM-imposed complication (at the GM's discretion). The latter also eliminates the complication, however, so no hero points are awarded for it.
- You can spend a hero point or use Luck to force someone else to re-roll a die roll and take the worse of the two rolls. The target of this last effect may spend a hero point or use Luck to avoid having to re-roll.

EXTRAS

Area: Your Luck Control effect works equally on all targets in the affected area. You spend only one hero point or use of Luck, but the subjects are each affected individually. You must apply the same effect to all subjects at once. *+1 cost per rank*

Luck: Each rank in this extra gives you the benefit of a rank in the Luck advantage (see **Luck** in the **Advantages** chapter). It is subject to the same limits as the Luck advantage set by the GM. *Flat +1 point per rank of Luck.*

Selective: This extra, applied to Area Luck Control, allows you to choose who in the area is or is not affected by it. *+1 cost per rank*

FLAWS

Action: If the action required for Luck Control is increased beyond a reaction, it is only usable during your turn each round, which limits its usefulness in responding to the actions of others. *–1 cost per rank*

Ranged: Luck Control normally requires no attack check; if Ranged, it does. *–1 cost per rank*

Resistible: Targets of your Luck Control get a resistance check—usually Dodge or Will—to avoid its effects. *–1 cost per rank*

Side Effect: As a particular side effect of Luck Control, if your effort to alter luck fails, you suffer a setback without earning a hero point. Effectively the GM gains a "free" complication against you. *–1 or –2 cost per rank*

MIND READING — SENSORY

Action: Standard • **Range:** Perception
Duration: Sustained • **Cost:** 2 point per rank

You can read another character's mind. To use Mind Reading, make an opposed effect check against the result of the target's Will check. The degree of success determines the degree of contact:

MIND READING RESISTANCE CHECK

SUCCESS	DEGREE OF CONTACT
1	*Surface thoughts:* You can read what the target is presently thinking. Mind Reading transcends language; you comprehend the target's thoughts whether or not you share a common language.
2	*Personal thoughts:* You can probe deeper into the target's mind for information. You can essentially ask any one question and receive the answer from the target's mind. If the target doesn't know the answer, then you know that as well.
3	*Memory:* You can read the subject's memories and recollections. This allows you to perceive them exactly as the target recalls them, one memory per round.
4	*Subconscious:* You can read memories from the target's subconscious, things even the target does not consciously know. This might mean repressed or hidden memories, deep-seated psychological traumas, or even other personalities.

If you lose the opposed check, you cannot read the target's mind. With two or more degrees of failure, any renewed attempt in that scene requires extra effort (see **Extra Effort**). If you desire a greater degree of contact, you must take another standard action and make a new opposed check.

The target gets a new Will check (DC 10 + Mind Reading rank) at the end of each turn to shut you out; success ends the effect.

MIMIC

Effect: Variable , Move Action • ***8 points per rank***

You can duplicate the traits of another character you can perceive, requiring a move action to scan them. You gain (Mimic rank x 5) power points worth of traits the target has, up to a maximum of the target's rank, and limited by the total power points you can Mimic. If you can only mimic some traits, apply the Limited flaw to this power.

Some Mimics are Limited to only copying subjects they can touch, requiring a successful close attack roll to touch an unwilling subject. Others, such as Animal Man and Vixen, do not mimic other *people* but instead mimic the traits of animals (substituting the "animal" descriptor for "another character").

MIND READING AND DECEPTION

If you can interact with your subject, a successful Deception check against the target's Insight check causes the subject to consciously think about a particular piece of information you're looking for, such as a password or name, allowing you to pluck it from the subject's mind with surface thoughts contact.

EXTRAS

Cumulative: Your Mind Reading *adds* any further degrees of success to the existing degree on the target, rather than using just the result of the new opposed check. For example, if you have one degree of contact and make another Mind Reading check, getting one degree, you now have two degrees of contact. *+1 cost per rank*

Effortless: Trying again after two or more degrees of failure does *not* require extra effort for you. You can retry a Mind Reading attempt an unlimited number of times. *+1 cost per rank*

Sensory Link: You can "tap into" the senses of your subjects, perceiving what they perceive like a Remote Sensing effect (see **Remote Sensing**) so long as you have at least one degree of contact. Your own senses are inactive while you are using your sensory link and you can only perceive through the senses of one subject at a time. *+1 cost per rank*

Subtle: As a mental sensory effect, Mind Reading has a degree of subtlety, only noticeable to the subject or to characters with an appropriate mental sense, such as Mental Awareness (see the **Senses** effect). Subtle Mind Reading is less detectable, requiring a DC 20 Perception check for either type of character to sense it, while two ranks of the Subtle modifier makes your Mind Reading completely undetectable. *Flat +1 or 2 points.*

FLAWS

Close: Applied to Ranged Mind Reading, Close Mind Reading requires a close attack check to touch an unwilling target and physical contact throughout the effect's duration; breaking contact ends the effect. *–1 cost per rank*

MENTAL BLAST

Effect: Perception Ranged Damage, Resisted by Will • ***4 points per rank***

You can strike targets' minds with "mental force," inflicting Damage resisted by the target's Will rather than Toughness (DC 15 + rank), but having no effect on targets immune to effects resisted by Will, such as inanimate objects. Mental Blasts are often, but not always, Subtle as well, which costs a flat 1 point.

MIND CONTROL

Effect: Perception Ranged, Cumulative Affliction, Resisted by Will • ***4 points per rank***

You can impose your will on others, forcing them to obey your commands. Targets failing a Will resistance check against your effect DC first become dazed, then compelled, as they try to fight off your influence. Finally, with three or more degrees of effect, the target becomes controlled and obeys any commands you give.

Degrees of failure on resistance checks against Mind Control are cumulative. You can also apply the Progressive modifier (see the **Affliction** effect) so your mental hold increases each time the target fails a resistance check against it!

Feedback: You suffer Feedback if a subject you are reading is harmed, using your Mind Reading rank as the resistance check bonus against the damage. Additionally, you may suffer Feedback at the GM's discretion from reading or experiencing particularly traumatic or emotionally-charged thoughts or memories from the subject. *–1 cost per rank*

Limited by Language: You can only understand the subject's thoughts or memories if you share a common language. *–1 cost per rank*

Limited to Emotions: You can only read or probe for emotions and emotional associations, not coherent thoughts or memories. *–1 cost per rank*

Limited to Sensory Link: If you have the Sensory Link extra and this flaw, you can *only* tap into a subject's senses, you cannot read their thoughts or memories. *–1 cost per rank*

Limited to Surface Thoughts: You can only read surface thoughts and cannot achieve higher degrees of contact. *–1 cost per rank*

Ranged: Ranged Mind Reading requires a ranged attack check in addition to the effect's normal resistance check. *–1 cost per rank*

Sense-Dependent: Your Mind Reading is dependent on a sense other than just having to accurately sense the target, such as needing to see his expressions (Sight-Dependent), hear him speak (Hearing-Dependent), smell his changes in biochemistry (Scent-Dependent), and so forth. Alternately, it may be dependent on first being in Mental Communication with the target (see **Communication**). *–1 cost per rank*

MORPH — GENERAL

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 5 points per rank

You can alter your appearance. Your traits do not change; your new form is merely a cosmetic change. You gain a +20 circumstance bonus to Deception checks to disguise yourself as the form you assume (see the **Disguise** guidelines for **Deception**).

Your Morph rank determines what form(s) you can assume: At rank 1 you can assume a single other appearance. At rank 2 you can assume any of a narrow group of forms, such as people of roughly your size and gender, a type of animal like birds or reptiles, and so forth. At rank 3 you can assume any of a broad group of forms like humanoids, animals, machines, and so forth. At rank 4 you can assume any form of the same mass as your own.

For the ability to change size as well as appearance see the Growth and Shrinking effects. To take on the other traits of forms you assume, see the Metamorph extra, following, or the Variable effect, later in this chapter.

EXTRAS

Attack: A Morph Attack *imposes* a different appearance on the target creature. Unlike an Affliction that imposes the transformed condition, a Morph Attack is entirely cosmetic: you can't change the target's traits other than appearance. *+0 cost per rank*

Metamorph: Morph only changes your appearance; you still have all the traits of your normal form. This modifier allows you to have an alternate set of traits, essentially a complete alternate *character* you change into, one set of traits per rank in Metamorph. You can switch between sets of traits at will, once per round, as a free action. Your other form(s) must have the same point total as you and are subject to the same power level limits. They must also have traits suitable to your Morph effect. For example, if you can only Morph into humanoid forms, then your alternate forms all have to be humanoid. All of your forms must have your full Morph effect as well; those power points cannot be reallocated. The GM may require certain additional common traits for all of your forms, particularly mental abilities and skills, if you retain them. Metamorph is best suited to characters with defined sets of alternate traits. For a character able to transform into a virtually unlimited number of forms with various traits, see the **Variable** effect later in this chapter. *Flat +1 point per rank of Metamorph*

FLAWS

Resistible: A Morph effect Resistible by Will is most likely a mental illusion of some sort. Observers who succeed on the Will resistance check see you as you truly are rather than in your Morph guise. This is in addition to the usual Perception check to penetrate your disguise. If you have the Metamorph extra, then targets that resist your effect treat you as if you had your normal traits, and not those granted by your Metamorph form. *–1 cost per rank*

MOVE OBJECT — CONTROL

Action: Standard • **Range:** Ranged
Duration: Concentration • **Cost:** 2 points per rank

You can move objects at a distance without touching them. Move Object has no action/reaction; a moving object cannot drag the character "holding on" to it, for example. This effect is also not considered "physical contact" or "touch" for effects requiring it.

Your effective Strength for lifting and moving objects with this effect is equal to your rank. By taking a move action to concentrate you can increase this by +1 Str, changing the effect's duration to Concentration (see **Duration** at the start of this chapter). This is in addition to using extra effort to further increase your rank (see **Extra Effort**, page 19).

This effect can move objects, but cannot perform tasks of fine manipulation (like untying knots, typing, or manipulating controls) without the Precise modifier. Objects thrown into targets as attacks base their damage off your power rank as if it were your Strength rank.

Move Object cannot inflict damage directly; you can't "punch" or "crush" objects with it. You can use it to make disarm, grab, and trip attacks. See the **Action & Adventure** chapter for details.

EXTRAS

Continuous: Move Object generally cannot have a continuous duration, since it is an active effect and requires a modicum of attention to maintain. The GM may allow Continuous Move Object as a variation that is not disrupted when you are unable to maintain it, but that still requires your conscious attention to do anything other than have the affected object hang in midair. There's no change in the cost of the extra, this is just a limitation of the Move Object effect. You must make Move Object's duration Sustained (+1 cost per rank) before you can make it Continuous. *+1 cost per rank*

Damaging: Your effect can inflict damage, like an application of normal Strength with damage equal to its rank. This includes damaging targets in grabs and making ranged "strike" attacks. *+1 cost per rank*

Improvised Weapon or Throwing Mastery: You are particularly adept at using objects as weapons with your power. Each rank of either advantage increases the damage of objects wielded or thrown using Move Object by 1. *Flat +1 point per rank of Improvised Weapon or Throwing Mastery.*

Perception: Perception Ranged Move Object can affect any object you can accurately perceive, with no need for an attack check. *+1 cost per rank*

Precise: Move Object with this modifier can be used for tasks involving fine manipulation. *Flat +1 point*

Subtle: The default version of Move Object involves some noticeable manifestation like a "tractor beam," a glow around your head or hands (along with a corresponding glow around the affected object), big glowing hands, blazing "energy talons," a lasso (like Wonder Woman's),

or the like. Apply the Subtle modifier for a less noticeable Move Object effect, such as invisible "psychokinesis" (which is generally also Perception Range). *Flat +1 point*

Sustained: Sustained duration Move Object can hold an object in a static position (floating in midair, for example) with only a free action needed to maintain the effect. Grabbing or actively moving an object still requires a standard action, but you can "hold" multiple objects at once. *+1 cost per rank*

FLAWS

Close: Since Move Object works on things at a distance by definition, it cannot generally be reduced to close ranged. At the GM's discretion, a Close Ranged Move Object effect may represent "tactile telekinesis" or a supernatural influence over objects you are able to touch, but such things are usually better represented by the Enhanced Strength effect. *–1 cost per rank*

Limited Direction: You can only move objects in a particular direction or path, such as only up and down (towards and away from the ground), only directly towards or away from you (attraction and repulsion), and so forth. This is useful for "gravitic" or "magnetic" versions of the effect. *–1 cost per rank*

Limited Material: You can only move a particular type of object or material, such as only metals, plants, rock, water, and so forth. *–1 cost per rank* (The GM may allow a –2 cost per rank flaw for a particularly limited type of material, such as only precious metals, leaves, sand, or petroleum.)

MOVEMENT — MOVEMENT

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 2 points per rank

You have a special form of movement. For each rank in this effect, choose one of the following options:

DIMENSION TRAVEL

You can move instantly from one dimension to another as a move action. For 1 rank, you can move between your home dimension and one other. For 2 ranks you can move between any of a related group of dimensions (mystical dimensions, alien dimensions, etc.). For 3 ranks you can travel to *any* dimension. You can carry up to 50 lbs. (mass rank 0) of additional material with you when you move. If you apply the Increased Mass modifier, you can carry additional mass up to your modifier rank.

ENVIRONMENTAL ADAPTATION

You're adapted to a particular environment, such as underwater, zero gravity, and so forth (see **Environmental Hazards**, page 169, for details). You suffer none of the normal unfavorable circumstance or movement penalties associated with that environment, moving and acting normally. You are still affected by environmental hazards like suffocation, exposure, and so forth. You need the Immunity effect to ignore such things.

UNDER THE HOOD: TIME-, SPACE-, AND DIMENSION TRAVEL

The Time, Space, and Dimension Travel effects of Movement are comparatively cheap considering what they do, primarily because such special movement capabilities are highly dependent on the plot and nature of the setting, and subject to a *lot* of Gamemaster oversight. Thus, they largely amount to souped-up Features, mainly allowing heroes to visit exotic locales.

Temporal mechanics and the effects of time travel are left *entirely* up to the GM, who may choose to make Time Travel Limited, Uncontrolled, or Unreliable for player characters, or disallow it altogether, treating it solely as a plot-device in the setting.

Space travel in the comic books rarely involves the laws of physics and tends to occur "at the speed of plot." Characters and vehicles (such as alien starships) able to traverse the void of space do so primarily to facilitate adventures out among the stars. Exactly how fast characters travel through the void of space does not really matter; it is how long it takes them to get where they're going that matters. So Space Travel is largely defined in terms of "how far can you go between scenes?" The same is true of the mechanism of travel, whether hyperspace, jump drive, faster-than-light "warp speed," or what have you.

The Gamemaster likewise decides on the existence and nature of other dimensions in the setting, what they are like, and who can reach them. Like Time Travel, the GM may require Dimension Travel be Limited, Uncontrolled, or Unreliable for player characters, or treat it solely as a plot-device rather than a defined effect.

PERMEATE

You can pass through solid objects as if they weren't there. For 1 rank, you can move at speed rank –2 through any physical object. For 2 ranks, you can move at speed rank –1 and for 3 ranks, you move at your normal speed through any obstacles. You cannot breathe while completely inside a solid object, so you either need Immunity to Suffocation or have to hold your breath. You may also need Penetrates Concealment Senses to know where you're going, since you cannot see inside solid objects, either.

Permeate is often Limited to a particular substance like earth, ice, or metal, for example. Permeate provides no protection against attacks, although you do gain cover while inside an object (see **Cover**, page 173). For the ability to allow things (including attacks) to pass through *you,* see the **Insubstantial** effect.

SAFE FALL

So long as you are capable of action, you can fall any distance without harm. You can also stop your fall at any point along a distance so long as there is a handhold or projection for you to grab (such as a ledge, flagpole, branch, etc.). If you have the Wall-crawling power (later in **Movement**), any surface you can climb provides you with a handhold.

Safe Fall may be Limited to only when you are near a surface (such as the side of a building); you're assumed to be using the surface to help slow your fall.

SLITHERING

You can move while prone at your normal ground speed. You suffer no circumstance penalty for making attacks while prone.

SPACE TRAVEL

You can travel faster than the speed of light through the vacuum of space (but not in a planetary atmosphere). At rank 1 you can travel to other planets in a solar system. At rank 2, you can travel to other star systems, while at rank 3, you can visit distant star systems, perhaps even other galaxies! This effect does not provide protection from the rigors of outer space (for that, see the **Immunity** effect in this chapter).

SURE-FOOTED

You're better able to deal with obstacles and obstructions to movement. Reduce the speed penalty for moving through or around such obstacles by 1 for each rank of this effect. If you reduce the speed penalty to 0 or less, you are unaffected by that obstacle and move at full normal speed.

SWINGING

You can swing through the air at your normal ground speed rank, using a swing-line you provide or available lines and projections (tree limbs, flagpoles, vines, telephone- and power-lines, etc.).

TIME TRAVEL

You can move through time! For 1 rank, you can move between the present and another fixed point in time (such as 100 years into the past, or 1,000 years into the future). For 2 ranks you can move to any point in the past or any point in the future (but not both). For 3 ranks, you can travel to *any* point in time. Reaching alternate timelines or parallel worlds requires at least 2 ranks of Dimension Travel. You can carry up to 50 lbs. (mass rank 0) of additional material with you when you time-travel. If you apply the Increased Mass modifier, you can carry additional mass up to your modifier rank.

TRACKLESS

You leave no trail and cannot be tracked using visual senses (although you can still be tracked using scent or other means). You can walk across the surface of soft sand or snow without leaving tracks and you have total concealment from tremorsense (see **Concealment**, page 173). Each additional rank renders you trackless to another sense type.

WALL-CRAWLING

You can climb walls and ceilings at your ground speed rank –1 with no chance of falling and no need for an Athletics check. You are still vulnerable while climbing, however. An additional rank of this effect means you climb at your full speed rank and are not vulnerable while climbing.

WATER-WALKING

You can stand or move at your normal ground speed on the surface of water, quicksand, and other liquids without sinking. If you fall prone for any reason, you sink into the liquid normally. With 2 ranks of this effect, you can also lie prone on a liquid surface without sinking; you only sink if you choose to.

NULLIFY — ATTACK

Action: Standard • **Range:** Ranged
Duration: Instant • **Cost:** 1 point per rank

Nullify can counter effects of a particular descriptor, such as fire effects, magical effects, mental effects, and so forth (see **Countering Effects**, at the start of this chapter). You can counter one effect of your chosen descriptor per use of Nullify. You can't nullify innate effects (see the **Innate** modifier description).

Make a ranged attack check to hit the target. Then make an opposed check of your Nullify rank and the targeted effect's rank or the target's Will defense, whichever is higher. If you are targeting the *subject* of an effect rather than the effect's user, make an opposed check of Nullify rank vs. effect rank. If you win, the targeted effect turns off, although the user can re-activate it normally. If you lose the opposed check, you do not Nullify the effect. With two or more degrees of failure, trying again against the same subject in the same scene requires extra effort.

EXTRAS

Affects Insubstantial: Nullify does *not* require this modifier to affect insubstantial targets, or the Insubstantial effect itself. You can attempt to nullify the effects of insubstantial targets normally.

Alternate Resistance: Nullify may require a Fortitude rather than a Will check to represent an effect resisted by health and stamina rather than strength of will. *+0 cost per rank*

Area: An Area Nullify effect works on all targets in the area. Make a single effect check and compare the result against the opposed checks of the targets. Targets lacking effects you can nullify are, naturally, unaffected. If your Area Nullify has a duration longer than instant, choose whether or not the effect remains in the chosen area (affecting anyone entering or leaving it) or moves with the targets hit with the initial effect. There is no difference in cost, but to be able to do both, take one Area Nullify as an Alternate Effect of the other. *+1 cost per rank*

Broad: Broad Nullify can counter effects of a particularly broad descriptor like magical, metahuman, or technological effects. This modifier is available only with the Gamemaster's permission and may depend on the effects available in the series. *+1 cost per rank*

Concentration: Any countered effect is suppressed and cannot be re-activated while you concentrate. The user of the countered effect may use extra effort to gain another opposed Nullify check. If successful, the effect can be re-activated. *+1 cost per rank*

Simultaneous: Simultaneous Nullify can counter all effects of a particular descriptor (such as fire or magic) at once. *+1 cost per rank*

Effortless: Trying again after two or more degrees of failure does not require extra effort for you. You can retry a Nullify attempt an unlimited number of times. *+1 cost per rank*

Precise: If you can Nullify multiple effects, this modifier allows you to choose which are nullified and which are not. *Flat +1 point*

Randomize: Rather than being countered, the effect(s) targeted by your Nullify acquire the Uncontrolled flaw and go out of control (as dictated by the GM). *+0 cost per rank*

Selective: If you have an Area Nullify effect, this extra allows you to choose who in the area is affected, nullifying some targets and not others. *+1 cost per rank*

Sustained: If this modifier is applied to Concentration Nullify, keeping the countered effect(s) suppressed is only a free action for you each turn. *+1 cost per rank*

FLAWS

Side Effect: If you fail to nullify an effect, you might suffer some kind of "backlash" or similar side effect. *–1 cost per rank*

PROTECTION — DEFENSE

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 1 point per rank

Protection shields you against damage, giving you +1 to your Toughness defense per rank. So Protection 4 gives you +4 Toughness.

FLAWS

Sustained: Your Protection is a sustained effect, rather than permanent. The effect can be turned on and off and can be improved using extra effort, including using it to perform stunts (see **Extra Effort**). Sustained Protection might be a power like a personal force field, or the ability to consciously harden your skin and turn it into armor. *+0 cost per rank*

POWER-LIFTING

Effect: Enhanced Strength, Limited to Lifting • ***1 point per rank***

Your lifting and carrying capacity is out of proportion with the rest of your Strength. Each rank in this power gives you +1 to your Strength rank for determining how much weight you can lift and carry, but does not increase your Strength damage or other effects of your Strength rank.

UNDER THE HOOD: QUICKNESS

Quickness, like many power effects, is not especially realistic; it allows you to do things like disassemble an entire car as a free action at a high enough rank (around rank 13-14), but doesn't have any effect on how many attacks you can make on your turn. Why? Two reasons: first because allowing any character potentially *thousands* of attacks per turn would slow down the game and be hugely unbalancing (to say the least). Second, and perhaps more important, it's how superhuman quickness works in the comics: speedsters, like the Flash, do *routine* things in the blink of an eye, but in fights they don't really act more often than anyone else. See **Super-Speed** for some examples of the super-fast attacks speedsters might have, in addition to their Quickness.

QUICKNESS — GENERAL

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 1 point per rank

You can perform routine tasks—anything that can be done as a routine check (see **Routine Checks** in **The Basics** chapter)—fast, perhaps *very* fast. Subtract your effect rank from the normal time rank to perform a task to determine how long it takes you. So, for example, if you have Quickness 7, a routine task normally taking an hour (time rank 9) takes you (9 – 7 = time rank 2) 30 seconds. Non-routine checks are not affected by Quickness, nor is movement speed.

If you can perform a task in less than a second (time rank –2), the GM may choose to treat that task as a free action for you (although the GM can still limit the number of free actions you can accomplish in a turn as usual).

FLAWS

Limited to One Type: Your Quickness applies to only physical or mental tasks, not both. *–1 cost per rank*

Limited to One Task: Your Quickness applies to only one particular task, such as reading, mathematical calculations, and so forth. *–2 cost per rank*

REGENERATION — DEFENSE

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 1 point per rank

You recover quickly from damage. Remove penalties to your Toughness checks due to damage equal to your Regeneration rank each minute. You then recover other damage conditions equal to your Regeneration rank each minute, starting from your most severe condition. Spread this recovery out evenly over a minute (10 action rounds). So with Regeneration 5, you remove a –1 Toughness penalty every other round (every round with Regeneration 10, and up to a –2 penalty per round with Regeneration 20).

REGENERATION ABSENT STAMINA

Characters with no Stamina do not heal (see **Absent Abilities** in the **Abilities** chapter). One or more ranks of Regeneration overcome this. An absent Stamina character with Regeneration 1 recovers at a normal rate; additional Regeneration ranks speed up that rate.

EXTRAS

Persistent: You can regenerate even Incurable damage conditions (see the **Incurable** modifier). *+1 cost per rank*

FLAWS

Source: Your Regeneration only works when you have access to a particular source to replenish yourself, such as blood, electricity, sand, scrap metal, sunlight, and so forth. *–1 cost per rank*

REMOTE SENSING — SENSORY

Action: Free • **Range:** Rank
Duration: Sustained • **Cost:** 1–5 points per rank

You can displace one or more of your senses over a distance, perceiving as if you were at that location, up to 60 feet away. Each additional rank increases your range one distance rank, so rank 2 is 120 feet, rank 3 is 250 feet, and so on. Remote Sensing overrides your normal sense(s) while you are using it. Subjects observed via Remote Sensing can "feel" it with an Insight check (DC 10 + rank).

You can make Perception checks normally using your displaced senses, taking the normal action to do so. To search a large area for someone or something, use the search guidelines given in the description of the Investigation skill.

Remote Sensing costs 1 point per rank for one sense type, 2 points per rank for two sense types, 3 points per rank for three, and 4 points per rank for four, and 5 points per rank for all of your senses. Visual senses count as two sense types (so visual Remote Sensing is 2 points per rank). You can use perception range sensory effects via Remote Sensing if your effect applies to their sense type and an accurate sense (usually sight). Sensory effects targeted on the spot where you have displaced your senses affect you normally.

Because Remote Sensing overrides your normal senses, you are vulnerable (at half your normal active defenses) while using it, since you are less aware of your immediate surroundings.

EXTRAS

Dimensional: This modifier allows you to extend your Remote Sensing into other dimensions with range proxi-

mate to your location in that dimension. One rank of Dimensional allows you to sense into a single other dimension, two for a group of related dimensions, and three for any dimension in the setting suitable to your Remote Sensing descriptors. Dimensional Remote Sensing for an accurate sense is especially useful for targeting other Dimension effects. *Flat +1 point per rank of Dimensional*

No Conduit: Sensory effects targeted where you have displaced your senses do not affect you, but neither can you use perception ranged effects via your Remote Sensing. Despite the built-in limitation, this is an extra, since it allows you to use your Remote Sensing to observe subjects in relative safety. *+1 cost per rank*

Simultaneous: You can use both Remote Sensing and your normal senses at the same time, perceiving two locales like "translucent" overlays of each other. This means you're more capable of taking physical action while also using your Remote Sensing, although the effect still requires its normal duration to maintain. You are not vulnerable while using your Remote Sensing. *+1 cost per rank*

Subtle: Remote Sensing already has a degree of subtlety. Applying 1 rank of Subtle to Remote Sensing increases the DC to notice the effect to 20 + rank or makes it noticeable only to a particular unusual sense (with the usual DC 10 + rank perception check). Subtle 2 makes Remote Sensing completely unnoticeable, as usual. *Flat +1 point per rank of Subtle.*

FLAWS

Feedback: With this flaw, damaging attacks directed at where you displaced your senses can affect you. Your sensory-point is considered to have partial cover from attacks and you use your Remote Sensing rank as your Toughness defense against any successful attack. The feedback may be psychosomatic in nature or due to some sort of disruption caused by an assault on the point where you have redirected your senses. Note that sensory effects already work on you via Remote Sensing and this flaw doesn't apply to them. *–1 cost per rank*

Medium: You require a medium for your Remote Sensing, such as shadows, flames, mirrors, open water, television screens, and so forth. You can only perceive locations where your chosen medium exists. *–1 cost per rank*

Noticeable: Remote Sensing with this flaw has an easily noticeable display, like a glowing set of eyes or a phantom image of your face, head, or body at the location you are observing. This manifestation cannot be used for communication, however (for that, take the **Communication** effect). *Flat –1 point*

Sense-Dependent: Remote Sensing is already Sense-Dependent and cannot apply this flaw. Another effect might potentially have the flaw Remote-Sensing Dependent, such as an Affliction that targets only remote viewers observing a target or area as a means of blocking or deterring them.

SENSES — SENSORY

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 1 point per rank

One or more of your senses are improved, or you have additional sensory abilities beyond the normal five senses. Allocate ranks in Senses to the following effects. Some options require more than one rank, noted in their descriptions. So if you have Senses 5, for example, you can have darkvision (2 ranks), direction sense (1 rank), distance sense (1 rank), and ultra-hearing (1 rank), or any other combination adding up to 5 ranks.

Like all sensory effects, Senses uses the sense types described on page 83 as descriptors.

ACCURATE — 2 OR 4 RANKS

An accurate sense can pinpoint something's exact location. You can use an accurate sense to target something in combat. Visual and tactile senses are normally accurate for humans. Cost is 2 ranks for one sense, 4 for an entire sense type.

ACUTE — 1–2 RANKS

You can sense fine details about anything you can detect with a particular sense, allowing you to distinguish between and identify different subjects. Visual and auditory senses are normally acute for humans. Cost is 1 rank for one sense, 2 for an entire sense type.

ANALYTICAL — 1–2 RANKS

Beyond even acute, you can perceive specific details about anything you can detect with an analytical sense, such as chemical composition, exact dimensions or mass, frequency of sounds and energy wavelengths, and so forth. You can only apply this effect to an acute sense. Normal senses are not analytical. Cost is 1 rank for one sense, 2 for an entire sense type.

AWARENESS — 1 RANK

You can sense the use of effects of a particular descriptor with a successful Perception check (DC 10, with –1 to your check per 10 feet range). Examples include Cosmic Awareness, Divine Awareness, Magical Awareness, Mental Awareness, and so forth. You can apply other Sense effects to your Awareness to modify it. Choose the sense type for your Awareness; it is often a mental sense, but doesn't have to be. Awareness counts as an "exotic sense" for noticing effects with the first rank of the Subtle modifier (see **Subtle** under **Extras** for details).

COMMUNICATION LINK — 1 RANK

You have a link with a particular individual, chosen when you acquire this option, who must also have this ability. The two of you can communicate over any distance like a use of the Communication effect. Choose a sense type as a communication medium when you select this option;

UNDER THE HOOD: PRECOGNITION AND POSTCOGNITION

Precognition and Postcognition can be problematic abilities, since they provide players with considerable information. Keep in mind precognitive and postcognitive information is often cryptic or unclear, and changes in circumstances may lead to changes in visions of the future. If players use either too often, feel free to have their visions become less and less clear as the timelines become tangled by so much constant surveillance and intervention.

Generally, Precognition is best treated as a plot device for the GM to provide information to the player as suits the adventure, similar to a free use of the inspiration ability of hero points. In fact, GMs looking to limit Precognition and Postcognition may wish to require extra effort or hero points to use them, or require the Uncontrolled modifier.

mental is common for psychic or empathic links. If you apply the Dimensional modifier to your Communication Link, it extends to other dimensions as well (see **Dimensional** under **Power Modifiers** for details).

COUNTERS CONCEALMENT — 2 RANKS

A sense type with this trait ignores the Concealment effect of a particular descriptor; you sense the subject of the effect normally, as if the Concealment wasn't even there. So if you have vision that Counters Invisibility, for example, then invisible beings are visible to you. For 5 ranks, the sense type ignores *all* Concealment effects, regardless of descriptor. Concealed subjects seem slightly "off" to you, enough to know they are concealed to others. This trait does not affect concealment provided by opaque objects, for that, see Penetrates Concealment.

COUNTERS ILLUSION — 2 RANKS

A sense type with this trait ignores the Illusion effect; you automatically succeed on your resistance check against the illusion if it affects your sense type, realizing that it isn't real.

DANGER SENSE — 1 RANK

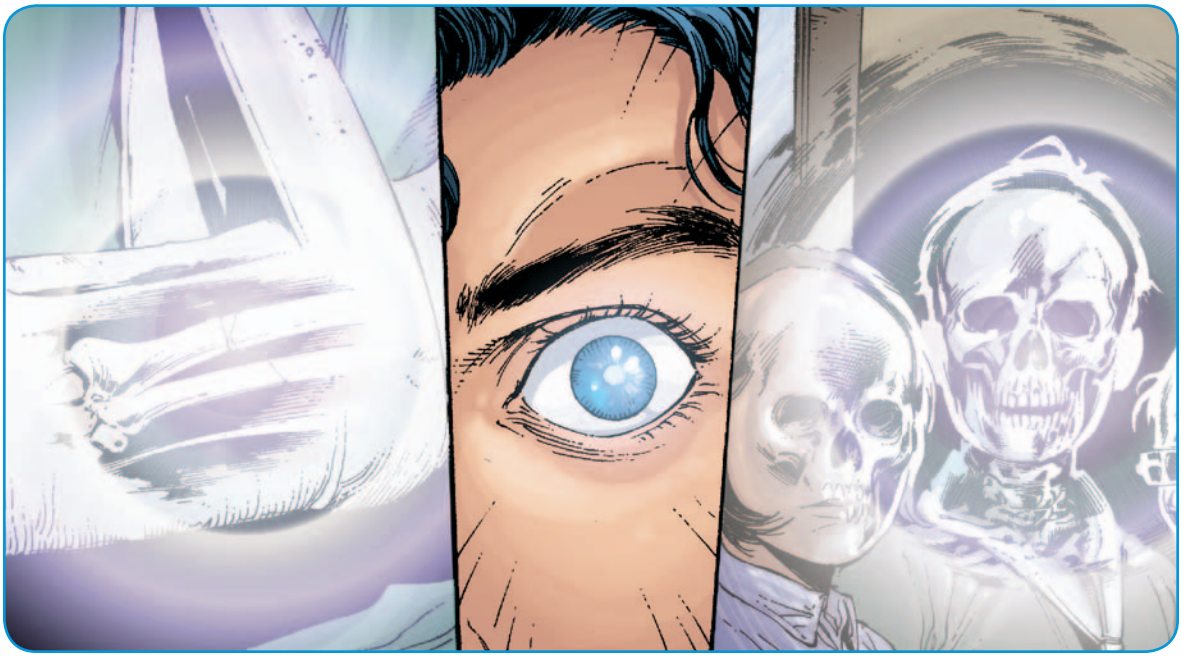
When you would normally be surprised in combat, make a Perception check (DC 10): One degree of success means you're not surprised, but can't act during the surprise round (so you don't suffer any conditions of being surprised), while two or more degrees of success means you are not surprised and may act during the surprise round (if any). Failure means you are surprised (although, if you have Uncanny Dodge, you are not vulnerable). The GM may raise the DC of the Danger Sense check in some circumstances. Choose a sense type for your Danger Sense. Sensory effects targeting that sense also affect your Danger Sense ability and may "blind" it.

DARKVISION — 2 RANKS

You can see in complete darkness as if it were normal daylight; darkness provides no concealment to your vision. This is essentially the same as Counters Concealment (Darkness).

DETECT — 1–2 RANKS

You can sense a particular item or effect by touch with a Perception check. Detect has no range and only indicates the presence or absence of something (being neither acute nor accurate). Choose what sense type your Detect falls under (often mental). For 2 ranks you can detect things at range (with the normal –1 per 10 feet modifier to your Perception check).



DIRECTION SENSE — 1 RANK

You always know what direction north lies in and can retrace your steps through any place you've been.

DISTANCE SENSE — 1 RANK

You can accurately and automatically judge distances.

EXTENDED — 1 RANK

You have a sense that operates at greater than normal range. Your range with the sense—the distance used to determine penalties to your Perception check—is increased by a factor of 10. Each additional time you apply this option, your range increases by an additional factor of 10, so 1 rank means you have a –1 to Perception checks per 100 feet, 2 ranks makes it –1 per 1,000 feet, and so on. An extended sense may be limited by conditions like the horizon and physical barriers between you and the subject, unless it also Penetrates Concealment.

INFRAVISION — 1 RANK

You can see in the infrared portion of the spectrum, allowing you to see heat patterns. Darkness does not provide concealment for objects differing in temperature from their surroundings. If you have the Track effect, you can track warm creatures by the faint heat trails they leave behind. The Gamemaster is the final judge on how long the trail remains visible.

LOW-LIGHT VISION — 1 RANK

You ignore circumstance penalties to visual Perception checks for poor lighting, so long as it is not completely dark.

MICROSCOPIC VISION — 1–4 RANKS

You can view extremely small things. You can make Perception checks to see tiny things nearby. Cost is 1 rank for dust-sized objects, 2 ranks for cellular-sized, 3 ranks for DNA and complex molecules, 4 ranks for atomic-sized. The GM may require an Expertise skill check to understand and interpret what you see.

PENETRATES CONCEALMENT — 4 RANKS

A sense with this trait is unaffected by concealment from obstacles (rather than Concealment effects). So vision that Penetrates Concealment sees right through opaque objects, for example, and hearing that Penetrates Concealment is unaffected by sound-proofing or intervening materials, and so forth.

POSTCOGNITION — 4 RANKS

Your senses extend into the past, allowing you to perceive events that took place previously. You can make Perception checks to pick up on past information in an area or from a subject. The Gamemaster sets the DC for these checks based on how obscure and distant in the past the information is, from DC 15 (for a vague vision that may or may not be accurate) to DC 30 (for near complete knowledge of a particular past event as if you were actually present). Your normal (present-day) senses don't work while you're using Postcognition; your awareness is focused on the past. Your postcognitive visions last for as long as you concentrate. Postcognition does not apply to sensory effects like Mind Reading or any other ability requiring interaction. Postcognition may be Limited to past events connected to your own "past lives" or ancestors, reducing cost to 2 ranks.

PRECOGNITION — 4 RANKS

Your senses extend into the future, allowing you to perceive events that *may* happen. Your precognitive visions represent *possible* futures. If circumstances change, then the vision may not come to pass. When you use this ability, the Gamemaster chooses what information to impart. Your visions may be obscure and cryptic, open to inter-

UNDER THE HOOD: NORMAL SENSES

Senses in DC Adventures are broken down into sense types, used as descriptors for sensory effects. Here are the traits of normal human senses, for use when modifying them with the options from Senses:

VISUAL

Normal vision is ranged (with a –1 per 10 feet modifier), acute (able to distinguish fine details) and accurate (able to pinpoint the locations of things).

AUDITORY

Normal hearing is ranged (with a –1 per 10 feet modifier), acute (able to pick up details like differences in tone), and radius (able to pick up on sounds coming from any direction). Normal hearing is not accurate.

OLFACTORY

Normal human olfactory senses, which lump together smell and taste for descriptor purposes, are fairly limited. Ordinary human olfactory senses are neither acute nor accurate. The sense of smell is a radius sense, however, able to pick up on scents coming from any direction. Its "range" is quite limited, however, effectively only close, except for especially strong scents.

TACTILE

The normal sense of touch is, by definition, close range. It is accurate (in that you know the location of anything you can touch) and radius (in that you can feel things from any surface of your body).

MENTAL

In DC Adventures terms, the "sixth sense" or mental sense type is fairly crude in normal humans, limited essentially to interactions with the Insight skill and awareness of mental effects used directly on you. Thus it is close range and has none of the Sense qualities.

SHAPESHIFT

Effect: Variable (assumed forms), Move Action • ***8 points per rank***

You can transform into different forms, gaining the physical traits (abilities, skills, advantages, and powers) of the assumed form. You gain (Shapeshift rank x 5) power points worth of traits. You can also redistribute points spent on your own physical traits (lowering your Strength to apply those points elsewhere, for example). You are limited to the inherent traits of the forms you assume and do not gain new mental traits, even if that form possesses them.

Shapeshift is often further Limited by the specific types of forms the character can assume, such as Limited to Animals or Limited to Machines.

pretation. The Gamemaster may require appropriate Perception skill checks for you to pick up on particularly detailed information, with a DC ranging from 15 to 30 or more. The GM can also activate your Precognition to impart specific information to you as an adventure hook or plot device. Your normal (present-day) senses don't work while you're using Precognition; your awareness is focused on the future. Your precognitive visions last as long as you concentrate. Precognition does not apply to sensory effects like Mind Reading or any other ability requiring interaction.

RADIO — 1 RANK

You can "hear" radio frequencies including AM, FM, television, cellular, police bands, and so forth. This allows you to pick up on Radio Communication (see the **Communication** effect). This is the base sense of the radio sense type. It's ranged, radius, and acute by default.

RADIUS — 1–2 RANKS

You can make Perception checks with a radius sense for any point around you. Subjects behind you cannot use Stealth to hide from you without some other concealment. Auditory, olfactory, and tactile senses are normally radius for humans. Cost is 1 rank for use with one sense, 2 ranks for one sense type.

RANGED — 1 RANK

You can use a sense that normally has no range (taste or touch in humans) to make Perception checks at range, with the normal –1 per 10 feet modifier. This can be enhanced with the Extended Sense effect.

RAPID — 1 RANK

You can read or take in information from a sense faster than normal: each rank increases your perception speed by a factor of 10 (x10, x100, etc.) with a single sense, double cost for an entire sense type. You can use rapid vision to speed-read, pick up on rapid flickering between frames of a film, watch video replays in fast-forward speeds, and such, rapid hearing to listen to time-compressed audio "blips," and so forth.

SLEEP

Effect: Ranged Affliction, Resisted by Fortitude • ***2 points per rank***

You cause a the target to feel tremendous weariness. Targets failing the Fortitude resistance check against your effect DC become fatigued, then exhausted, and finally asleep as they succumb.

Sleep is not normally cumulative, but you can apply the Cumulative or Progressive modifiers, making the fatigue that much harder for victims to fight off.

TIME SENSE — 1 RANK

You always know what time it is and can time events as if you had an accurate stopwatch.

TRACKING — 1 RANK

You can follow trails and track using a particular sense. Basic DC to follow a trail is 10, modified by circumstances, as the GM sees fit. You move at your speed rank –1 while tracking. For 2 ranks, you can move at full normal speed while tracking

ULTRA-HEARING — 1 RANK

You can hear very high- and low-frequency sounds, like dog whistles or ultrasonic signals, including those used by some remote controls.

ULTRAVISION — 1 RANK

You can see ultraviolet light, allowing you to see normally at night by the light of the stars or other UV light sources.

EXTRAS

Affects Others: You can grant the benefits of one or more Senses to another character. Apply Affects Others only to the ranks of the chosen sense(s). *+0 or +1 cost per rank*

Area: The Area modifier only applies to Senses that Affect Others, and only to extend their benefits to everyone in an area. Apply the Selective modifier for the ability to choose who in the area does and does not benefit from the Senses. To affect the area of a sense itself, use the Extended and Radius traits of the Senses effect. *+1 cost per rank*

Dimensional: This modifier allows you to extend your senses into other dimensions. It's assumed to apply to all your senses, allowing you to sense your proximate location in the other dimension(s). For a more extended range, use Remote Sensing with this modifier. *+1 point per rank*

Innate: Senses, particularly those of aliens or constructs like robots, may be Innate, although this does *not* prevent sensory effects like Concealment or Dazzle from disabling them. *Flat +1 point*

Ranged: Likewise, the Ranged extra only applies to Senses that Affect Others, extending the distance at which you

SNARE

Effect: Ranged, Cumulative Affliction, Extra Condition, Resisted by Dodge, Limited Degree • ***3 points per rank***

You can restrain a target with bonds of ice, glue, webbing, bands of energy, and so forth (whatever suits your descriptors). The target makes a Dodge resistance check against your effect DC. One degree of failure leaves the target hindered and vulnerable, while two results in the target becoming defenseless and immobilized. There is no additional effect for three or more degrees of failure.

The resistance check to break out of a Snare is based on Damage (including Strength Damage) or Sleight of Hand, either breaking the effect or slipping out of it. This is part of the power's Alternate Resistance, with no change in cost.

STRIKE

Effect: Damage • ***1 point per rank***

You inflict additional damage in close combat. Your Strike either substitutes for your Strength damage or adds to it, if it is Strength-based, see the **Damage** effect for details. It might be claws, energy fields, focused striking strength, or something similar, depending on your descriptors. Close combat weapons are either equipment or this power with the Removable flaw. See the **Gadgets & Gear** chapter (following) for more information.

SUFFOCATION

Effect: Ranged, Progressive Affliction, Resisted by Fortitude • ***4 points per rank***

You render the target unable to breathe. Targets failing the Fortitude resistance check against your effect DC become dazed, stunned, and finally incapacitated, passing out from the lack of oxygen. A failed attempt to resist the ongoing effect of Suffocation causes the target's condition to worsen by one degree.

can grant their benefits. To extend the range of a sense itself, use the Extended, Radius, and Ranged options of the Senses effect. *+1 or +2 cost per rank*

FLAWS

Limited: Some Senses may be Limited to only sensing certain things or only under certain circumstances. As usual, the sense must lose about half its utility to qualify for this flaw, less than that is more likely a particular descriptor associated with the sense and may constitute a complication at the GM's discretion when it comes up in play. *–1 cost per rank*

Noticeable: Senses with this flaw are particularly noticeable in some way: your eyes may glow, for example, or you may emit a noticeable sound, vibration, energy, or the like for use as a sensor. *Flat –1 point*

Unreliable: Some Senses may be unreliable; the GM makes checks for reliability when the sense is used. Two variations of this flaw may apply: in the first, the Senses effect is unreliable, when it doesn't work, the character perceives nothing with that sense. In the second, the character's *perceptions* are unreliable, the sense appears to work, but the character gets the wrong information. For this reason, the GM should make all reliability checks for Senses in secret, just informing the player of what the character does (or does not) notice. *–1 cost per rank*

SHRINKING — GENERAL

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 1 points per rank

You can temporarily decrease your size, becoming smaller, harder to see — and hit — at the cost of losing Strength and speed. Every 4 ranks of Shrinking reduces your size rank by 1 (normal humans are size rank –2 by default) and each reduction in seize rank subtracts 1 from your Strength and every two reductions in size rank subtract 1 from your ground speed rank. Add half your Shrinking rank (rounded down) to your active defenses. Add your Shrinking rank as a bonus to Stealth checks, since you are harder to spot, but apply half your rank (rounded down) as a penalty to Intimidation checks (hard to be imposing when you're tiny). Shrinking modifiers are restricted by power level limits.

So at Shrinking 12, you are size rank –5 (about 9 inches tall), and have a +6 bonus to active defenses and +12 Stealth bonus, but –3 Strength, –1 speed, and –6 Intimidation penalty.

EXTRAS

Atomic: At Shrinking 20 (and size rank –7), you can shrink down to the molecular or even atomic level, allowing you to pass through solid objects by slipping between their atoms. It takes at least a full turn to do so, possibly longer for larger objects. You're effectively immune to damage and many effects at this scale, since you are essentially shifted out of the ordinary universe. The GM decides if a particular effect can reach you at the atomic level. If you have this extra, you might also acquire a Dimensional Travel effect allowing you to shift into a sub-atomic "universe" or similar realm. *Flat +1 point*

Normal Strength: You retain your full Strength, Speed, and Intimidation while shrunk. +1 cost per rank. *+1 cost per rank*

SPEED — MOVEMENT

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 1 point per rank

You can move faster than normal. You have a ground speed rank equal to your effect rank. This also improves all forms of movement based on ground speed.

SUMMON — CONTROL

Action: Standard • **Range:** Close
Duration: Sustained • **Cost:** 2 points per rank

You can call upon another creature—a minion—to aid you. This creature is created as an independent character with (effect rank x 15) power points. A summoned minion is limited to a Power Level equal to the rank of the Summon effect used to create it, is subject to the normal power level limits, and cannot have minions of its own, either from this effect or the Minions advantage.

You can summon your minion automatically as a standard action; it appears in the nearest open space beside you. Minions have their own initiative (see **Initiative** in the **Action & Adventure** chapter) and act starting on the round after you summon them. Summoned minions are dazed, taking only a standard action each round. Directing a minion to do something is a move action for you, but minions generally do as they are told until a task is completed.

You always have the same minion unless you apply the Variable Type modifier, allowing you to summon different minions. Your minion automatically has a helpful attitude and does its best to aid you and obey your commands.

Incapacitated minions disappear. They recover normally. You cannot summon an incapacitated minion until it has completely recovered. Summoned minions vanish if your effect is not maintained, is countered, or is nullified. For more information regarding Minions, see page 174.

EXTRAS

Active: Your minions are particularly independent and do not have the dazed condition, having a full set of actions each round. *+1 cost per rank*

Controlled: Your minions all have the controlled condition (see **Controlled** in **The Basics** chapter). They have no free will of their own and are completely under your direction. *+1 cost per rank*

Heroic: The creatures you summon are not subject to the minion rules, but treated like normal non-player characters. Additionally, they do not have the dazed condition and take a full set of actions each round. Do not apply the Active modifier to Heroic minions, as this modifier already includes it. Gamemasters should be particularly cautious about allowing this extra for Summon effects used by player characters, especially ones summoning more than one minion. *+2 cost per rank*

Horde: If you have Multiple Minions (see following) you may take a standard action to summon any number of minions up to your maximum amount. You are vulnerable (see the **Distracting** flaw) until the start of your next turn when summoning a horde. *+1 cost per rank*

Mental Link: You have a mental link with your minions, allowing you to communicate with them and issue orders telepathically like the Communication Link effect (see the **Senses** effects in this chapter). *Flat +1 point*

MINIONS AS DESCRIPTORS

Some effects might *seem* to be Summon, calling up minions to do things for the character, but are actually better treated as descriptors of other effects. Take for example a shaman able to "summon" various spirits to perform magical tasks. By calling on particular spirits of the winds, he can attack a foe with an Affliction that "steals" their breath. Is the "wind spirit" a minion? Technically, no, it's just a personified effect, since it cannot be attacked, interacted with, or do anything other than create the Affliction effect. It can be Nullified, but so can any effect. The same is true of a character summoning a "minion" that acts as a shield, providing the Deflect or Protection effect, but doing nothing else.

Consider carefully whether or not the particular effect a player wants really needs Summon, or if the "minion" in question is just a descriptor for another effect, no different than "heat ray" is a descriptor for a Damage effect or "sticky webbing" is a descriptor for a hindering Affliction; in neither case does the character need Summon Heat Ray or Summon Webbing to create the desired powers!

Multiple Minions: You can summon more than one minion. Each application of this extra doubles your total number of minions. So, for example, with Summon 6, you summon a single 90-point minion. With Multiple Minions 1, you can summon two 90-point minions, with Multiple Minions 2, four minions, and so forth. It requires a standard action to summon each minion unless you also have the Horde extra (see previous). *+2 cost per rank*

Sacrifice: When you are hit with an effect requiring a resistance check, you can spend a hero point to shift it to one of your minions instead. The minion must be within range of the effect and a viable target. Needless to say, this is not a particularly heroic ability. In fact, the GM may wish to restrict it to villains or non-player characters (in which case a hero *earns* a hero point when a villain uses this extra to avoid an effect by sacrificing a minion). *Flat +1 point*

Variable Type: Minions are normally identical in terms of traits, although they may differ cosmetically. With this modifier you can summon different minions of a general type (like elementals, birds, fish, etc.), or even a broad type (like animals, demons, humanoids, etc.). ***General Type:*** *+1 cost per rank* ***Broad Type:*** *+2 cost per rank*

FLAWS

Attitude: Your summoned minions are less than cooperative: indifferent or even unfriendly. You can use interaction skills and other effects to get your summoned minions to cooperate, but success is by no means assured! ***Indifferent:*** *–1 cost per rank* ***Unfriendly:*** *–2 cost per rank*

Resistible: Your minions get an appropriate resistance check (typically Will) against (DC 10 + Summon rank) to avoid being summoned. If they successfully resist, you cannot attempt to summon them again in that scene without using extra effort. *–1 cost per rank*

UNDER THE HOOD: SUMMON

Summon is a useful effect; it doesn't cost much to summon up a gang of minions, giving you a *lot* of effective actions per round! Gamemasters may wish to limit large numbers of minions (summoned or otherwise) to villains and non-player characters. Player character minions are subject to the series power level limits. There are also practical matters limiting just how much your minions can do at any one time.

First, directing your minions to do something is a move action. If you want to issue different commands to different minions, then it's one move action per command. So it's easier to tell all of your minions "attack!" than it is to issue complex commands to each one in the midst of combat.

Second, Gamemasters may wish to have groups of minions use team checks (see **Team Checks** in **The Basics** chapter) rather than rolling their actions separately. For example, instead of making eight attacks for eight different minions, the GM has seven minions aid the eighth, giving that minion a +5 bonus. This makes groups of minions more effective and efficient overall, but keeps the number of die rolls to a minimum. GMs should keep in mind the limits on the number of opponents that can team up on a character at once.

Gamemasters may wish to limit the use of the Heroic extra for Summon. Treating minions the same as heroes can greatly slow down combat, especially if there are more than a couple of them, since it becomes that much harder to take them out of a fight.

SUPER-SPEED

Effect: Enhanced Initiative, Quickness, Speed • ***3 points per rank***

You are *fast!* Each rank of Super-Speed gives you the effects of Improved Initiative as an Enhanced Trait, Quickness, and Speed, with a ground speed rank equal to your power rank. So with Super-Speed 10, for example, you have +40 to initiative checks, can perform routine actions normally requiring two hours in just 6 seconds, and have a ground speed of 2,000 miles per hour!

Heroes with Super-Speed often have additional powers based on their speed, particularly things like Air Control (whipping up powerful winds, see **Element Control**, previously) or modifiers to their Strength Damage like Area or Multiattack to represent the ability to make a rapid series of attacks in a single turn. High (possibly Enhanced) active defenses are also common for characters with Super-Speed.

SWIMMING — MOVEMENT

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 1 point per rank

You can swim fast. You have a water speed equal to your Swimming rank –2, subject to the usual rules for swimming (see the **Athletics** skill description for details). You can make Athletics checks to swim as routine checks. This power does not allow you to breathe underwater (for that see **Immunity**, page 102).

TELEPORT — MOVEMENT

Action: Move • **Range:** Rank
Duration: Instant • **Cost:** 2 points per rank

You can move instantly from place to place without crossing the distance in between. You can teleport yourself and up to 50 lbs. (mass rank 0) of additional mass a distance rank equal to your effect rank as a move action. Unwilling passengers get a Dodge resistance check to avoid being taken along.

You can only teleport to places you can accurately sense or know especially well (in the GM's judgment). You retain your position and relative velocity when you teleport. So if you are falling when you teleport, you are still falling at the same speed when you arrive at your destination.

Teleport is meant for use on or around a planet. For things like traveling to distant planets or stars, apply the Space Travel effect of Movement as a "hyperjump" or similar power.

EXTRAS

Accurate: You don't need to know or accurately sense your destination to teleport there, just be able to generally describe it, such as "inside the capitol building lobby" or "atop the Daily Planet Building's roof." If the destination isn't in your Teleport range, nothing happens. *+1 cost per rank*

Change Direction: You can change your direction or orientation after a teleport. *Flat +1 point*

Change Velocity: You can teleport "at rest" to your destination. Among other things, this means you can teleport out of a fall and suffer no damage. *Flat +1 point*

Easy: You are not dazed or vulnerable when making extended teleports (following). *+1 cost per rank*

Extended: You can take two move actions to make an extended teleport with a distance rank equal to your effect rank +8. You are dazed and vulnerable for one round after an extended teleport. *+1 cost per rank*

Increased Mass: You can carry additional mass when you teleport equal to your rank in this extra. *Flat +1 point per rank in Increased Mass*

Portal: You open a portal or gateway between two points as a free action. The portal is six feet across. Anyone stepping through the portal (a move action) is transported. The portal remains open as long as you concentrate, taking a standard action each turn to maintain it. *+2 cost per rank*

Turnabout: You can teleport, take a standard action, and teleport back to your starting point in a single round, so long as the total distance moved doesn't exceed your Teleport range. *Flat +1 point*

FLAWS

Limited to Extended: You can only make extended teleports. You must have the Extended extra, so this flaw effectively makes it a +0 modifier. *–1 cost per rank*

Medium: You require a medium for your teleportation, such as electrical or telephone wires, root structures, waterways, shadows, flames, mirrors, and so forth. You can only teleport from and to locations where your medium exists. *–1 cost per rank*

TRANSFORM — CONTROL

Action: Standard • **Range:** Close
Duration: Sustained • **Cost:** 2-5 points per rank

You can change objects into other objects, altering their shape or material composition in the process. You must touch the chosen object, which requires a close attack check if the object is held or worn by another character.

What you can transform affects cost per rank:

- **2 points:** Transform one thing or substance into one other thing or substance, such as metal into wood, iron into glass, or broken objects into repaired ones.
- **3 points:** Transform a broad group of things into a single result (any metal into gold, for example) or a single target into any of a broad group (one type of metal, such as lead, into any other metal, water into other liquids, and so forth).
- **4 points:** Transform a broad group of targets into one of a broad group of results (solids into other solids, for example).
- **5 points:** Transform any material into anything else.

Inanimate objects do not make resistance checks and transform automatically, so long as you can affect their total mass. You can transform (Transform rank –6) rank mass, so Transform 1 can affect up to 1.5 lbs (mass rank –5), then 3 lbs. at rank 2, and so forth, on up to rank 20, which affects 400 tons at once.

The transformation lasts as a sustained effect. When you stop maintaining it, the target reverts to normal. Continuous Transform is irreversible except by using another Transform effect to turn the target back into its previous form.

Transforming someone's devices or equipment requires targeting them first: characters can make Dodge resistance checks for their held or worn items, with a +5 circumstance bonus for hand-held and similar sized objects. So transforming a hand-held weapon like a gun requires an attack check and permits the wielder a Dodge resistance check with a +5 bonus (for a hand-held item). Targeting a worn suit of armor requires an attack check and allows the wearer a Dodge resistance check (with no modifier for a large item).

Transform is generally just another way of "removing" a device or equipment, considered a part of their discount in cost, although transformed items should eventually be restored or replaced.

DESTRUCTIVE TRANSFORMATIONS

It is possible for Transform to effectively destroy objects: turning a steel door into water, air, or even rust certain-

UNDER THE HOOD: TRANSFORM

Transform is a powerful effect, particularly in the hands of a cunning player. To a degree, Transform can duplicate certain other effects, such as trapping a target by transforming air into a solid material or turning oxygen into a suffocating gas (both Afflictions). This is perfectly allowable; use the rules for other effects as guidelines on how to handle these situations, using Transform rank to determine resistance DCs.

Keep in mind, however, that Transform has a sustained duration, which may affect how such "tricks" work (*e.g.,* the trap disappears if the character is stunned, the suffocating gas dissipates unless the character concentrates each round to continue transforming it, etc.). As always, the GM should use common sense and good judgment.

You may wish to require characters using Transform to acquire money (gold, precious gems, etc.) or other permanent material goods to spend power points on ranks of the Benefit advantage to reflect this newfound wealth; otherwise, the goods fade or remain impermanent in some way. (Assuming things like wealth matter in your series in some way.)

ly removes it as a barrier. However, keep in mind that Transform is normally sustained; the target isn't truly destroyed unless the effect is continuous, and therefore irreversible. Even then, the destruction of targets tends to be all-or-nothing. For an effect capable of wearing-down and eventually destroying objects, use Weaken Toughness instead.

TRANSFORMING BEINGS

Transforming living or otherwise animate beings as opposed to inanimate matter requires an effect other than Transform. To alter a target's outward appearance only, go with a Morph Attack (see the **Morph** effect). For a harmful effect that does something like turn the target to stone or into a mind-controlled zombie, see **Affliction**. When dealing with non-living creatures (those absent Stamina) capable of resistance checks (possessing Will) the GM may permit Transform to function like an Affliction against them.

VARIABLE — GENERAL

Action: Standard • **Range:** Personal
Duration: Sustained • **Cost:** 7 points per rank

You can gain or use potentially *any* effect of the appropriate type and descriptor! A Variable effect provides you with a set of (rank x 5) power points you can allocate to different effects. Take an action on your turn and choose where to allocate your Variable power points. It is a good idea to have a "menu" of commonly used options written down in advance to help speed up this process during game play.

The effects you gain from your Variable effect are subject to the normal power level and series limits. So you cannot, for example, acquire Enhanced Trait as a Variable effect to improve a trait beyond its power level limit, or acquire effects or descriptors the Gamemaster has specifically banned from the series. The GM has final say as to whether or not a particular use of a Variable effect is appropriate and may veto your allocations, if necessary.

You must also place descriptors on your Variable effect limiting its scope. For example, a Variable effect that mimics other's traits is limited to the traits its subject(s) possess; a Variable effect providing you with traits suitable to different shapes is limited by the form(s) you assume; a Variable effect providing adaptations is limited to the stimulus to which it adapts, and so forth. This descriptor does *not* reduce the effect's cost unless it's especially narrow or limiting, and the GM is the final arbiter of what constitutes a suitable descriptor and which descriptors are narrow enough to qualify for a Limited flaw.

The allocation of your Variable points is sustained, so if you stop maintaining your Variable effect for any reason, your allocated points "reset" to a "null" state: you lose any temporary traits and must take the action necessary to reallocate your Variable points again on your turn to regain them. Points in a Continuous Variable effect remain where you set them without maintenance, unless the Variable effect itself is countered or nullified. Variable effects cannot be permanent in duration by definition.

EXTRAS

Action: You can change the configuration of your effect faster, although only a Reaction Variable can change more often than once per turn, and then only in response to its triggering circumstances. Gamemasters should exercise caution with Variable effects that can be reconfigured as a free action or reaction: they not only grant tremendous flexibility, they can also slow down game play as the player considers virtually infinite possibilities for each action using the Variable effect. ***Move Action:*** *+1 cost per rank* ***Free Action:*** *+2 cost per rank* ***Reaction:*** *+3 cost per rank*

Affects Others: You can grant effects to someone else. The subject granted the use of the effect controls its configuration, if appropriate for its descriptors (although you retain the ability to withdraw use of the effect altogether whenever you wish). ***Affects Others Only:*** *+0 cost per rank* ***Affects Others or yourself:*** *+1 cost per rank*

Perception: Applied to a Ranged Affects Others Variable, this extra allows you to grant the benefits of the effect to any target you can accurately perceive. *+1 cost per rank*

Ranged: A Variable effect with Affects Others may have the Ranged extra to improve the range at which you can grant the effect to another. This does not alter the ranges of the effect's various configurations. To do so, apply the Range modifier to the effect(s) within a particular configuration. *+1 cost per rank*

UNDER THE HOOD: VARIABLE EFFECTS

Powers based off the Variable effect are obviously *very* flexible, capable of duplicating a wide range of other effects. Responsibility for controlling Variable effects in the game is placed largely in the hands of both the Gamemaster and responsible players. To do otherwise would require weighing the effect down with numerous game-system limitations that would keep it from doing what it is supposed to do: create a wide range of effects.

Keep in mind a Variable effect is not supposed to be "any effect I want." That kind of unlimited power doesn't belong in the hands of player characters, and is better reserved as a plot device for NPCs. A Variable effect can be "any effect within a given set of parameters," but it's up to the player and the GM to define those parameters. The limits of power flexibility in DC Adventures are deliberately set by Variable effects, the use of extra effort, and hero points.

Many heroes who *appear* to have the power to "do anything" are actually using one of these options in DC Adventures terms. For example, Zatanna and Dr. Fate can do *practically* anything with their magic. However, generally speaking, these characters have certain abilities they use all the time (powers they have acquired with power points) and "stunts" they only do from time to time, essentially power stunts performed with extra effort (and possibly hero points). This is why the Magic power, for example, is *not* a Variable effect. Most powers in the game have the potential to do "stunts" via extra effort, so the "variability" of Magic seen in the comics is already built into the system, with some costs to control it, without having to give players *carte blanche* to duplicate any effect in the game at will (which is just likely to slow things down and cause game balance issues).

Variable effects are better reserved for things where it is difficult to cost-out and define everything about a given power in advance. For example, the ability to shapechange into any animal could be an application of the Morph effect with a long list of Metamorph options, but listing out every single possible animal form, one at a time, would be tedious to say the least, especially when a good number of those forms would be superfluous. A Variable effect, with the descriptor "animal forms" is easier to manage. The player can pre-build certain commonly used animal forms for use during play, but also has the option to come up with new configurations that fit into the power's descriptors. See the Sample Powers section later in this chapter for some examples of Variable effects in practice.

In short, Variable effect is a "last resort" in power design, and the GM should treat it as such.

FLAWS

Limited: As noted in the description, a Variable effect must be limited by certain descriptors by default. To qualify for this flaw, the effect must be even *more* limited. This is highly situational and left to the Gamemaster's judgment. An example is a Variable effect only able to provide Enhanced Skills; in most settings, this is Limited. However, in settings where powers are rare and most characters rely on skills, it might not be. Conversely, a Variable effect *prohibited* from providing Enhanced Skills, but able to provide a wide range of other effects, isn't particularly Limited, just defined by its descriptors. *–1 (or more) cost per rank*

Slow: You can only reconfigure your Variable effect outside of action time. You might need access to a lab, arsenal, spellbook, or other special equipment, or need to perform certain procedures or rituals. It takes at least a minute, possibly as long as an hour or more. The GM sets the specific time in cases where it matters, but it should be short enough that you can reconfigure between scenes in a game, but long enough that you effectively cannot do it during action time. The GM *may* allow you to spend a hero point to reconfigure your Variable effect during action time as a power stunt, if circumstances warrant it. *–1 cost per rank*

WEAKEN — ATTACK

Action: Standard • **Range:** Close
Duration: Instant • **Cost:** 1 point per rank

You can temporarily lower one of a target's traits, chosen when this effect is acquired. You must touch the target, making a normal close attack check.

WEAKEN RESISTANCE CHECK

FORTITUDE OR WILL VS. DC [10 + WEAKEN RANK]

Success: No effect.

Failure: The target loses power points from the affected trait equal to the difference between the check result and the DC, up to a maximum of the Weaken rank.

Multiple failed resistance checks against a Weaken effect are cumulative, up to a maximum of the Weaken rank, at which point the effect cannot weaken the trait further. Lost points return at a rate of 1 per round at the end of each of the target's turns. Inanimate objects do not recover weakened Toughness; they must be repaired. Objects may or may not recover other weakened traits, at the GM's discretion and depending on the effect's descriptors.

WEAKENING ABILITIES

Abilities weakened *below* a rank of –5 become debilitated. See **Debilitated Abilities** for details of specific abilities at this point. It is not possible to weaken an ability past the point of debilitation. Any further uses of Weaken on the subject have no effect until the ability recovers to a rank of at least –5.

WEAKENING DEVICES

Weaken with Affects Objects and the right descriptor(s) can lower the traits provided by a device (see the **Removable** flaw in this chapter and the **Gadgets & Gear** chapter). For example, Weaken Magic could potentially drain the powers

of a magical device as well as a target's own magical powers. Likewise Weaken Electricity could affect an electrical device, and so on. This also applies to equipment, although it tends to have fewer traits to weaken, and the GM should feel free to disallow any Weaken effects that don't make reasonable sense. For example, just because a Weaken Damage effect is possible doesn't mean a character should be able to cause guns to do less damage; this sort of thing is better handled by an all-or-nothing effect like Nullify (see its description earlier in this chapter).

EXTRAS

Affects Objects: Weaken with this modifier works on inanimate objects, although the effect can still only affect traits the objects possess. This is most often applied to Weaken Toughness for an effect that can weaken both creatures and objects. *+1 cost per rank, +0 for Affects Only Objects*

Broad: You can Weaken any of a broad set of traits, one at a time suited to your effects descriptors. So you might be able to Weaken Abilities, for example, or Weaken Mental Effects. You choose which trait from the set is weakened when you use the effect. *+1 cost per rank*

Concentration: Once you have hit with a Concentration Weaken, so long as you continue to take a standard action each turn to maintain the effect, the target must make a new resistance check against it, with no attack check required. *+1 cost per rank*

Incurable: Weaken with this modifier cannot have its effects countered by another power (such as Restorative Healing) without the Persistent modifier; the target must recover from the Weaken normally. *Flat +1 point*

Precise: A Weaken effect capable of reducing more than one trait at once can have this modifier, allowing you to choose which traits are affected, while not affecting others. Note this differs from the Selective extra (further below). *Flat +1 point*

Progressive: A Progressive Weaken effect reduces the affected traits each round until the target successfully resists. The target makes a resistance check at the end of each turn after the initial effect; failure weakens the affected trait(s) further, while success stops the Progressive Weaken, but the target must still recover ranks already lost (at the rate of 1 point per turn). *+2 cost per rank*

Selective: This extra is applied to an Area Weaken so it only affects some targets and not others. Combined with Precise (previously), you can use an Area Weaken to selectively affect only certain traits of certain targets. *+1 cost per rank*

Simultaneous: If applied to a Broad Weaken, this extra allows it to affect all of the traits in its set at the same time. Each trait loses the difference between the resistance check result and the DC in power points on a failed check. So a Simultaneous Weaken Fire Effects subtracts points from every fire effect the target possesses with a single attack. The effect must be Broad to apply this modifier. *+1 cost per rank*

MODIFIERS

Modifiers enhance or limit effects in various ways, sometimes significantly changing how they work. Modifiers that enhance effects are called **extras**, while those limiting or weakening effects are called **flaws**.

Unless its description specifies otherwise, a modifier is a *permanent* change in how the effect works. That is, you do not have the option of using the modifier or not, it always applies. For different versions of an effect with different modifiers—such as a regular Damage effect and one with the Area modifier—see the Alternate Effect modifier.

APPLYING MODIFIERS

An extra increases an effect's cost *per rank* by a set amount (usually 1 point) while a flaw decreases the effect's cost *per rank* by a set amount (usually 1 point as well). To determine the effect's final cost per rank, take the base cost, add up all the extras, and subtract all of the flaws.

MODIFIED COST = BASE EFFECT COST + EXTRAS – FLAWS

FRACTIONAL COSTS

If total flaws reduce an effect's cost per rank to less than 1 power point, each additional –1 to cost per rank beyond that *adds* to the number of ranks of the effect you get by spending 1 power point on a 1-to-1 basis.

In essence, an effect's cost can be expressed as the ratio of power points per rank (PP:R). So an effect costing 3 points per rank is 3:1. If that effect has a total of –2 in modifiers, it costs 1:1, or 1 power point per rank. Applying another –1 modifier adds to the second part of the ratio, making it 1:2, or 1 power point per two ranks, and so forth.

Continue the progression for further reductions. Gamemasters may wish to limit the final modified cost ratio of any effect in the series (to 1:1, 1:2, 1:4, or whatever figure is appropriate). As a general rule, 1:5 (five ranks per power point) should be the lowest modified cost for an effect, but the GM sets the limit (if any).

> **Example:** *A hero has Protection, which costs 1 point per rank. The Protection has two modifiers; the first is the Imperious extra (a +1 point per rank modifier), and the second is the flaw Limited to Blunt Physical Attacks (a –3 points per rank modifier) for a total modifier of –2. Since Protection costs 1 point per rank, the –2 modifier increases the number of ranks per power point, so the final cost is 1 power point per 3 ranks of Impervious Protection Limited to Blunt Physical Attacks.*

PARTIAL MODIFIERS

You can apply a modifier to only *some* of an effect's ranks and not others to fine-tune the effect. A modifier must apply to at least one rank, and may apply to as many ranks as the effect has. The change in cost and effect applies only to the ranks with the modifier; the unmodified ranks have their normal cost and effect.

> **Example:** *Deadshot's micro-rockets are a Damage 7 effect. They also explode on impact, for a Burst Area Damage effect, but the Area Damage is only rank 4. So the first 4 ranks of Deadshot's Damage effect have the Burst Area modifier, costing 1 point more (or 3 per rank). The remaining 3 ranks have their usual cost (2 per rank). Deadshot makes a normal ranged attack check against the main target for his micro-rocket launcher; if he hits, the target has to resist Damage 7, and everyone within the area around the target resists Damage 4 (the Area Damage). Even if he misses, the main target has to resist the Area Damage 4, since the micro-rocket explodes close by! In Deadshot's business, it pays to cover your bases....*

FLAT-VALUE MODIFIERS

Some modifiers, rather than increasing or decreasing an effect's cost per rank, have a flat value in power points, noted as **flat** in the modifier's header. For example, the Subtle extra costs only 1 or 2 points, depending on how subtle the effect is. Likewise, the Activation flaw has a flat value of –1 or –2 points, depending on how long the power takes to activate.

Flat-value modifiers are applied to the *final* cost of an effect, after its cost per rank and total cost for its number of ranks is determined. For example, if an effect costs 2 points per rank, with +1 per rank for extras and –2 per rank for flaws. It has a final adjusted cost of (2 + 1 – 2) or 1 point per rank. With 8 ranks, it costs 8 power points. If the same effect also has a flat-value extra costing 2 points and a flat-value flaw worth –1 point, then you add 2 to the final cost and subtract 1, for a total of (8 points for the effect + 2 points for the flat extra – 1 point for the flat flaw) or 9 power points.

MODIFIED COST + FLAT EXTRA VALUE – FLAT FLAW VALUE

A flat-value flaw cannot reduce an effect or power's final cost below 1 power point.

EXTRAS

The following section lists the available extras, starting with the extra's name and cost per rank in power points, along with a description of what the extra does in game terms.

ACCURATE — FLAT • 1 POINT PER RANK

An effect with this extra is especially accurate; you get +2 per Accurate rank to attack checks made with it. The power level limits maximum attack bonus with any given effect.

AFFECTS CORPOREAL — FLAT • +1 COST PER RANK

An incorporeal being can use an effect with this extra on the corporeal world (see the **Insubstantial** effect description). When an effect is used against a corporeal target, the effect's rank is equal to the rank of this extra, up to a maximum of the effect's full rank. Characters with lower ranks 1–3 of Insubstantial do not require this extra for their effects to work on the physical world, although they can apply it to their Strength rank to allow them to exert some Strength while Insubstantial.

AFFECTS INSUBSTANTIAL — FLAT • 1 OR 2 POINTS

An effect with this extra works on insubstantial targets, in addition to having its normal effect on corporeal targets. Rank 1 allows the effect to work at half its normal rank against insubstantial targets (rounded down); rank 2 allows the effect to function at its full rank against them.

AFFECTS OBJECTS — +0 OR +1 COST PER RANK

This modifier allows effects normally resisted by Fortitude to work on non-living objects (those with no Stamina). Generally, this extra applies to effects like Heal or Weaken, allowing them to work on objects in the same way as they do living creatures. If the effect **Affects Only Objects**, working on objects but *not* on living creatures, it has a net modifier of +0.

Objects do not get resistance checks; the effect works on the targeted object at its maximum degree of success. At the GM's discretion, someone holding, carrying, or wearing an object can make a Dodge resistance check against the effect, representing pulling the object out of the way at the last moment.

AFFECTS OTHERS — +0 OR +1 COST PER RANK

This extra allows you to give someone else use of a personal effect. You must touch the subject as a standard action, and they have control over their use of the effect, although you can withdraw it when you wish as a free action. If you are unable to maintain the effect, it stops working, even if someone else is using it. Both you and your subject(s) can use the effect simultaneously.

If the effect **Affects Only Others**, and not you, it has a net modifier of +0.

ALTERNATE EFFECT — FLAT • 1 OR 2 POINTS

This modifier allows you to swap out the effect for an entire other, alternate, effect! For example, a Damage effect with the descriptor of "laser" might have a visual Dazzle Affliction as an Alternate Effect: the same light beam can be used to damage or blind a target, just not both at once. Think of Alternate Effects as different "settings" for a power. (For combinations of effects that work simultaneously, see the **Linked** modifier in this section.) A set of Alternate Effects is called an **array**.

An Alternate Effect can have any rank, or combination of modifiers. Alternate Effects may also have different descriptors, usually thematically linked, within reason. This allows you to have two versions of a Damage effect, for example: such as a fire blast and an ice blast. Permanent effects cannot have Alternate Effects, nor can they be Alternate Effects (since they can't be turned on and off).

An Alternate Effect can have a total cost in power points no greater than the primary effect. So a rank 10 primary effect costing 2 points per rank, for a total of 20, can have any Alternate Effect with a cost of 20 power points or less. This cost does *not* include the cost of the Alternate Effect modifier itself. So if the 20-point power has 5 Alternate Effects (making the final cost 25 points), each Alternate Effect is still limited to a total value of 20 points (including any modifiers it may have), that of the base effect. Essentially, each Alternate Effect has to have all of the others as Alternate Effects. Since the modifier applies equally to all effects in the array, its cost is discounted in terms of the "free" points they have to spend.

Like any power, an Alternate Effect may be made up of two or more effects, but their total cost cannot exceed the cost of the primary effect.

> **Example:** *Ultra Boy of the Legion of Super-Heroes has Superman-level powers, but can only use one of them at a time. Essentially, his "ultra-powers" are all Alternate Effects. So Ultra Boy has Ultra (Enhanced) Strength. He also has an invulnerability power: Impervious Protection and Immunity (Life Support), but since Ultra Boy cannot be both super-strong and invulnerable at the same time, his Invulnerability is an Alternate Effect, costing 1 power point on top of the cost of his Ultra Strength power. The same is true of his Flight, Ultra-Speed, Ultra-Vision, and so forth. Note that because his Protection and Immunity effects are part of the same power (his invulnerability), they can—and indeed must—be active at the same time.*

Alternate Effects cannot be used or maintained at the same time as other Alternates in the same array; they are mutually exclusive. Switching between Alternates requires a free action and can be done once per turn. If anything disables, nullifies, or drains *any* power in an array, all of them are affected in the same way.

DYNAMIC ALTERNATE EFFECT

For 2 power points an Alternate Effect is **dynamic**; it can share power points with other Dynamic Alternate Effects, allowing them all to operate at the same time, but at reduced effectiveness (so you must have two Dynamic Alternate Effects for this option to be useful). You decide how many power points are allocated to the effects once

per turn as a free action. Making the base effect of an array Dynamic requires 1 power point.

> **Example:** *Green Lantern can create a variety of effects with his power ring, limited only by his imagination and willpower in terms of what he can maintain all at once. Some of the ring's effects (like Immunity to the rigors of space and alien environments, or its protective force field) are automatic, but its willed effects, like energy blasts (Ranged Damage) or constructs (Create) are Dynamic Alternate Effects. The base effect (Create) has a 1-point modifier to make it Dynamic, and each additional effect added to the array costs 2 points (1 for the Alternate Effect, 1 to make it Dynamic as well). So Green Lantern can, for example, put some power points into a ring construct and still put points into an offensive blast as well.*

UNDER THE HOOD: ALTERNATE EFFECTS

Arrays—collections of Alternate Effects—are one of the more complex and important constructs in DC Adventures and require some special care in terms of their creation and use. Players should take these things into account when creating characters with arrays, and Gamemasters should consider them when approving such characters and dealing with them in play.

The main reason for the Alternate Effect modifier is to allow a degree of flexibility in terms of a character's power effects within the cost restrictions laid down by having a finite number of power points. It's based on the assumption that a wide range of powers has a diminishing return in terms of value, since characters can only use so many effects at once. A power with various "settings," usable one at a time, is more valuable than a power with only one, but not as valuable as various effects all usable at the same time.

However, Alternate Effect can be abused to try and squeeze the most "efficiency" out of a character's power points, gaining the most effects for the lowest cost. The guidelines for Alternate Effects are intended to help limit this somewhat, but there is no way they can eliminate the possibility entirely and still provide all the benefits of flexibility they're intended to offer. Some Gamemaster oversight is therefore necessary when it comes to the creation and use of arrays.

Before giving a character Alternate Effects, it is wise to ask, "Is an array *really* needed for this concept?" Some concepts, such as a variety of different attacks, clearly call for an array. Others, like a power with a few rarely used stunts, may not call for an array. Such a power may be better served by acquiring such occasional stunts through extra effort and the spending of hero points rather than the creation of a permanent set of Alternate Effects. That is what the power stunts rules are for, after all: so you do not have to fill up character sheets with minor Alternate Effects a hero will rarely ever use.

If you decide an array is appropriate, the first thing is to determine its overall theme and associated descriptors. Is it an array of different attacks, like a "weapons array" of a battlesuit? Is it a collection of regular power stunts for a themed power like earth control, or spells for magic? Is it a series of alternate forms for a metamorph? And so forth. Arrays should have some unifying theme beyond "all the powers I want my hero to have," and Gamemasters should feel free to veto inappropriate arrays lacking a strong theme.

ALTERNATE RESISTANCE +0 OR +1 COST PER RANK

An effect with this modifier has a different resistance than usual. The resistance check difficulty class remains the same, only the resistance differs. If the change is to a generally lower (and therefore more advantageous) resistance, this extra increases cost per rank by +1. If, in the GM's opinion, there is no real increase in effectiveness, just a change to the resistance, it has a net modifier of +0.

AREA +1 COST PER RANK

This extra allows an effect that normally works on a single target to affect an area. No attack check is needed; the effect simply fills the designated area, based on the type of modifier. Potential targets in the area are permitted a Dodge resistance check (DC 10 + effect rank) to avoid some of the effect (reflecting ducking for cover, dodging out of the way, and so forth). A successful resistance check reduces the Area effect to half its normal rank against that target (round down, minimum of 1 rank).

SHAPE

Choose one of the following options:

- **Burst:** The effect fills a sphere with a 30-foot radius (distance rank 0). Bursts on level surfaces (like the ground) create hemispheres 30 feet in radius and height.
- **Cloud:** The effect fills a sphere with a 15-foot radius (distance rank –1) that lingers in that area for one round after its duration expires (affecting any targets in the area normally during the additional round). Clouds on level surfaces (like the ground) create hemispheres 15 feet in radius and height.
- **Cone:** The effect fills a cone with a length, width, and height of 60 feet (distance rank 1), spreading out from the effect's starting point. Cones on a level surface halve their final height.
- **Cylinder:** The effect fills a cylinder 30 feet in radius and height (distance rank 0).
- **Line:** The effect fills a path 5 feet wide and 30 feet long (distance rank 0) in a straight line.
- **Perception:** The effect works on anyone able to perceive the target point with a particular sense, chosen when you apply this extra, like a Sense-Dependent effect (see the **Sense-Dependent** modifier). Targets get a Dodge resistance check, as usual, but if the check is successful suffer *no* effect (rather than half). Concealment that prevents a target from perceiving the effect also blocks it. This modifier includes the Sense-Dependent flaw (see **Flaws**) so it cannot be applied again. If

it is applied to an already Sense-Dependent effect, it costs 2 points per rank rather than 1.

- **Shapeable:** The effect fills a volume of 30 cubic feet (volume rank 5), and you may shape the volume as you wish, so long as it all remains contiguous.

Each +1 point increase in cost per rank moves the area's distance rank up by 1. So a Burst Area with +2 cost per rank has a 60-foot radius (distance rank 1), a 120-foot radius at +3 cost per rank (distance rank 2), and so forth.

RANGE

The Area modifier interacts with different ranges as follows:

Close: An effect must be at least close range in order to apply Area (personal range effects work only on the user by definition). A Close Area effect originates from the user and expands to fill the affected area; the user is not affected by it. So, for example, Close Burst Area Damage does

EXTRAS

NAME	COST	DESCRIPTION
Accurate	1 flat per rank	+2 attack check bonus per rank.
Affects Corporeal	1 flat per rank	Effect works on corporeal beings with rank equal to extra rank.
Affects Insubstantial	1-2 flat points	Effect works on insubstantial beings a half (1 rank) or full (2 ranks) effect.
Affects Objects	+0-1 per rank	Fortitude resisted effect works on objects.
Affects Others	+0-1 per rank	Personal effect works on others.
Alternate Effect	1-2 flat points	Substitute one effect for another in a power.
Alternate Resistance	+0-1 per rank	Effect uses a different resistance.
Area	+1 per rank	Effect works on an area.
Attack	+0 per rank	Personal effect works on others as an attack.
Contagious	+1 per rank	Effect works on anyone coming into contact with its target.
Dimensional	1-3 flat points	Effect works on targets in other dimensions.
Extended Range	1 flat per rank	Doubles ranged effect's distances per rank.
Feature	1 flat per rank	Adds a minor capability or benefit to an effect.
Homing	1 flat per rank	Attack effect gains additional chances to hit.
Impervious	+1 per rank	Resistance ignores effects with difficulty modifier of half extra rank or less.
Increased Duration	+1 per rank	Improves effect's duration.
Increased Mass	1 flat per rank	Effect can carry a greater amount of mass.
Increased Range	+1 per rank	Improves effect's range.
Incurable	1 flat point	Effect cannot be countered or removed using Healing or Regeneration.
Indirect	1 flat per rank	Effect can originate from a point other than the user.
Innate	1 flat point	Effect cannot be Nullified.
Insidious	1 flat point	Result of the effect is more difficult to detect.
Linked	0 flat points	Two or more effects work together as one.
Multiattack	+1 per rank	Effect can hit multiple targets or a single target multiple times.
Penetrating	1 flat per rank	Effect overcomes Impervious Resistance.
Precise	1 flat point	Effect can perform delicate and precise tasks.
Reach	1 flat per rank	Extend effect's reach by 5 feet per rank.
Reaction	+1 or 3 per rank	Changes effect's required action to reaction.
Reversible	1 flat point	Effect can be removed at will as a free action.
Ricochet	1 flat per rank	Attacker can bounce effect to change direction.
Secondary Effect	+1 per rank	Instant effect works on the target twice.
Selective	+1 per rank	Resistible effect works only on the targets you choose.
Sleep	+0 per rank	Effect leaves targets asleep rather than incapacitated.
Split	1 flat per rank	Effect can split into multiple, smaller, effects.
Subtle	1-2 flat points	Effect is less noticeable (1 point) or not noticeable (2 points).
Sustained	+0 per rank	Makes a permanent effect sustained.
Triggered	1 flat per rank	Effect can be set for later activation.
Variable Descriptor	1-2 flat points	Effect can change descriptors.

not damage the user, who is at the center of the burst. This immunity does not apply to other effects, nor does it extend to anyone else: for that, apply the Selective extra. If the user *wants* to be affected at the same time, increase cost per rank by +1. An example would be a Close Burst Area Healing effect that included the user along with everyone else in the area. This is the equivalent of the +1 Affects Others modifier.

Ranged: A ranged area effect can be placed anywhere within the effect's range, extending to fill the area's volume from the origin point.

Perception: A perception area effect can be placed anywhere the user can accurately perceive. Perception area effects neither require an attack check nor allow a Dodge resistance check, although targets still get a normal resistance check against the effect. Perception area effects are blocked by either concealment or cover; choose one when acquiring the effect. For concealment, if the attacker can't accurately perceive a target in the area, it is unaffected. Thus even heavy smoke or darkness can block the effect. Effects blocked by cover are much like conventional area effects: solid barriers interfere with the effect, even if they are transparent, but the effect ignores concealment like darkness, shadows, or smoke. Only targets behind total cover are unaffected.

> **Example:** *Dr. Psycho has a Burst Area Affliction, allowing him to seize control of the minds of everyone in the affected area. He must be able to accurately perceive a target to control it; an invisible foe or one out of his line of sight, for example, would be unaffected, even if they were within the area of the burst. On the other hand, targets behind a glass wall or invisible force field are affected, since Dr. Psycho can perceive them. Conversely, Scarecrow has a Burst Area Affliction as well—his fear-inducing gas. Targets behind a solid barrier (such as on the other side of that glass wall or invisible shield) are unaffected, but unseen or concealed targets are, even though Scarecrow can't perceive them, since the gas still reaches them.*

ATTACK +0 COST PER RANK

This extra applies to personal range effects, making them into attack effects. Examples include Shrinking and Teleport, causing a target to shrink or teleport away, respectively. Unlike most extras, the effect's cost does not change, although it does work differently.

The effect no longer works on you (so a Teleport Attack can't be used to teleport yourself, for example). It affects one creature of any size or 50 lbs. of inanimate mass. The effect has close range and requires a standard action and an attack check to touch the subject. Its range can be improved with the Range extra while its required action can be changed with the Action modifier. The target gets a resistance check, determined when the effect is made into an attack. Generally Dodge or Will is the most appropriate. A successful check negates the effect.

You must also define reasonably common circumstances that negate an Attack effect *entirely,* such as force fields or the ability to teleport blocking a Teleport Attack. You control the effect, and maintain it, if it has a duration longer than instant.

If you want both versions of an Attack effect, such as being able to Teleport yourself *and* Teleport others as an attack, take both as Alternate Effects. For the ability to use both options simultaneously—to teleport a target and yourself at the same time, for example—take the effects as Linked.

CONTAGIOUS +1 COST PER RANK

Contagious effects work on both the target and anyone coming into contact with the target. New targets resist the effect normally. They also become contagious, and the effect lingers until all traces of it have been eliminated. A Contagious effect is also eliminated if its duration expires. Examples of effects with this extra include "sticky" Afflictions trapping anyone touching them, disease- or toxin-based Weaken effects, or even a Nullify effect spreading from one victim to another.

DIMENSIONAL FLAT • 1-3 POINTS

This modifier allows an effect to work on targets in other dimensions (if any exist in the series). You affect your proximate location in the other dimension as if you were actually there, figuring range modifiers from that point.

One rank in Dimensional can affect a single other dimension. Two ranks can affect any of a related group of dimensions (mythic dimensions, mystic dimensions, fiendish planes, and so forth). Three ranks can reach into any other dimension in the setting.

For many effects, you may need a Dimensional Remote Sensing effect to target them. Targets in other dimensions you cannot sense have total concealment from you.

EXTENDED RANGE FLAT • 1 POINT PER RANK

This modifier extends the distance over which a ranged effect works. Each rank of Extended Range doubles all of the effect's range categories. So 1 rank makes short range (rank x 50 ft.), medium range (rank x 100 ft.) and long range (rank x 200 ft.). Each additional rank further doubles range.

The GM may set limits on the maximum Extended Range an effect can have; as a general guideline, effects used on a planetary surface are limited to the distance to the horizon (beyond which the curvature of the planet makes it impossible to see anything to target it). On Earth at sea level, this is roughly three miles (distance rank 10).

FEATURE FLAT • 1 POINT PER RANK

The Feature effect (see page 98) can also serve as an effect *modifier,* essentially adding on some minor additional capability or benefit to a basic effect. Although listed here as an extra, this is essentially the same as having the Feature Linked to the base effect (see the **Linked** modifier later in this section); the Feature is an intrinsic part of the overall power, rather than separate.

As with the Feature effect, a Feature extra should be significant enough to be worth at least 1 power point and not solely based on the power's descriptors. So, for example, a fiery Ranged Damage effect does not need a Feature to ignite fires; doing so is part of its "fire" descriptor and can be equally advantageous and problematic. A Ranged Damage effect that consistently "brands" its target with a visible *and traceable* mark, on the other hand, is an effect with an added Feature.

HOMING FLAT • 1 POINT PER RANK

This modifier grants a ranged effect an additional opportunity to hit. If an attack check with a Homing effect fails, it attempts to hit again on the start of your next turn, requiring only a free action to maintain and allowing you to take other actions, including making another attack. Each rank in Homing grants the effect one additional attack check, but it still only gets one check per round.

The Homing effect uses the same accurate sense as the original attack to "track" its target, so concealment effective against that sense may confuse the effect and cause it to miss. If a Homing attack misses due to concealment, it has lost its "lock" on the target and does not get any further chances to hit. You can take Senses Linked to the Homing effect, if desired (to create things like radar-guided or heat-seeking missiles, for example). If a Homing attack is countered before it hits, it loses any remaining chances to hit. The same is true if it hits a different target.

IMPERVIOUS +1 COST PER RANK

A defense with this modifier is *highly* resistant. Any effect with a resistance difficulty modifier equal to or less than half the Impervious rank (rounded up) has *no* effect. So, for example, Impervious Toughness 9 ignores any Damage with a rank of 5 or less. Penetrating effects can overcome Impervious Resistance (see the **Penetrating** extra description).

Impervious is primarily intended for Toughness resistance checks, to handle characters immune to a certain threshold of damage, but it can be applied to other defenses with the GM's permission, to reflect characters with certain reliable capabilities in terms of resisting particular effects or hazards.

INCREASED DURATION +1 COST PER RANK

Effects have a standard duration: instant, sustained, continuous, or permanent. See **Duration** at the start of this chapter for details. This modifier increases an effect's duration. Choose one of the following options:

- **Concentration:** When applied to an instant duration effect, this modifier makes it maintainable with concentration, taking a standard action each turn to do so. If the effect requires an initial attack check, no additional attack check is needed to maintain it on a target, but subsequent rounds of effect also do not benefit from critical hits. The target is affected on each of the effect user's turns, making a normal resistance check (if any). Once the user stops concentrating for any reason, the effect ends and the target recovers

normally, including resistance checks to remove ongoing effects.

- **Sustained:** When applied to a concentration duration effect, this modifier makes it sustained.
- **Continuous:** When applied to a sustained duration effect, this modifier makes it continuous.

INCREASED MASS — FLAT • 1 POINT PER RANK

This modifier may apply to an effect that allows you to carry or affect a set amount of mass, typically a movement effect like Dimensional Travel or Teleport. Each rank of this extra increases the mass rank you can carry or move with the effect by 1. So Increased Mass 3 on Teleport allows you to carry up to 400 lbs. of extra mass with you when you teleport, for example.

INCREASED RANGE — +1 COST PER RANK

Effects have a standard range: personal, close, ranged, or perception. See **Range** at the start of this chapter for details. This modifier increases an effect's range. Choose one of the following options. Increasing the range of an effect from personal to close requires either the Affects Others or Attack extras (see their descriptions). Making a close effect into a perception ranged effect requires two applications of this extra, for +2 cost per rank.

- **Ranged:** Applied to a close effect, this modifier makes it a ranged effect.
- **Perception:** When applied to a ranged effect, this modifier makes it perception range.

INCURABLE — FLAT • 1 POINT

Effects such as Healing and Regeneration cannot heal the damage caused by an effect with this modifier; the target must recover at the normal rate. Effects with the Persistent extra can heal Incurable damage.

INDIRECT — FLAT • 1-4 POINTS

A ranged effect with this modifier can originate from a point other than the user, ignoring cover between the user and the target, such as walls and other intervening barriers, so long as they do not provide cover between the effect's origin point and the target. An Indirect effect normally originates from a fixed point directed away from you. In some cases, an Indirect effect may count as a surprise attack (see **Surprise**, page 167).

- **Indirect 1:** the effect originates from a fixed point away from you.
- **Indirect 2:** the effect can come from any point away from you or a fixed point in a fixed direction (not away from you).
- **Indirect 3:** The effect can come from any point in a fixed direction (not away from you) or a fixed point in any direction.
- **Indirect 4:** The effect can originate from any point and aim in any direction, including *towards* you (hitting a target in front of you from behind, for example).

INNATE — FLAT • 1 POINT

An effect with this modifier is an innate part of your nature and unaffected by Nullify (see the **Nullify** effect in this chapter). Gamemasters should exercise caution in allowing the application of Innate; the effect must be a truly inborn or essential trait, such as an elephant's size or a ghost's incorporeal nature. If the effect is not something normal to the character's species or type, it probably isn't innate.

INSIDIOUS — FLAT • 1 POINT

This modifier is similar to the Subtle modifier (later in this section), except Insidious makes the *result* of an effect harder to detect rather than the effect itself. For example, a target suffering from Insidious Damage isn't even aware he's been damaged. Someone affected by an Insidious Weaken feels fine until some deficiency makes it obvious that he's weaker, and so forth. A target of an Insidious effect may remain unaware of the danger until it's too late!

An Insidious effect is detectable either by a DC 20 skill check (usually Perception, although skills like Expertise, Insight, or Treatment may apply in some cases) or a particular unusual sense, such as an Insidious magical effect noticeable by Detect Magic or Magical Awareness.

Note that Insidious does not make the effect itself harder to notice; apply the Subtle modifier for that. So it is possible for an active Insidious effect to be noticeable, so the target can perceive the use of the effect, but not its results: the effect appears "harmless" or doesn't seem to "do anything" since the target cannot detect the results.

LINKED — FLAT • 0 POINTS

This modifier applies to two or more effects, linking them together so they *only* work in conjunction as one.

The Linked effects must operate at the same range. The action required to use the combined effects is the longest of its components and they use a single attack check (if one is required) and resistance check (if both effects use the same type of check). If the effects have different resistances, targets check against each effect separately. Different Alternate Effects *cannot* be Linked since they can't be used at the same time by definition. Generally, the same effect cannot be Linked to itself to "multiply" the results of a failed resistance check (such as two Linked Damage effects causing "double damage" on a failed check).

This modifier does not change the cost of the component effects; simply add their costs together to get the combined effect's cost.

> **Example:** *Black Canary's ultrasonic Canary Cry both damages targets (a Damage effect) and deafens them (an Affliction effect). The two effects are Linked, meaning the power's cost is that of a Cone Area Damage ef-*

fect (2 points per rank) added to a Cone Area Affliction effect (also 2 points per rank) or 4 points per rank. Black Canary doesn't have the option of just damaging or deafening targets with this application of her Canary Cry, she has to use both effects at once. On the other hand, it only takes her a single standard action to do so. She can also have an Alternate Effect that allows her to create a Close Burst Affliction, simply deafening targets nearby, without causing any damage. This could be an occasional power stunt, or purchased as a regular Alternate Effect of her Canary Cry.

MULTIATTACK +1 COST PER RANK

A Multiattack effect allows you to hit multiple targets, or a single target multiple times, in the same standard action. Multiattack can apply to any effect requiring an attack check. There are three ways in which a Multiattack effect can be used:

- **Single Target:** To use a Multiattack against a single target, make your attack check normally. If successful, increase the attack's resistance check DC by +2 for two degrees of success, and +5 for three or more. This circumstance bonus does not count against power level limits. If an Impervious Resistance would ignore the attack *before* any increase in the DC, then the attack still has no effect as usual; a volley of multiple shots is no more likely to penetrate Impervious Resistance than just one.
- **Multiple Targets:** You can use Multiattack to hit multiple targets at once by "walking" or "spraying" the Multiattack across an arc. Roll one attack check per target in the arc. You suffer a penalty to each check equal to the total number of targets. So making a Multiattack against five targets is a –5 penalty to each attack check. If you miss one target, you may still attempt to hit the others.
- **Covering Attack:** A Multiattack can provide cover for an ally. Take a standard action and choose an ally in your line of sight, who receives the benefits of cover against enemies in your line of sight and in range of your Multiattack. (You have to be able to shoot at them to get them to keep their heads down or this maneuver won't work.) You cannot lay down a covering attack for an ally in close combat. An opponent can choose to ignore the cover provided by your covering attack at the cost of being automatically attacked by it; make a normal attack check to hit that opponent.

PENETRATING FLAT • 1 POINT PER RANK

Your effect overcomes Impervious Resistance to a degree; the target must make a resistance check against an effect rank equal to your Penetrating rank. So, if a rank 4 (Penetrating 2) effect hits a target with Impervious 9, the target must resist a rank 2 effect (equal to the Penetrating rank). If the effect were rank 6, the target would have to resist the full effect anyway, since its rank is greater than half the Impervious rank. You cannot have a Penetrating rank greater than your effect rank.

PRECISE FLAT • 1 POINT

You can use a Precise effect to perform tasks requiring delicacy and fine control, such as using Precise Damage to spot-weld or carve your initials, Precise Move Object to type or pick a lock, Precise Environment to match a particular temperature exactly, and so forth. The GM has final say as to what tasks can be performed with a Precise effect and may require an ability, skill, or effect check to determine the degree of precision with any given task.

REACH FLAT • 1 POINT PER RANK

Each time you apply this modifier to a close range effect, you extend its reach by 5 feet. This may represent a short-ranged effect or one with a somewhat greater reach, like a whip, spear, or similar weapon.

REACTION +1 OR +3 COST PER RANK

Each effect has a default action required to use it: standard, free, or none (for permanent effects). See **Action** at the start of this chapter for details. This modifier changes an effect's required action from a standard or free to a reaction, occurring automatically when a specific triggering event occurs. This is similar to the Triggered modifier (later in this section) but reaction effects do not need to be "set," originate from their user, and can function repeatedly, so long as their triggering requirement is met.

Specify a triggering circumstance that activates the effect, such as someone touching or attacking the user, activating a particular effect or power in the user's presence, and so forth. The GM is the final arbiter as to whether or not a triggering circumstance is suitable for a particular effect in the context of the series. Caution should be used to keep this option from being abused.

When the triggering circumstance occurs, the effect activates automatically, even if it is not the character's turn. The user can only prevent the reaction effect from occurring by choosing to deactivate the effect entirely (as a free action), in which case no circumstance will trigger it. For the ability to choose to have some triggering circumstances activate the effect and some not, apply the Selective modifier as well.

> **Example:** *The heroine Firebrand can create an aura of flames around her body, damaging anyone or anything touching her. This is a Reaction Damage effect, causing Damage when Firebrand is touched. Of course, Firebrand's aura burns anyone or anything touching her, including her allies! The only way she can prevent this is to turn the aura off altogether. If Firebrand possessed the ability to have her aura only damage people and things she wants it to damage, her player would apply the Selective modifier to the effect as well.*

The Reaction modifier applies +1 cost per rank to effects with a default action of free, +3 cost per rank to effects with a default standard action.

REVERSIBLE — FLAT • 1 POINT

You can remove conditions caused by a Reversible effect at will as a free action, so long as the subject is within the effect's range. Examples include removing the damage conditions caused by a Damage effect, repairing damage done by Weaken Toughness, or removing an Affliction instantly. Normally, you have no control over the results of such effects.

RICOCHET — FLAT • 1 POINT PER RANK

You can ricochet or bounce an attack effect with this modifier off of a solid surface to change its direction. This allows you to attack around corners, overcome cover, and possibly make a surprise attack against an opponent. It does *not* allow you to affect multiple targets. The "bounce" has no effect apart from changing the attack's direction. You must be able to define a clear path for your attack, which must follow a straight line between each ricochet. Each rank in Ricochet allows you to bounce the attack once before it hits. Ricochet may grant a bonus to hit due to surprise, at the GM's discretion.

SECONDARY EFFECT — +1 COST PER RANK

An instant duration effect with this modifier affects the target once immediately (when the effect is used) and then once again on the following round, at the end of the attacker's turn. The target gets the normal resistance check against the secondary effect.

Secondary Effects don't stack, so if you attack a target with your Secondary Effect on the round after a successful hit, it doesn't affect the target twice; it simply delays the second effect for another round. You can attack the target with a different effect, however. So, for example, if you hit a target with a Secondary Damage Effect then, on the following round, hit with an Affliction, the target suffers both the Affliction and the Secondary Damage.

SELECTIVE — +1 COST PER RANK

A resistible effect with this extra is discriminating, allowing you to decide who is and is not affected by it. This is most useful for area effects (see the **Area** extra). You must be able to accurately perceive a target in order to decide whether or not to affect it. For a degree of selectivity with non-resistible effects, use the Precise modifier.

SLEEP — +0 COST PER RANK

When this modifier is applied to an effect that causes the incapacitated condition, the effect leaves them asleep whenever it would normally render them incapacitated. See the description of asleep under **Conditions**.

SPLIT — FLAT • 1 POINT PER RANK

With this modifier, a resistible effect that works on one target can be split between two. The attacker chooses how many ranks to apply to each target up to the effect's total rank. So a rank 10 effect could be split 5/5, 4/6, 2/8, or any other total adding up to 10. If an attack check is required, the attacker makes one, comparing the results against each target. The effect works on each target at its reduced rank.

Each additional rank of this modifier allows the power to split an additional time, so rank 2 allows an effect to split among three targets, then four, and so forth. An effect cannot split to less than 1 rank per target, and cannot apply more than one split to the same target. Thus maximum Split rank equals the effect's rank.

SUBTLE — FLAT • 1-2 POINTS

Subtle effects are not as noticeable. A subtle effect may be used to catch a target unaware and may in some cases qualify for a surprise attack. Rank 1 makes an effect difficult to notice; a DC 20 Perception check is required, or the effect is noticeable only to certain exotic senses (at the GM's discretion). Rank 2 makes the effect completely undetectable.

SUSTAINED — +0 COST PER RANK

Applied to a permanent duration effect, this modifier makes it sustained duration, requiring a free action to use (rather than none, like other permanent effects). The benefit is the sustained effect can be improved using extra effort, including using it to perform power stunts. The drawback is the effect requires a free action each turn to maintain it, and being unable to do so means the effect shuts off.

> **Example:** *The Protection effect is permanent, meaning it always protects the character, but concentrating or trying harder does not make the effect more protective, nor can the character use it for power stunts. Sustained Protection can be turned on and off, improved with extra effort, and used for power stunts. It might represent a power like a personal force field, or increased density requiring a modicum of concentration to maintain.*

TRIGGERED — FLAT • 1 POINT PER RANK

You can "set" an instant duration effect with this modifier to activate under particular circumstances, such as in response to a particular danger, after a set amount of time, in response to a particular event, and so forth—chosen when you apply the modifier. Once chosen, the trigger cannot be changed.

The circumstances must be detectable by your senses. You can acquire Senses Limited and Linked to Triggered effects, if desired. Setting the effect requires the same action as using it normally.

A Triggered effect lying in wait may be detected with a Perception check (DC 10 + effect rank) and in some cases disarmed with a successful skill or power check (such as Sleight of Hand, Technology, Nullify or another countering effect) with a DC of (10 + effect rank).

A Triggered effect is good for one use per rank in this modifier. After its last activation, it stops working.

You can apply an additional rank of Triggered to have a Variable Trigger, allowing you to change the effect's trigger each time you set it.

VARIABLE DESCRIPTOR — FLAT • 1–2 POINTS

You can change the descriptors of an effect with this modifier, varying them as a free action once per round. With rank 1, you can apply any of a closely related group of descriptors, such as weather, electromagnetic, temperature, and so forth. With rank 2, you can apply any of a broad group, such as any mental, magical, or technological descriptor. The GM decides if a given descriptor is appropriate in conjunction with a particular effect and this modifier.

FLAWS

The following section lists available flaws, starting with the flaw's name and the amount it reduces effect cost (in power points per rank or flat value), along with a description of how the flaw modifies effects in game terms.

A flat-value flaw cannot have more ranks than the effect itself.

ACTIVATION — FLAT • –1 OR –2 POINTS

A power with this flaw requires an action to prepare or activate before any of its effects are usable. If the power requires a move action to activate, the flaw is –1 point. If it requires a standard action, it is –2 points. Activation taking less than a move action is not a flaw, although may qualify as a complication (see the **Power Loss** complication for details).

Activation has no effect other than making all of the power's effects available for use. The effects themselves still require their normal actions to use. You can use a power's effects in the same turn as you activate it, provided you have sufficient actions to do so. If the power is deactivated—either voluntarily or involuntarily via effects like Nullify—you must activate it again in order to use any of its effects.

Activation applies to an entire power and all of its effects. Activating the power brings all of its effects "on-line" and makes them available. If you have to activate different effects separately, apply this flaw to each of them, requiring separate actions for each.

If Activation is not automatic, apply the Check Required flaw to the entire power as well and have the player make the necessary check in order to activate the power. If the check fails, the power does not activate, and the character has to take the activation action to try again.

ACTIVATION AND PERMANENT EFFECTS

The Activation flaw *does* allow permanent effects that are part of a power to be turned off, but only if the power as a whole is deactivated. It does not affect the other aspects of permanent duration, including the inability to improve the effect with extra effort. The GM should decide if allowing a permanent effect to have an Activation is appropriate based on the specific effect and any others it is combined with in the power.

FLAWS

NAME	COST	DESCRIPTION
Activation	–1-2 flat points	Effect requires a move (1 point) or standard (2 points) action to activate.
Check Required	–1 flat per rank	Must succeed on a check to use effect.
Concentration	–1 per rank	Sustained effect becomes concentration duration.
Diminished Range	–1 flat per rank	Reduces short, medium, and long ranges for the effect.
Distracting	–1 per rank	Vulnerable while using effect.
Fades	–1 per rank	Effect loses 1 rank each time it is used.
Feedback	–1 per rank	Suffer damage when your effect's manifestation is damaged.
Grab-Based	–1 per rank	Effect requires a successful grab attack to use.
Increased Action	–1-3 per rank	Increases action required to use effect.
Limited	–1 per rank	Effect loses about half its effectiveness.
Noticeable	–1 flat point	Continuous or permanent effect is noticeable.
Permanent	–1 per rank	Effect cannot be turned off or improved with extra effort.
Quirk	–1 flat per rank	A minor flaw attached to an effect. The opposite of a Feature.
Reduced Range	–1-2 per rank	Effect's range decreases.
Removable	–1-2/5 flat points	Effect can be taken away from the user.
Resistible	–1 per rank	Effect gains a resistance check.
Sense-Dependent	–1 per rank	Target must be able to perceive the effect for it to work.
Side Effect	–1-2 per rank	Failing to use the effect causes a problematic side effect.
Tiring	–1 per rank	Effect causes a level of fatigue when used.
Uncontrolled	–1 per rank	You have no control over the effect.
Unreliable	–1 per rank	Effect only works about half the time (roll of 11 or more).

Example: *Billy Batson transforms into the World's Mightiest Mortal, Captain Marvel. His powers include Enhanced Strength and Impervious Protection (which are both permanent effects), but only as Captain Marvel, not as Billy. Cap's player applies the Activation flaw, since Billy has to take a move action and say the magic word "SHAZAM!" to transform into Captain Marvel. That reduces the total cost of Cap's powers by 1 power point and means unless Billy takes a move action and speaks his magic word, he cannot use any of Cap's power effects, even including permanent ones like Protection.*

CHECK REQUIRED — FLAT • –1 POINT PER RANK

An effect with this flaw requires a check of some sort—usually a skill check—with a difficulty class of 10 + ranks in Check Required. If the check fails, the effect doesn't work, although the action required to use it is expended (so attempting to activate a standard action effect takes a standard action whether the check is successful or not).

If the check succeeds, the character gains the use of 1 effect rank per point the check exceeds the DC. Thus a check result of 18 against DC 14 allows the character to use up to 4 ranks of the effect (18 – 14). If a lesser rank of the effect doesn't do anything, then it's the same as failing the check.

The required check occurs as part of the action to use the effect and provides no benefit other than helping to activate it. Normal modifiers apply to the check, and if you are unable to make the required check for any reason, the effect doesn't work.

A natural 1 rolled on the check means it fails automatically, regardless of the check result. So there is always a small chance the effect won't work, regardless of the character's check bonus.

This check must be in addition to any check(s) normally required for the effect. So, for example, the normal Perception check made in conjunction with a sensory effect does *not* count as an application of this flaw, and applying it means an additional check is required before the effect's normally required check(s).

Example: *Madame Xanadu has Senses 4 (Detect Magic, Ranged, Acute, Analyze) with Expertise: Magic Check Required 4. The player needs to make a DC 14 skill check (10 + 4 flaw ranks) to successfully cast the spell, and get a result of 18 or better to use it at full effect, followed by the normal Perception check to pick up on anything present, and perhaps another Expertise check to interpret what the character senses.*

CHECK EXAMPLES

Skill checks an effect may require include:

- **Acrobatics:** Suitable for effects requiring a measure of coordination or complex maneuvering.
- **Deception:** Good for effects intended to deceive, particularly sensory effects like Concealment or Illusion, and disguise or form-altering effects like Morph.
- **Expertise:** An Expertise skill check might represent having to know something about the subject of the effect or having to know something about the effect itself.

- **Intimidation:** Useful for effects intended to inspire fear as well as similar offensive effects like Affliction.
- **Stealth:** Best suited to sensory effects, particularly Concealment.
- **Technology:** Operating a complex device may require a Technology check.

CONCENTRATION –1 COST PER RANK

Applied to a sustained duration effect, this modifier makes it concentration duration, requiring a standard action, rather than a free action, each turn to maintain. See **Duration** at the start of this chapter for details.

DIMINISHED RANGE FLAT • –1 POINT PER RANK

Each rank of Diminished Range reduces the effect's short, medium, and long ranges. One rank in this flaw gives the effect a short range of 10 feet x power rank, medium range of 25 feet x power rank, and long range of 50 feet x power rank. A second rank reduces the multipliers to 5 feet, 10 feet, and 25 feet, and a third rank reduces them to 2 feet, 5 feet, and 10 feet. Three ranks is the maximum a character can have in this flaw.

DISTRACTING –1 COST PER RANK

Using a Distracting effect requires more concentration than usual, causing you become vulnerable when you use the effect, until the start of your next turn.

FADES –1 COST PER RANK

Each time you use an effect with this flaw, it loses 1 rank of effectiveness. For effects with a duration longer than instant, each round is considered "one use." Once the effect reaches 0 ranks, it stops working. A faded effect can be "recovered" in some fashion, such as recharging, rest, repair, reloading, and so forth. The GM decides when and how a faded effect recovers, but it should generally occur outside of combat and take at least an hour's time. The GM may allow a hero to recover a faded effect immediately and completely by spending a hero point.

FEEDBACK –1 COST PER RANK

You suffer damage when a manifestation of your effect is damaged. This flaw only applies to effects with physical (or apparently physical) manifestations, such as Create, Illusion, or Summon, for example. If your power's manifestation is damaged, make a resistance check against the attack's damage rank, using your effect's rank as the resistance check bonus. For example, if a manifestation of a rank 10 effect is attacked for damage 12, you must make a resistance check against damage 12 with a +10 bonus (the effect's rank) in place of your normal Toughness.

GRAB-BASED –1 COST PER RANK

An attack effect with this flaw requires you to successfully grab a target before using the effect (see **Grab**, page 176). This generally applies to an effect that is close range, since you have to be in close combat to grab anyway. If the effect's default range is not close, apply the Close modifier as well. If you do not succeed on the grab, you cannot use the effect. If your grab attempt succeeds, the effect occurs automatically as a reaction.

> **Example:** *The Parasite has a draining touch that is a Grab-Based Weaken effect. So the villain has to take a standard action and make a grab first in order to use it. If his close attack check hits, the target makes a resistance check against the grab. If it fails, the target then makes the Fortitude resistance check against the villain's Weaken effect to see how much the Parasite drains that round.*

This flaw is essentially a form of Resistible, with a grab check rather than a regular resistance check (see the **Resistible** flaw for more).

INACCURATE FLAT • –1 POINT PER RANK

An effect with this flaw is hard to control or wildly inaccurate. Each rank gives you a –2 penalty to attack checks with the effect.

INCREASED ACTION –1 TO –3 COST PER RANK

Using an effect requires one of the following types of actions: standard, move, free, or reaction. Each increase in the required action from that effect's base action type (free to move, for example) is a –1 cost per rank modifier.

LIMITED –1 COST PER RANK

An effect with this flaw is not effective all the time. Limited powers generally break down into two types: those usable only in certain situations and those usable only on certain things. For example Only While Singing Loudly, Only While Flying, Only on Men (or Women), Only Against Fire, Not Usable on Yellow Things, and so forth. As a general rule, the effect must lose about half its usefulness to qualify for this modifier. Anything less limiting is better handled as an occasional complication.

PARTIALLY LIMITED

If your effect is only *somewhat* effective in particular circumstances, apply the flaw to only some of its ranks. For example, an attack effect that does less damage against targets with Protection (to represent a diminished ability to penetrate armor, for example) applies the Limited flaw to only those ranks that are ineffective.

NOTICEABLE FLAT • –1 POINT

A continuous or permanent effect with this modifier is noticeable in some way (see **Noticing Power Effects** at the start of the chapter). Choose a noticeable display for the effect. For example, Noticeable Protection may take the form of armored plates or a tough, leathery-looking hide, making it clear the character is tougher than normal.

PERMANENT —1 COST PER RANK

A continuous effect with this flaw becomes permanent in duration. It *cannot* be turned off, and it is always on by default. If some outside force—usually a Nullify effect—does turn it off, it turns back on automatically at the earliest opportunity. Additionally, you cannot improve a permanent effect using extra effort.

Permanent effects may be inconvenient at times (including things like being permanently incorporeal or 30 feet tall); this is included in the value of the flaw.

QUIRK FLAT • –1 POINT PER RANK

A Quirk is some minor nuisance attached to an effect, essentially the reverse of a Feature (see **Feature** under **Extras**). A Quirk is generally worth, at most, 2–3 power points, and many are simply 1-point flaws.

As with Features, the GM should ensure a Quirk is truly a flaw (albeit a minor one) and not simply part of the power's descriptors. For example, the fact that an attack with a "sonic" descriptor likely will not travel through a vacuum is not a Quirk, simply part of the "sonic" descriptor (especially since the attack may be enhanced by a medium such as water). On the other hand, a shapeshifter unable to change color (losing some of the power's utility), or a telepath unable to lie while using Mental Communication, *do* have Quirks to their powers.

The GM sets the rank (and therefore value) of any given Quirk for an effect, based on how troublesome it may be, similar to setting ranks for the Benefit advantage and Feature effect (see those trait descriptions for details).

REDUCED RANGE –1 OR –2 COST PER RANK

An effect has a range of close, ranged, or perception. Decreasing an effect's range by one step (from ranged to close, for example) is worth 1 point per rank. Some effects have their range determined by rank. To change the effect's range, increase or decrease its rank; this flaw does not apply. Effects that are close range by default cannot further decrease their range.

REMOVABLE FLAT • –1 OR –2 POINTS PER 5 POINTS

Effects with this flaw can be "taken away" from you, removing your access to the effects until you regain it. Typically, this means a power that resides in an object, called a **device**, which someone else can remove. There are two different versions of this flaw covered in the following paragraphs: the first is **Removable** and the second is **Easily Removable**.

A removable power may only be removed when you are both stunned and defenseless, essentially unable to resist, and cannot be removed during action time. This means opponents can generally only remove the power after defeating you (leaving you incapacitated) or through some sort of scheme outside of a conflict, such as a plot to break into your headquarters and steal a device kept there, for example.

An easily removable power can be taken away with a disarm or grab action (see the **Action & Adventure** chapter). This typically represents a handheld device (such as a weapon, magic wand, remote control, or the like) or some worn item easily snatched from you, like a hat or cloak.

REMOVABLE POINT VALUE

Removable applies to the *power* as a whole and not individual effects, although it may apply to a power with only one effect. The flaw is worth –1 point (–2 points for Easily Removable) per 5 total power points of the power's *final* cost, after applying extras and flaws to its effects.

> **Example:** *Steel wears a suit of advanced armor that provides him with a number of effects, including Damage, Enhanced Strength, Flight, and Protection. The total power point cost of all the effects of Steel's armor is 95 points, including extras and flaws applied to those effects. Dividing the total cost by 5 is 19. So the Removable flaw reduces the cost of Steel's armor by 19 points, from 95 to 76 power points. However, his armor can be taken away from him, disabled, and so forth, and Steel's player receives no hero points for a complication when it happens, due to the nature of the flaw.*

REMOVABLE AND DAMAGE

Removable devices can be damaged, possibly even destroyed (see the **Damage** effect description for details). So long as the character has power points invested in the device, it can be repaired, eventually. This usually requires time between adventures, perhaps even a special adventure to find certain rare parts, specialized help, or other components.

For a flat 1-point reduction in the value of the Removable flaw, you can define a device as Indestructible. It can still be taken away, but cannot be damaged or destroyed, except as a GM-imposed complication (earning the player a hero point as usual). This reduction can lower the value of the flaw to 0, in which case the character gets no power point discount for the device.

REMOVABLE AND COMPLICATIONS

The temporary loss of a removable power does *not* constitute a complication, any more than the result of any other flaw. You can have a device or power-object as a descriptor *without* this flaw, if you wish, in which case the power cannot be removed or taken away from you without a complication applied by the GM (earning you a hero point) or the use of an effect like Nullify, which has predefined conditions for recovery.

RESISTIBLE –1 COST PER RANK

When applied to an effect that doesn't normally allow a resistance check, this flaw gives it one. Choose the defense when the flaw is applied. Since effects that work on others allow a resistance check by definition, this nearly always applies to personal effects that allow someone interacting with them to circumvent the effect with a successful check.

For example, an Enhanced Parry defense effect might reflect a low-level reading of a target's mind to anticipate and avoid attacks. It allows a Will resistance check to overcome the effect, denying you the defense bonus against that opponent (and applying this flaw to the effect). Likewise, your Concealment effect might be illusory rather than a true physical transformation, permitting a Will resistance check for someone to overcome it. A sustained Protection effect might be some sort of "kinetic field" that permits an attacker a Fortitude resistance check to overcome it.

When applied to an effect that *does* normally allow a resistance check, this flaw gives it an *additional* one, which may be the same as its normal resistance, or different. The target makes both resistance checks and applies the better of the two to determine the effect's result.

For example, a Damage effect might involve whirling blades an attacker can avoid with a successful Dodge resistance check, circumventing the need for a Toughness check against the damage. Similarly a Weaken effect based on a poison dart might add a Toughness check to see if the dart penetrates the target's skin in addition to making the usual Fortitude check against the effect.

UNDER THE HOOD: REMOVABLE AND EQUIPMENT

Items provided by the Equipment advantage (see the **Advantages** chapter) are essentially effects and other traits with Easily Removable, along with the various other limitations outlined in the **Gadgets & Gear** chapter, amounting to a reduction of –4 points per 5 power points of final cost. Thus the Equipment advantage provides 5 points worth of equipment per rank (or 1 power point).

SENSE-DEPENDENT –1 COST PER RANK

The target of a Sense-Dependent effect must be able to perceive the effect for it to work. The target gets a Dodge resistance check. Success means the target has managed to avert his eyes, cover his ears, etc. and the effect doesn't work. Otherwise the effect works normally and the target makes the usual resistance check against it, if any.

Opponents aware of a Sense-Dependent effect can also deliberately block the targeted sense: looking away, covering or blocking their ears, etc. This provides a +10 bonus to resistance checks against the effect, but gives others partial concealment from that sense. An opponent unable to use a sense (blind, deaf, etc.) is immune to effects dependent on it. Opponents can do this by closing their eyes, wearing ear- or nose-plugs, or using another effect like Concealment. This gives you total concealment from that sense.

Sensory effects are Sense-Dependent by definition, and cannot apply this flaw. To give a target additional resistance to a sensory effect, use the Resistible flaw.

SIDE EFFECT –1 OR –2 COST PER RANK

Failing to successfully use an effect with this flaw causes some problematic effect. Failure includes missing an attack check, or the target successfully resisting the effect. If the side effect *always* occurs when you use the effect, whether you succeed or fail, it is worth –2 cost per rank.

UNDER THE HOOD: RELOADING AND RESETTING

One possible application of the Unreliable flaw is to reflect weapons or equipment that occasionally run out of ammunition or "jam" or "crash" and must be reloaded or reset in some way. It really only applies to effects where this happens fairly often, as given in the Unreliable flaw description. Large ammo or fuel capacities, which only occasionally run out or inconvenience the character, are better handled as descriptors and occasional complications when they actually prove problematic.

Example: *The hero known as the Vigilante has a variety of guns (acquired via the Equipment advantage). Generally, he has sufficient ammunition that it isn't a concern, no matter how many shots he fires or how many thugs he guns down. When, during a long fire-fight, the Gamemaster decides that the Vigilante's guns click on empty, the player gets a hero point for the complication, forcing the Vigilante to come up with a new plan, fast!*

The exact nature of the side effect is for you and the Gamemaster to determine. As a general guideline, it should be an effect about the same in value as the effect with this flaw. So an effect with a cost of 20 points should have a 20-point side effect. Typical side effects include Affliction, Damage, or Weaken, or the base effect itself (it essentially rebounds and affects you instead). The Side Effect does not require an attack check and only affects you, although the GM may permit some Side Effects with the Area modifier on a case-by-case basis. You get a normal resistance check against the Side Effect. If you are immune to your own powers, you aren't immune to its side effect.

The GM may also allow a Complication Side Effect, which essentially imposes a complication on you without awarding a hero point. See **Complications** on page 27 for more information.

TIRING -1 COST PER RANK

An effect with this flaw causes you to become fatigued when you use it. You recover from this fatigue normally, and can use hero points to overcome it by spending the hero point at the start of the round following the use of a tiring effect. In essence, the power requires extra effort in order to use it (see **Extra Effort**, page 19). This makes Tiring a useful flaw for creating an effect you can *only* use with extra effort.

Tiring is often applied to just some ranks of an effect to represent a higher level of the effect, usable only through extra effort. For example, a hero might have a rank 12 Damage effect, but routinely use only 8 ranks of it. The remaining 4 ranks are Tiring, so using them quickly fatigues the hero.

A Tiring effect can be combined with extra effort, but the fatigue stacks, causing a minimum of *two* levels of fatigue per use.

UNCONTROLLED -1 COST PER RANK

You have no control over an effect with this flaw. Instead, the Gamemaster decides when and how it works. This flaw is best suited for mysterious powers out of the characters' direct control or effects the GM feels more comfortable having under direct, rather than player, control.

UNRELIABLE -1 COST PER RANK

An Unreliable effect doesn't work all the time. Roll a die each round before you use or maintain the effect. On a 10 or less, it doesn't work this round, but you've still used the action the effect requires. You can roll again on the following round to see if it works, although you must take the normal action needed to activate the effect again. Spending a hero point on your reliability roll allows you to succeed automatically (since the roll is then at least an 11).

Alternately, instead of having a reliability roll, you can choose to have five uses where your effect works normally, then it stops working altogether until you can "recover" it in some way (see the **Fades** flaw for more on this). The GM may allow you to spend a hero point to automatically recover a spent Unreliable power.

Powers that are only occasionally unreliable (less than about 50% of the time) are better handled as complications (see **Complications**, page 27).

DESCRIPTORS

Descriptors help to bring a collection of effects and modifiers to life, differentiating them from similar (or even identical) configurations and making them into distinct powers. Although descriptors don't always have significant *game* effects in DC Adventures, they're perhaps the most important element in providing color and character to the powers of heroes and villains.

Descriptors do have some affect on game play. In particular, descriptors often govern how certain effects interact with each other, serving as convenient shorthand to help define an effect's parameters. For example, Immunity and Nullify work against effects with specific descriptors; if they were limited solely to things like effect type, it would leave out a tremendous range of options, like "Immunity to Fire" or "Nullify Metahuman Powers," which are important to the source material.

TYPES OF DESCRIPTORS

Descriptors come in many different forms. The breakdown in this section is inexact, and deliberately so; some descriptors fall into more than one category, while others might not fall into any of these categories, being unique to that particular character or power. Still, the following are the major types of descriptors suited to DC Adventures powers, and things to consider when creating or choosing powers for a character.

ORIGIN

A descriptor may relate to the origin of a power, where it comes from or what granted it to the character. For example, did he gain Speed in a scientific accident or from years of focused meditation at a secret temple to the God of Speed? A power's origin may determine how it interacts with other powers. Some powers with the same origin might be better suited to counter each other, for example, or to work in conjunction, combining their benefits. Examples of origin descriptors include:

- **Accidental** powers are the result of random chance or accident: being struck by lightning, doused in chemicals, exposed to exotic radiation, and so forth. The circumstances of an accidental origin may or may not be something others can duplicate (although some are sure to try).
- **Bestowed** powers are granted by an outside agency of some sort, such as a deity, a technology, an alien race, or another superhuman. The process that bestows the powers can be transitory or effectively permanent, barring some sort of plot device or GM-created setback.
- **Invented** powers are designed and created by someone, either the inventor of a particular piece of technology or the designer of a technique or technology for bestowing powers on others.
- **Metahuman** powers are inborn, but not natural to the character's race or species. They are the result of a genetic quirk or mutation of some sort, possibly due to environmental influences like chemical mutagens or radiation. Since they involve a change in the subject's DNA, metahuman powers—or at least the potential for them—are inheritable.
- **Training** powers are gained from study and practice. While many training powers are "super-skills" or esoteric abilities learned from trained masters, this origin covers any power that is learned rather than acquired in another way. It's not necessarily limited to "skill-based" powers or advantages. For example, magical or psionic powers might be acquired through training and study.

SOURCE

A power's source differs from its origin in that the origin is where the potential or ability to use the power comes from (where the character got the power in the first place), while source is where the power's effect comes from, or where the power draws its energy.

Comic book style superpowers answer this question with vague descriptors, since the kind of real-world energy required for many powers is staggering, requiring all super-humans to be living fusion reactors! While this may well be the case in your own setting, the assumption is that power source is just another descriptor in most DC Adventures games.

Source descriptors influence the effects of certain powers, such as Nullify Magic Powers, which can counter powers with a magical source, whether or not their effects are magical. Examples of power sources include:

- **Biological** powers come from the user's own physiology, drawing power from stores of bio-chemical energy or perhaps from specialized organs or biological functions, like a squid's ink or a skunk's musk, which are generated biologically.
- **Cosmic** powers draw upon the fabric of the universe itself or "cosmic" power sources like quasars, white holes, or the background radiation of the Big Bang. Cosmic powers are close to divine in many respects (see the following) in that they transcend earthly sources of power.
- **Divine** powers come from a higher being, essentially a god or gods. Divine power is generally limited to the god(s) areas of influence and may be morally aligned, available only to wielders with an allegiance to that divinity.
- **Extradimensional** powers originate outside the home dimension of the setting, from other planes or dimensions of existence. Some extradimensional powers are scientific while others are downright mystical, or even go beyond into realms "man was not meant to know."
- **Magical** powers draw upon magical energies, however they might be defined in the setting. Typically, there is some sort of "magical energy" in existence that magicians and magical creatures draw upon for their powers and effects. Note that powers with a magical source are not necessarily "spells," although they might be; a dragon's breath might use magic to power it, or it might be biological, depending on the descriptors applied to it (in other words, how it's defined in terms of the setting).
- **Moral** powers come from an abstract morality or ideal, essentially from an allegiance to that ideal. Whether or not the moral power is aware and capable of interaction is up to the GM and the specifications of the setting; it's the character's belief in that ideal that matters so far as the power is concerned. "Good" and "evil" are common abstract moral sources of powers, but others may include chaos, law, anarchy, order, justice, balance, neutrality, reason, and so forth.
- **Psionic** powers are powers of the mind, coming from the psyche of the wielder (or perhaps from the Collective Unconscious, which acts as a "wellspring" of

psionic power). This power source is associated with classic "mental" powers like telepathy and telekinesis, although effects like Mind Reading and Move Object can also come from other sources.

- **Technological** powers are the result of technology, machines and technological devices. Although technological power sources often involve Devices or Equipment, they don't necessary have to; a technological power may be a permanent implant, for example, without the limitations of a Device, but still technological (and affected by things keyed to the technological descriptor).

MEDIUM

A power's medium is what the power uses to accomplish its effect(s). Often, a power's source and medium are one and the same: a psionic power uses psionic energy to power and accomplish its effects. Likewise, a divine power often uses divine energy to power and accomplish its effects.

In some cases, however, source and medium may differ and the distinction may be significant. For example, the power to throw fireballs granted by the God of Fire is a bestowed origin with a divine source, using fire as the medium to cause its Damage effect.

Medium descriptors generally fall into either material or energy: material mediums are substances, ranging from things like air (or other gases), water (or other liquids), and earth (soil, rock, sand, etc.) through to biological materials like acids, blood, and so forth. Energy mediums are different forms of energy, from electromagnetic (electricity, light, radio, radiation, etc.) to gravity, kinetic energy, or an exotic source like divine, magical, psionic, or cosmic energy (given under **Origin** descriptors).

RESULT

Lastly, a power's *result* is what happens when the power is used beyond just the game mechanics of its effect. For example, the rules of the Affliction effect describe the penalties suffered by the target, but they don't describe the result, the nature of the Affliction itself. Is it glowing bonds of energy, sudden fever and dizziness, a curse of misfortune, a life-sapping vapor, or any number of other things?

Result descriptors tend to be fairly broad, given the potential range of results available to effects in the game. Some powers may not have or need result descriptors; after all, "Mind Control" is a pretty clear description of a result. However, "an induced trance where the human brain becomes capable of accepting neurolinguistic programming inputs" is also a valid descriptor for that same effect.

Like medium descriptors, result descriptors may or may not match others the power already has. Take a taser-like weapon able to stun the nervous system of its target: it has an invented origin (someone designed and built it), a technological source (it's a technological device with a battery), uses a energy medium (an electrical shock), and results in an electrical overload of the target's nervous system (the result descriptor for its Affliction effect). This tells us a lot about that particular power and ways it might interact with other effects.

APPLYING DESCRIPTORS

Applying descriptors to a power is as simple as describing what the power is and how it works: "The divinely-granted ability to heal through a laying-on of hands," for example, "or the metahuman power to control magnetic fields to move ferrous metal objects." Considerably more evocative and descriptive than "Healing effect" or "Move Object, Limited to Ferrous Metals," aren't they?

Generally, you should feel free to apply whatever descriptors seem appropriate and necessary to describe your character's powers, *so long as they don't significantly change how they work in game terms.* This is the key element. While descriptors may imply certain interactions or minor benefits or drawbacks, they shouldn't significantly change how an effect works, that's the role of modifiers. So, for example, "area" is not a descriptor, it is an extra you apply to allow a power to affect an area rather than a single target.

APPLYING DESCRIPTORS IN PLAY

While descriptors are generally applied to powers when those powers are defined (that is, when a character is created), in some cases, certain descriptors may be left unspecified and defined during play. This can either be because nobody thought to define the descriptor in advance, or it was deliberately left vague, to be filled-in later.

So, for example, a particular heroine might not know the origin or source of her powers, and her player doesn't *want* to know, leaving them a mystery for later development in the game. The GM agrees and so the heroine's powers have no origin or source descriptors. Instead, the GM chooses them, which isn't known until the heroine is subject to an anti-magical field and discovers her powers don't work! The GM awards the player a hero point for the unexpected complication and now the source of the heroine's powers is known, although their origin still remains a mystery….

Applying descriptors in play gives you a lot of flexibility, letting you handle certain things "on the fly" rather than having to describe every aspect of a character in excruciating detail beforehand. The key tool for handling the application of descriptors in play is the use of hero points. If applying a new descriptor is a complication for the hero, then award the player a hero point, just like any other complication (see **Complications**, page 27). If the new descriptor is chosen by the player and gives the hero a minor advantage, you might ask the player to pay a hero point for the privilege, although you can balance this with an immediate hero point award for the clever idea, if you want (making the hero point a token expenditure). If it's neither, then there's no hero point cost, just apply the descriptor.

CHANGING DESCRIPTORS IN PLAY

On some occasions, you or a player may wish to change a particular descriptor during the course of the game, removing an existing descriptor and possibly replacing it with another one.

CREATIVE USES OF DESCRIPTORS

In many instances, players come up with creative uses for their characters' descriptors. This should be encouraged and, generally speaking, allowed freely so long as those uses don't spoil the game. So if a fire-using character wants to use a tiny amount of his flame blast power to light some candles, or the electricity-controlling character wants to use some of his power output to act as a living battery to jump-start a car, go for it. In the latter case you *might* want to call for a Technology skill check to make sure the character gets the terminals and the voltage right, but most of the time it's better to just let the trick go through and give the character a chance to shine.

Creative uses of descriptors with no real game effect are freebies: no extra effort or hero points needed. Situations where creative uses of descriptors have a significant game effect can be handled as power stunts: pick the effect that best suits the desired outcome and treat it as an Alternate Effect of the power the hero wants to use, with descriptors assigned as appropriate. If an electrical-controlling hero wants to use his power like a living defibrillator to save a heart-attack victim, for example, that can be a Healing power stunt. The hero uses extra effort (and possibly a hero point) and gets a one-shot use of Healing to stabilize the dying victim.

Sometimes this takes the form of discovering that a descriptor the character *thought* applied actually does not, such as a hero discovering his "magical" powers are actually the metahuman ability to manipulate reality in certain ways. So long as the change doesn't contradict any previously introduced information, this is no different than applying a descriptor in play, and should be handled in the same way. On the other hand, if other effects previously worked on the hero as if his powers were magical, then some sort of explanation is required. The Gamemaster may wish to limit or ban "discovering" a descriptor that has already been established, although it might still be changed.

Changing descriptors is best handled as a plot device, much like re-allocating power points and redesigning characters (see page 26, for details). If exposure to strange magical forces changes a character's power source from biological to magical, for example, that's something for the GM to decide in the context of the game. Like with defining descriptors in play, if a change in descriptors through GM Fiat constitutes a complication, the GM should award the player a hero point. Changes that provide an advantage don't cost a hero point, however, since the GM chooses when and where they occur.

Temporarily changing a descriptor can be a use of extra effort, like any other power stunt. For example, a hero might change the result of an electrical Damage effect to a magnetic Move Object effect for one use. This is like any other power stunt and the changed or additional descriptors are an important part of the stunt. Sometimes a power stunt may change nothing *but* an effect's descriptor(s), such as changing a Damage effect from laser-light to a gamma-ray "graser" or from heat to cold. The GM decides what constitutes a reasonable change in descriptors for a power stunt, based on the power's existing descriptors and effects.

CHAPTER 7: GADGETS & GEAR

From blaster rifles to anti-gravity belts, teleportation rings, and battlesuits, heroes and villains develop all manner of gadgets. Villains are forever coming up with doomsday machines and fiendish deathtraps while heroes use all sorts of gear to aid them in their fight for justice. This chapter looks at various sorts of devices and equipment in DC Adventures game terms. It also describes vehicles, headquarters, and constructs, ranging from zombie minions to giant robots.

DEVICES

A *device* is an item that provides a particular power effect or set of effects. While devices are typically creations of advanced science, they don't have to be. Many heroes and villains have magical devices such as enchanted weapons and armor, magical talismans, wands and staves of power, and so forth. Some devices are products of alien technology so advanced they might as well be magical, or focuses of psychic or cosmic power beyond the understanding of both magic and science. All devices work the same way in game terms, regardless of their origin or descriptors.

Generally speaking, devices are powers with the Removable flaw applied to them (see **Removable** in the **Powers** chapter), meaning the power is external to the character. Take away the device, and the wielder loses the ability to use those powers. So if an armored hero loses access to his battlesuit, for example, he also loses access to the powers tied-up in it. The same is the case if a hero loses a cosmic ring, magic helmet, or alien artifact, which is why Removable is a flaw for those powers.

Just like other powers, devices cost power points (albeit reduced some by the Removable flaw). Characters who want to have and use a device on a regular basis have to pay power points to have it, just like having any other power. The device becomes a part of the character's abilities. If the device is lost, stolen, or destroyed, the character can replace it, given time, since the device is considered a permanent part of the character. Only a re-allocation of the character's power points will change this, and Gamemasters should allow characters to re-allocate power points spent on a Removable power if it is somehow permanently lost.

In other cases, characters may make temporary use of a device. Most devices are usable by anyone able to operate them, in which case characters may loan devices to each other, or may pick up and use someone else's device (or even steal a device away from someone in order to use it against them). The key concept here is the use of the device is *temporary*, something that happens during a single scene or, at most, a single adventure. If the character wants to continue using the device beyond that, he must pay power points to make the device part of his regular abilities. Otherwise the GM can simply rule that

UNDER THE HOOD: DEVICES VS. EQUIPMENT

There can sometimes be a fine line between devices (Removable powers) and equipment (relatively mundane technology). The primary differences are: Devices are part of the character's traits. They grant effects beyond the capabilities of normal equipment, and they're only ever lost or taken away temporarily. If an item is integral to the character's concept or abilities, it's probably a device.

Equipment, on the other hand, is limited to fairly "mundane" things, can be taken away or even destroyed with impunity, and merely supplements the character's traits. Equipment doesn't grant "powers" per se (although equipment does provide certain effects). Here are some examples of devices vs. equipment:

- A high-tech suit of powered armor. **Device**.
- A sword or other mundane melee weapon. **Equipment**.
- A magical sword able to slice through tank armor. **Device**.
- The power to summon weapons out of thin air. These weapons never run out of ammo and vanish when taken away from the wielder, who can summon another weapon as a free action. **Neither**. This is just a descriptor for various attack effect powers. Since the "weapons" can't really be taken away, they're not devices or equipment.
- The character wears a cape allowing him to glide on air currents. **Device**.
- The character has a commlink installed in her costume. **Equipment**.
- The character has a cybernetic implant allowing him to "hear" radio waves. **Neither**. Although it has a technological descriptor, the implant can't be removed without surgery, so it isn't a device or equipment. The same is true of devices like bionic claws or other implants.

Ultimately, it is up to the GM whether or not a particular item is considered a device or equipment (or neither), depending on the nature of the series and the characters.

the device is lost, reclaimed by its owner, runs out of power, breaks down, or whatever, and is therefore no longer accessible. Characters with the Inventor and Artificer advantages can create temporary devices for use in an adventure.

Gamemasters may require characters to spend a hero point to make temporary use of a device that doesn't belong to them, similar to performing a power stunt without suffering fatigue. This helps to limit the loaning and temporary use of devices.

BATTLESUITS

A common staple of comic books is the battlesuit, also known as power-armor. It is an advanced suit of technological (sometimes magical) armor, giving the wearer various powers.

Battlesuits commonly grant the following powers:

- **Armor:** Protection is the foundation power for a battlesuit. Whether it is armor plating, metallic mesh, flexible ballistic material, or some combination of these and other cutting-edge technologies, a battlesuit protects its wearer from damage. Some battlesuits provide Impervious Protection and some have Sustained Protection in the form of built-in force fields or the like.
- **Attacks:** Battlesuits are typically equipped with some kind of weapon or weapons, based around various attack effects, particularly Damage. A battlesuit with an array of weapons may have a primary attack effect and several others as Alternate Effects (see the Alternate Effect modifier in the Powers chapter).
- **Immunity:** A part of the protection a battlesuit offers is a sealed environment, offering Immunity to various conditions and hazards.
- **Movement:** After defense and offense, battlesuits typically allow the wearer to get around, whether it's hydraulic-assisted Leaping, boot-jets or anti-gravity repulsion for Flight, turbines for Swimming, or some other movement effect.
- **Sensors:** Finally, battlesuits often come equipped with a suite of sensors providing Senses. Darkvision, direction sense (possibly from a global positioning system), infrared vision, radio, time sense (from a chronometer), and ultra-hearing are all common battlesuit sensors.
- **Strength:** A battlesuit might have servomotors or other mechanisms to magnify the wearer's Strength. This is typically a combination of Enhanced Strength and Limited ranks of Enhanced Strength to increase sheer lifting ability.

COSTUMES

In addition to being stylish, costumes may be made of unusual materials much tougher than they appear (courtesy of science or magic), allowing them to provide a Protection effect. Costumes may have other properties and can even be the source of a hero's powers, such as in the case of battlesuits (previously).

Comic book costumes are usually immune to their wearer's powers. They don't burn, tear, or otherwise suffer damage when the wearer changes size or shape, bursts into flames, freezes, and so forth. The GM can assume this is just a descriptor for all costumes. It costs no points, since everyone has it. In a more realistic setting, Gamemasters may wish to make Immunity (wearer's powers) a 1-point feature and require characters to pay for it if their characters have such a costume. Otherwise characters have to make do with ordinary clothing (which may be damaged or destroyed when they use their powers).

ENHANCED EQUIPMENT

Some devices are otherwise normal equipment with special properties. Magical items, normal equipment imbued with magical properties, are examples. Magical weapons may have greater damage bonuses or grant attack bonuses while magical armor imposes no penalties and provides greater protection. Such enchantments move archaic weapons and armor from the realm of mundane equipment to devices. The same is true of equipment using super-alloys, bulletproof cloth, and other wonders of science.

WEAPONS

Weapons are common devices, ranging from super-powered versions of ordinary weapons like swords, bows, or guns (see **Enhanced Equipment**) to more exotic weapons like magic wands or alien power rings. A weapon device usually has one or more attack effects but may provide virtually any effect the player wants to include. Weapons often have several different attacks as Alternate Effects. One example is an array of magic rings, each with its own effect, but only usable one at a time.

OTHER DEVICES

The full range of devices DC Adventures characters can create and use is limited solely by your imagination. Essentially any item with a power is considered a device. Players and GMs may well come up with devices beyond those described here. Use the guidelines in this chapter and in the **Powers** chapter to handle any new devices and their capabilities.

INVENTING

Characters with the Inventor advantage can create inventions, temporary devices. To create an invention, the inventor defines its effects and its cost in power points. This cost is used for the necessary skill checks, and determines the time required to create the invention. Inventions are subject to the same power level limits as other effects in the series.

DESIGN CHECK

First, the inventor must design the invention. This is a Technology skill check the GM should make in secret. The DC is 10 + the invention's total power point cost, including all modifiers *except* Removable, which does not apply to inventions, as they are temporary by nature.

Designing an invention requires an hour's work per power point of the invention's cost. You *can* make a routine check to design an invention. You can reduce the rank of the design time, taking a –5 circumstance penalty on the check for each –1 time rank reduction.

DESIGN CHECK = DC 10 + INVENTION'S POINT COST

If the check is successful, you have a design for the invention. If the check fails, the design is flawed and you must start over. With three or more degrees of failure, the designer is not aware of the design flaw; the design *seems* correct, but the invention won't function (or at least won't function properly) when it's used. For this reason, the GM should make the design check secretly and only inform the player whether or not the character appears to have succeeded.

CONSTRUCTION CHECK

Once the design is in-hand, the character can construct the invention. This requires four hours of work per power point of the invention's cost, so an invention costing 10 points takes 40 hours (about a week's work normally, or working two days straight without rest) to construct. When the construction time is complete, make a Technology skill check. The DC is 10 + the invention's power point cost and you can make it as a routine check. You can reduce the rank of the construction time, taking a –5 circumstance penalty on the check for each –1 time rank reduction.

CONSTRUCTION CHECK = DC 10 + INVENTION'S POINT COST

Success means the invention is complete and functional. Failure means the invention doesn't work. Three or more degrees of failure may result in a mishap, at the GM's discretion.

USING THE INVENTION

Once the invention is complete, it is good for use in one scene, after which it breaks down or runs out of power. If the character wishes to use the invention again, there are two options.

The first is to spend the necessary power points to acquire the invention as a regular power, part of the character's traits; in this case, the device qualifies for the Removable flaw and, once purchased, can be used again like any power.

The other option is to spend a hero point to get another one-scene use out of the invention. Each use costs an additional hero point, but doesn't require any further skill checks.

Although it's possible to prepare certain one-use devices in advance, the GM should require the player to spend a hero point to have a particular previously constructed invention conveniently on-hand during an adventure.

> **Example:** *Batman needs to whip up a mind-shielding device to confront Despero, who has seized control of his teammates in the Justice League. Immunity to Mind Control (a common Affliction effect) has a cost of 5 power points, so the Technology check is DC 15 (10 + 5) and takes 5 hours. Batman's skill bonus is +15, so he succeeds automatically. The construction check is also DC 15 (10 + the device's cost). It takes 20 hours. Batman again succeeds automatically on the check. However, that's 25 hours total to build the mind-shield, and Despero plans to act in just a few hours. Even taking a –15 check penalty to cut the time to one-eighth only takes it down to just over three hours. Batman needs the new device right now, so he's going to need to speed things up....*

JURY-RIGGING DEVICES

An inventor can choose to spend a hero point to jury-rig a device, ideal for when a particular device is needed *right now*. When jury-rigging a device, skip the design check and reduce the time of the construction check to one *round* per power point of the device's cost, but increase the DC of the check by +5. The inventor makes the check and, if successful, has use of the device for one scene before it burns out, falls apart, blows up, or otherwise fails. You can't jury-rig an invention as a routine check, nor can you speed up the process any further by taking a check penalty. You can use a jury-rigged invention again by spending another hero point.

> **Example:** *Needing to get the mind shield device ready right away, Batman's player decides to spend a hero point to jury-rig it. He skips the design step altogether and reduces construction time to 5 rounds (just under a minute). The DC of the construction check increases to 20, but still well within Batman's skill; the player only needs to roll a 5 or better. He rolls a 25 result on the check and, a minute later, Batman has a makeshift mind-shield he hopes will protect him from Despero's power long enough for him to try and free his teammates from the villain's influence.*

WHAT ITEMS DO YOU PAY FOR?

Just because a character happens to own a cell phone, laptop computer, car, or a home does not mean the character is expected to have ranks in the Equipment advantage. Broadly speaking, DC Adventures characters are only expected to pay for *adventuring* equipment, which is to say items that have a direct impact on their roles as heroes. The rest is just background color, perhaps encompassed by ranks in the Benefit advantage for heroes with a *lot* of wealth and material resources.

So, for example, Superman pays no equipment points for the fact that in his secret identity as Clark Kent, he lives in a nice apartment in Metropolis or owns a computer and a cell phone. He does, on the other hand, pay equipment points for his Fortress of Solitude, where he keeps various dangerous items collected over his career. Likewise, Batman has Benefit ranks reflecting that he is also wealthy philanthropist Bruce Wayne, but pays no equipment points for his family estate or penthouse apartment in Gotham, nor for his collection of classic sports cars. Batman *does* pay equipment points for things like the smoke bombs, Batarang, and other weapons and tools he carries in his costumed identity, as well as for the Batcave and his various vehicles like the Batmobile and Batplane.

As in many cases in DC Adventures, when in doubt, the Gamemaster can make a ruling whether or not a particular item should count as equipment. If it is something the character regularly uses as part of his or her heroic identity, then it probably should. If a player wants to bring some cost-free background element to bear on the adventure in an important way, the GM can assess a hero point cost to do so. See **Hero Points** for more information.

MISHAPS

At the GM's discretion, three or more degrees of failure, or a natural roll of 1, on any required inventing skill check may result in some unexpected side effect or mishap. Exactly what depends heavily on the invention. Inventing mishaps can become a source of adventure ideas and put the heroes in some difficult situations. They may also be complications, suitable for hero point awards.

MAGICAL INVENTIONS

For magical, rather than technological, inventions, use the normal inventing rules, but substitute the Expertise: Magic skill for the Technology skill on the design and construction checks.

MAGICAL RITUALS

Characters with the Ritualist advantage can perform magical rituals. They are similar to inventions: one-time powers requiring some time and effort to set up.

For rituals, substitute the Expertise: Magic skill for both the design and construction checks. The design portion of the ritual takes 4 hours per power point of the ritual's cost (pouring over ancient scrolls and grimoires, drawing diagrams, casting horoscopes, meditating, consulting spirit-guides, and so forth). The performance of the actual ritual takes 10 minutes per point of the ritual's cost. So a ritual costing 10 power points takes 40 hours to research and 100 minutes to perform. As with inventing, the ritual is good for one scene. Failing the research check means the ritual isn't usable and three or more degrees of failure results in a mishap (at the GM's discretion).

"Jury-rigging" a ritual has the same effects as for an invention. Spending a hero point allows the ritualist to skip the design check and perform the ritual in a number of rounds equal to its cost. An Expertise: Magic check against a DC of (15 + the ritual's cost) is needed to successfully perform the ritual. Failure means the ritual does not work and the time and effort is wasted.

EQUIPMENT

In addition to their amazing devices, characters often make use of various mundane equipment—ordinary things found in the real world—ranging from a simple set of tools to cell phones, laptop computers, and even common appliances. These items are known as equipment to differentiate them from devices.

EQUIPMENT COST

Equipment is acquired with points from the Equipment advantage. Each piece of equipment has a cost in points, just like other traits. The character pays the item's cost out of the points from the Equipment advantage and can thereafter have and use that item.

EQUIPMENT EFFECTS AND FEATURES

An item's cost is based on its effects and features, just like a power (see the **Powers** chapter), so a ranged weapon has a cost based on its Ranged Damage rank. Equipment often provides the Features effect, including some specific equipment Features described in this chapter. Indeed, some items of equipment provide only Features.

ALTERNATE EQUIPMENT

Just as with power effects, there is a diminishing value in having multiple items with a similar function, or a single piece of equipment with multiple functions, usable only one at a time. Equipment can have the Alternate Effect modifier (see the **Extras** section of the **Powers** chapter), such as a weapon capable of different modes of operation.

Characters can also have Alternate Equipment, an array of items usable only one at a time. This is typically a multi-function item, or a kit or collection of various smaller items. The classic example is the utility belt (see its description later in this chapter). Alternate Equipment can also include things like an arsenal of weapons the character can swap out, providing different sets of weapons, with only a limited number usable at once.

ON-HAND EQUIPMENT

Characters may not necessarily carry all their equipment with them at all times. The GM may allow players to spend a hero point in order to have a particular item of equipment "on-hand" at a particular time. This is essentially an equipment "power stunt"—a one-time use of the item for one scene—and the Gamemaster rules whether or not having a particular item on-hand is even possible. For example, a hero out for an evening in his secret identity might have something like a concealed weapon or other small item on-hand, but it's unlikely the character is carrying a large weapon or item unless he has some means of concealing it.

RESTRICTED EQUIPMENT

The Gamemaster may rule some equipment is simply not available or that characters must pay for an additional Feature (or more) in order to have it. This may include certain kinds of weapons, vehicles, and anything else the GM feels should be restricted in the series.

DAMAGING EQUIPMENT

Most equipment can be damaged like other objects (see **Damaging Objects**, page 94), based on its Toughness. Equipment suffering damage loses some effectiveness. The item loses 1 Feature or suffers a –1 circumstance penalty on checks involving it each time it is damaged. These penalties are eliminated once the item is repaired.

REPAIRING AND REPLACING

Repairing an item requires a Technology check. You can also affect jury-rigged repairs to temporarily restore the item to normal (see **Technology** in the **Skills** chapter).

Replacing damaged or destroyed equipment requires only time and resources, although the GM has the final say as to how much time. It's easy to replace a lost item when the store is right around the corner, harder when it's the middle of the night or you're out in the middle of nowhere, or the item is restricted in some fashion. Gamemasters can allow players to spend a hero point to have a

UNDER THE HOOD: AMMO, BATTERIES, AND CHARGES

Lots of equipment has a limited lifespan: guns run out of ammo, cars run out of gas, SCUBA tanks run out of oxygen, and batteries run out of juice. However, it can be a hassle to keep track of the lifespan of every piece of equipment the heroes may have (to say nothing of all the villains and supporting characters). So DC Adventures pays fairly little attention to equipment running out or breaking down except when the Gamemaster wants to make things interesting for the heroes with a complication or two. Thus equipment failure—either due to running out of fuel or simple malfunction—is a dramatic issue rather than a matter of cost-accounting and keeping track of things like ammo and how much gas is in the tank of the hero's super-car.

The material in this book assumes equipment and devices have effectively unlimited use, except when the GM declares a complication, and that heroes properly maintain, charge, reload, and refuel their gear "off-panel" in between the scenes of an adventure, unless the Gamemaster dictates otherwise.

replacement for a piece of equipment as an on-hand item (see **On-Hand Equipment**, previously).

THE LIMITS OF EQUIPMENT

While equipment is useful, it does have its limits, particularly when compared to powers or devices. Equipment is less expensive—it's cheaper to have a handgun than a Damage power or even a high-tech blaster weapon—but equipment is also more limited. Keep the following limitations of equipment in mind.

TECHNOLOGICAL LIMITS

Equipment includes only items and technology commonly available in the setting. The GM decides what is "commonly available," but as a rule of thumb assume equipment only includes things from the real world, not battlesuits, anti-gravity devices, shrink rays, and so forth. Those are all devices (see **Devices** at the start of this chapter).

AVAILABILITY

Ownership of some equipment is restricted and the GM decides what is available in the setting. For example, guns may require permits, licenses, waiting periods, and so forth. Also, equipment can be bulky and difficult to carry around. Gamemasters are encouraged to enforce the limitations of carrying a lot of equipment at once. Players who want to have an unusual item of equipment on-hand must either remember to bring it along or use the guidelines for on-hand equipment. Devices are not so limited and characters are assumed to have an easy means of carrying and transporting them.

BONUS STACKING

Equipment bonuses are limited compared to the bonuses granted by other effects. Generally, they do *not* stack with each other or other types of bonuses, only the highest bonus applies. Thus a hero with a high Protection bonus doesn't get much, if any, advantage from wearing a bulletproof vest. The only exception to this is Strength-based weapons, and there are limits on them as well (see **Melee Weapons**, later in this chapter).

NO EXTRA EFFORT

Unlike devices, you do not have the choice of suffering the strain of extra effort when improving equipment, the equipment *always* takes the strain. You can push your equipment to the limit (eventually causing it to fail) but trying real hard on your part isn't going to make your car go faster or your gun more effective. You also can't use extra effort to perform power stunts with equipment. Instead, you must spend a hero point to do so. The GM can always disallow extra effort with equipment if the item is one that is not capable of exceeding its normal operating limits.

DAMAGE AND LOSS

Equipment is subject to damage, malfunctions, and loss, even more so than devices with the Removable flaw (see the flaw description in the **Powers** chapter). Equipment may be lost or taken away from the character with impunity, and the GM may have equipment fail, run out of ammo or fuel, or otherwise malfunction as a complication.

GENERAL EQUIPMENT

Most items of general equipment provide Features or other comparatively minor effects. Each of the following items is a rank 1 Feature, costing 1 point, unless specified otherwise.

ELECTRONICS

Computers and electronics are common in the modern world. Gamemasters should note most of these devices are fairly delicate (Toughness 4 or less) and affected by electricity, radiation, and powerful magnetic fields, which can short them out entirely.

Camera: A digital or film camera for taking still images. Most cameras have a capacity of 24 or 36 images and you can use one in conjunction with appropriate Expertise skills, such as photography.

Cell Phone: A small handheld or headset unit for communication. The battery lasts for approximately 24 hours before it needs to be recharged. For an extra point, a phone can have most of the capabilities of a computer, at least with regard to accessing the Internet and providing data.

Commlink: A tiny button-sized device for radio communication with an effective range of about a mile (longer if patched into the cellular network or a similar network). Many hero (and villain) teams use commlinks.

Computer: A computer includes keyboard, mouse, monitor, printer, modem, and other standard peripherals, and may include things like a scanner at the GM's discretion.

Audio Recorder: These tiny digital recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording.

Video Camera: A hand-held camera that records video and audio on tape or digitally, with a capacity of about 6 hours of footage. Video cameras cost 2 points, since they effectively double as audio recorders as well.

CRIMINAL GEAR

This equipment is most often used by criminals or to catch criminals.

Handcuffs: Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any medium or small humanoid. Handcuffs can only be placed on a defenseless or unresisting target. Steel cuffs have Toughness 9 and are DC 20 to escape using Sleight of Hand (or Technology to pick the lock).

Lock Release Gun: This small, pistol-like device automatically disables and opens cheap and average mechanical locks operated by standard keys as a routine check. It does not affect other locks.

Restraints: Similar to handcuffs are plastic restraints, used in cases where authorities need to restrain a large number of people and cuffs are impractical. They are generally Toughness 5 or so and DC 20 to escape with Sleight of Hand but cannot be removed except by cutting or breaking them.

SURVEILLANCE GEAR

Heroes often use surveillance gear to keep tabs on criminals and their activities.

Binoculars: Standard binoculars allow the user to make visual Perception checks at a greater distance, or with a reduced penalty for distance, effectively providing a +5 equipment bonus that overcomes some or all of the distance penalty.

Concealable Microphone: A tiny receiver usable as a listening device. It has a broadcast range of about a mile. It requires an Investigation or Perception check against the results of the Sleight of Hand check used to conceal the microphone to find it.

Mini-Tracer: A tiny radio transmitter with an adhesive backing. It requires a successful attack check to plant a tracer on a target (or a Sleight of Hand check to plant it outside of action time). Noticing the tracer is a DC 20 Perception check or the result of the character's Sleight of Hand check, whichever is higher. The tracer has a transmission range of about 2 miles.

Night Vision Goggles: Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user darkvision—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a –2 circumstance penalty on Perception checks made while wearing them. Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a flashlight visible only to the wearer (or anyone else with IR vision).

Parabolic Microphone: This apparatus has a gun-like microphone with an attached set of headphones. A parabolic mike provides a +5 equipment bonus to listening Perception checks that overcomes some or all of the penalty for listening to sounds at a distance, through walls, etc.

SURVIVAL GEAR

Camo Clothing: Clothing in the right camouflage pattern for the environment grants a +5 equipment bonus on Stealth checks in that environment. Patterns include foliage, desert, urban, and arctic.

Flash Goggles: These tinted eye-coverings provide protection against blinding light, granting a +5 equipment bonus to resistance checks against visual Dazzle attacks involving bright light.

Flashlight: Flashlights negate penalties for darkness within their illuminated areas. The standard flashlight projects a beam 30 feet long and 15 feet across at its end.

Fire Extinguisher: This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-by-10-foot area as a move action. It contains enough material for two such uses.

Gas Mask: This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides immunity to eye and lung irritants. The filter canister lasts for 12 hours of use.

GPS: Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +5 equipment bonus on checks to navigate, but because the receiver must be able to pick up satellite signals, it generally only works outdoors.

Multi-tool: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multi-tool can lessen the penalty for making skill checks without appropriate tools to –2 instead of the normal –5. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Rebreather: A small cylinder that fits over the mouth and provides two minutes (20 rounds) of oxygen, during which the character does not need to make suffocation checks.

SCUBA Gear: A back-mounted oxygen cylinder and facemask, used for diving. SCUBA (Self-Contained Underwater Breathing Apparatus) gear provides two hours of oxygen, and characters using it do not need to make checks for suffocation unless the gear is damaged or disabled.

UTILITY BELT

A common piece of equipment for crime fighters and espionage agents is the utility belt (or bag, pouch, backpack, etc.): a collection of useful tools and equipment in a compact carrying case. A utility belt is an array of Alternate Equipment. Some characters may have a Removable

array of devices instead, allowing for far more unusual effects than run-of-the-mill equipment.

Note that equipment with a cost of 1 equipment point doesn't really need to be acquired as Alternate Equipment, since there's no change in cost. Still, heroes often have 1-point items in their utility belts, like flashlights, rebreathers, and so forth.

By spending hero points you can temporarily add Alternate Equipment to your utility belt, for those one-time items you may need in a pinch.

SAMPLE UTILITY BELT

Feel free to modify this example (adding or omitting items) to create your own customized utility belts. The tear gas, as the most expensive effect, has full cost. The other items cost 1 point each for Alternate Equipment, making the total equipment point cost of the utility belt 25 equipment points, or 5 power points (for 5 ranks of the Equipment advantage).

- **Tear Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • *16 points*
- **Bolos:** Snare 3 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized) • *1 point*
- **Boomerangs:** Ranged Damage 1, Strength-based • *1 point*
- **Explosives:** Ranged Burst Area Damage 5 • *1 point*.
- **Cutting Torch:** Damage 1 Linked to Weaken Toughness 1. • *1 point*
- **Flash-Bangs:** Ranged Burst Area Dazzle 4 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware). • *1 point*
- **Pepper Spray:** see page 151. • *1 point*
- **Power Knuckles:** Damage 4, Strength-based • *1 point*
- **Sleep Gas Pellets:** Ranged Cloud Area Sleep 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep). • *1 point*
- **Smoke Pellets**: Ranged Cloud Area Visual Concealment Attack • *1 point*

WEAPONS

Weapons of various sorts are common for both heroes and villains. They range from melee weapons to ranged weapons like guns and bows and devices like shrink-rays, mind-control helmets and more. Characters that don't have any offensive powers often rely on weapons to get the job done.

MELEE WEAPONS

Melee weapons are hand-held close combat weapons. They typically have a Strength-based Damage effect (see the **Damage** effect in the **Powers** chapter), adding the wielder's Strength rank to the weapon's damage rank. Ordinary melee weapons are limited by their Toughness in terms of the amount of Strength they can add. If a wielder exerts Strength greater than the weapon's Toughness (4 for wooden weapons, 7 or 8 for metal weapons), the weapon breaks when it is used. Melee weapons have the following traits:

Category: Melee weapons are categorized as simple, archaic, and exotic.

Effect: The effect a hit with the weapon causes, typically Damage, although some modern melee weapons have other effects. The effect has the normal cost given in the **Powers** chapter. The effect may also have certain descriptors, such as bludgeoning or slashing, for defining things like resistance or vulnerability to certain effects.

Critical: The threat range for a critical hit with the weapon. Some weapons have a larger threat range than others. Increasing a weapon's threat range by 1 costs 1 point, like the Improved Critical advantage.

Cost: This is the weapon's cost in points. Characters pay this cost from their equipment points to have a weapon of this type as part of their regular equipment.

SIMPLE MELEE WEAPONS

Brass Knuckles: Pieces of molded metal fitting over the fingers, brass knuckles add +1 damage to your unarmed strikes. They include similar items like armored gauntlets.

Club: Any of a number of blunt weapons used to strike, including nightsticks, batons, light maces, quarterstaffs, and similar bludgeoning weapons. A particularly light club might be only Damage 1.

Knife: A bladed weapon with a length less than 18 inches or so. This includes daggers, stilettos, sais, switchblades, bowie knives, and hunting knives, among others.

Pepper spray: A liquid sprayed in a target's face at close range to blind them.

Stun Gun: A stun gun hits its target with a surge of electricity, an Affliction that can daze, stun, and potentially incapacitate.

ARCHAIC MELEE WEAPONS

Battleaxe: A heavy-bladed axe that can be wielded with one or two hands.

Sword: A blade between 18 and 30 or more inches in length, single or double-edged. It includes longswords, katanas, sabers, scimitars, and similar weapons.

Spear: A bladed polearm. Most spears can also be thrown as a ranged attack.

Warhammer: A heavy hammer or mace that can be wielded with one or two hands. Warhammers can also be thrown as a ranged attack.

EXOTIC MELEE WEAPONS

Chain: A length of chain can strike targets up to 10 ft. away (Reach 2) and provides the benefits of the Improved Grab and Improved Trip advantages.

Chainsaw: A tool that sometimes sees use as a weapon, particularly against zombies and other slasher-flick monsters. Unlike most melee weapons, chainsaw damage is not Strength-based.

Nunchaku: A popular martial arts weapon, made of two wooden shafts connected by a short length or rope or chain.

Whip: A whip can strike targets up to 15 ft. away (Reach 3) and provides the benefits of the Improved Grab and Improved Trip advantages.

RANGED WEAPONS

Ranged weapons include both thrown and projectile weapons. Thrown weapons are Strength-based, adding the wielder's Strength rank to their Damage rank. Projectile weapons include bows, crossbows, and guns as well as energy weapons like lasers and blasters. Their Damage is generally not Strength-based.

MELEE WEAPONS

WEAPON	EFFECT	CRITICAL	COST
SIMPLE WEAPONS			
Brass Knuckles	Damage 1, bludgeoning	20	1
Club	Damage 2, bludgeoning	20	2
Knife	Damage 1, piercing	19-20	2
Pepper Spray	Close Visual Dazzle 4, chemical	20	2
Stun Gun	Affliction 5, electrical	20	5
ARCHAIC WEAPONS			
Battleaxe	Damage 3, slashing	20	3
Sword	Damage 3, slashing	19-20	4
Spear	Damage 3, piercing	19-20	4
Warhammer	Damage 3, bludgeoning	20	3
EXOTIC WEAPONS			
Chain	Damage 2, Imp. Grab, Imp. Trip, Reach 2	20	6
Chainsaw	Damage 6, slashing	20	6
Nunchaku	Damage 2, bludgeoning	19-20	3
Whip	Imp. Grab, Imp. Trip, Reach 3	20	5

RANGED WEAPONS

WEAPON	EFFECT	CRITICAL	COST
PROJECTILE WEAPONS			
Holdout pistol	Ranged Damage 2	20	4
Light pistol	Ranged Damage 3	20	6
Heavy pistol	Ranged Damage 4	20	8
Machine pistol	Ranged Multiattack Damage 3	20	9
Submachine gun	Ranged Multiattack Damage 4	20	12
Shotgun	Ranged Damage 5*	20	10
Assault Rifle	Ranged Multiattack Damage 5	20	15
Sniper Rifle	Ranged Damage 5	19-20	11
Bow	Ranged Damage 3	20	6
Crossbow	Ranged Damage 3	19-20	7
ENERGY WEAPONS			
Blaster pistol	Ranged Damage 5	20	10
Blaster rifle	Ranged Damage 8	20	16
Taser	Ranged Affliction 5*	20	10
HEAVY WEAPONS			
Flamethrower	Cone or Line Area Damage 6	—	13
Grenade Launcher	Burst Area Ranged Damage 5	—	15
Rocket Launcher	Ranged Damage 10, Burst Area 7	20	27
THROWN WEAPONS			
Bolos	Snare 3*	20	6
Boomerang	Ranged Damage 1	20	2
Javelin	Ranged Damage 2	20	4
Shuriken	Ranged Multiattack Damage 1	20	3

* = See individual descriptions for more information.

Like melee weapons, ranged weapons have category, effect, critical, and cost traits. Ranged weapon categories are Projectile Weapons, Energy Weapons, Heavy Weapons, and Thrown Weapons.

PROJECTILE WEAPONS

Holdout pistol: A low-caliber, easily concealed pistol, typically used as a back-up or secondary weapon.

Light pistol: A common handgun, found in the hands of police officers and criminals alike.

Heavy pistol: A high-caliber handgun, usually used by those who want a lot of stopping power.

Machine pistol: A small automatic weapon, usable in one hand.

Submachine gun: Compact automatic weapons that fire pistol ammunition, submachine guns are common military weapons, also used by criminals with access to more serious firepower.

Shotgun: A shotgun can fire shot, which does Damage 5 with Accurate 1 due to the spread, but Limited to Damage 3 against targets with Protection. It can also load solid slugs, which inflict the same damage, but without the Accurate bonus or the Limit on Damage.

Assault rifle: Rifles designed for military-use capable of both single-fire and automatic fire.

Sniper rifle: Rifles designed for long-range use, typically in conjunction with a powerful scope or targeting system.

Bow: Although outdated, some heroes and villains favor the bow as a weapon and it can be quite effective in the right hands. A bow-wielding character may have various "trick" arrows with different powers, typically handled as devices.

Crossbow: Similar to a bow, and used for the same reasons.

ENERGY WEAPONS

Blaster pistol: A pistol that fires a coherent bolt of energy.

Blaster rifle: A larger rifle-sized weapon that fires a more powerful bolt of energy.

Taser: A compressed-air weapon firing a pair of darts. On impact they release a powerful electrical charge, for an Affliction effect that can daze, stun, or incapacitate (Fortitude resistance, DC 15).

HEAVY WEAPONS

Flamethrower: A flamethrower shoots a stream or arc of fire Damage as Cone or Line Area and can switch between settings as an Alternate Effect.

Grenade launcher: A grenade launcher fires various types of grenades out a greater distance, generally fragmentation grenades.

Rocket launcher: A rocket-launcher is generally an anti-tank weapon, although they also make useful anti-*super-hero* weapons as well. The primary target hit by the rocket resists explosive Damage 10, while all other targets in the burst area resist Damage 7. Some "tank-killer" rockets are also Penetrating, to help overcome Impervious armor Protection, although the rocket's Damage typically does most of that work. Most rocket launchers can fire only one or two shots before they must be reloaded (standard action, meaning the launcher cannot fire that turn).

OTHER RANGED WEAPONS

Bolos: A set of weighted cords intended to entangle an opponent with a Snare Affliction that hinders and impedes, then renders the target defenseless and immobile. See **Snare** in the **Powers** chapter for details.

Boomerang: A common throwing weapon for heroes, a thrown boomerang returns to the thrower's hand, ready to be thrown again on the next round (less a Feature and more a special descriptor). Boomerang wielders often use this property of the weapon to feint, allowing for an attack against a vulnerable target on the return arc on the attacker's next turn.

Javelin: Light, flexible spears intended to be thrown. Javelins can also be used in melee combat.

Shuriken: Flat metal stars or spikes for throwing. Shuriken can be thrown in groups as a Multiattack. Although they are thrown weapons, shuriken are not Strength-based, being too light.

WEAPON ACCESSORIES

The following accessories can be added to the projectile weapons in this section. Each is considered a feature costing 1 equipment point.

Laser Sight: A laser sight projects a non-damaging laser beam showing where the weapon is aimed. This grants Accurate 1 to the weapon it's attached, which grants a +2 bonus on attack checks with that weapon.

Stun Ammo: Ballistic weapons can fire rubber bullets while bows can fire blunt-tipped arrows or quarrels. This ammunition is intended to inflict non-lethal rather than lethal damage, so it can't be used to kill. Switching between ammo types is a move action (a free action for a character with the Quick Draw advantage).

Suppressor: A suppressor muffles the noise of a ballistic weapon, giving it Subtle 1 and making it difficult (DC 20) for normal hearing to detect it.

Targeting Scope: A targeting scope gives a weapon the benefits of the Improved Aim advantage, doubling the normal benefits of aiming.

GRENADES AND EXPLOSIVES

Fragmentation grenade: A common military grenade that sprays shrapnel in all directions.

Smoke grenade: A smoke grenade fills an area with thick smoke (colored as desired) providing total concealment to all visual senses.

Flash-bang grenade: A flash-bang grenade gives off a bright flash and a loud bang that can render targets temporarily blind and deaf. A flash grenade affects only vision and costs 12 points.

Sleep gas grenade: This grenade releases a gas with an Affliction (Sleep) effect.

GRENADES AND EXPLOSIVES

ITEM	EFFECT	DODGE DC	COST
	GRENADES		
Fragmentation	Ranged Burst Area Damage 5	15	15
Smoke	Ranged Cloud Area Concealment Attack 4	14	12
Flash-bang	Ranged Burst Area Dazzle 4	14	16
Sleep gas	Ranged Cloud Area Sleep 4*	14	12
Tear gas	Ranged Cloud Area Affliction 4*	14	16
	EXPLOSIVES		
Dynamite	Ranged Burst Area Damage 5	15	15
Plastic explosive	Ranged Burst Area Damage 10	20	30

* = See individual descriptions for more information.

ARMOR

ARMOR	EFFECT	COST
	ARCHAIC	
Leather	Protection 1	1
Chain mail	Protection 3	3
Plate mail	Protection 5	5
Full plate	Protection 6	6
	MODERN	
Undercover shirt	Protection 2, Limited to Ballistic, Subtle	2
Bulletproof vest	Protection 4, Limited to Ballistic, Subtle	3
	SHIELDS	
Small shield	+1 Active Defenses	2
Medium shield	+2 Active Defenses	4
Large shield	+3 Active Defenses	6

Tear gas grenade: This type of grenade releases a cloud of gas that irritates the eyes and lungs, causing temporarily blindness and nausea (an Affliction with dazed and visually impaired, stunned and visually disabled, and incapacitated effects).

Dynamite: A common explosive. The damage on the table is for a single stick of dynamite. Each doubling of the amount of explosive increases Damage rank by 1.

Plastic explosive: Another common explosive, which can be worked into different shapes. The damage listed is for a 1 lb. block. Each doubling of the amount of explosive increases Damage rank by 1.

ARMOR

With so many weapons and super-powered attacks around, characters may need armor to protect them. Some heroes are innately tough enough to stand up to a lot of punishment, while others rely on their high Dodge and Parry ranks. Others choose to wear armor, ranging from ancient metal armors to modern composites or ultra-modern battlesuits.

Armor provides a Protection effect, a bonus to Toughness. Like other equipment, armor bonuses do not stack with other armor or effect bonuses, only the highest bonus applies, one of the reasons why tough heroes rarely, if ever, wear armor. Toughness, even that granted by armor, is limited by your series' power level. Armor has the following traits:

Category: Armors are categorized as archaic (ancient styles of armor like chain- and plate-mail), modern (typically bulletproof composites and synthetics), and shields (requiring some active use to protect against attacks).

Effect: The effect of most armor is Protection, sometimes with the Impervious modifier. Shields provide a sort of mobile cover (see **Cover** in the **Action & Adventure** chapter), granting Enhanced Dodge and Parry defenses.

Cost: This is the armor's cost in points. Characters pay this cost from their equipment points to have the armor of this type as part of their regular equipment.

ARCHAIC ARMOR

Some characters in super-heroic settings still wear ancient or archaic armor, either because they are from a place or time where such armor is common or because it is tied to their motif or powers in some way.

Leather: This can be archaic plates of boiled leather or a modern heavy leather jacket.

Chain mail: A shirt of heavy metal chain, often with a coif (hood) to cover the wearer's head.

Plate mail: This is chain-mail augmented with a metal breastplate, greaves (leg-guards), and arm-guards.

Full plate: A full (and heavy!) suit of articulated metal plates, like that worn by medieval knights.

MODERN ARMOR

Modern body armor is common among super heroes and villains, but even more so among people like police officers, soldiers, criminal agents, and so forth.

Undercover shirt: A thin shirt of ballistic armor that can be worn under street clothes.

Bulletproof vest: A heavier vest of ballistic armor worn by police officers and soldiers.

SHIELDS

Small shield: A small hand shield large enough to cover the wearer's forearm.

Medium shield: A larger shield covering almost the entire arm, able to shield a large portion of the torso.

Large shield: A "kite" shield able to cover more than half of the wielder's body.

UNDER THE HOOD: SHIELDS

Just as power armor is a device version of otherwise ordinary equipment armor, some heroes (and, less often, villains) have shield devices providing them with greater benefits than an ordinary shield.

A shield device may provide Enhanced Dodge and Parry defenses like a mundane shield, or it can grant ranks of Protection (which do stack with other effects, since they're not from equipment), perhaps even Impervious Protection for a "bulletproof" or "indestructible" shield. Such benefits are typically Sustained in duration, requiring some action on the shield-wielder's part.

A shield might even be useful as a weapon, providing a Damage effect, probably Strength-based. This is best handled as an Alternate Effect of the shield, meaning you can't use it both offensively and defensively at the same time! A hero able to hurl a shield at foes can even have a Ranged Damage effect with it.

VEHICLES

Not every hero can fly (or teleport, or run at super-speed...). Sometimes heroes make use of other means to get around. Vehicles are used primarily for transportation, although they may come with additional capabilities—including weapons—making them useful in other situations as well.

VEHICLE TRAITS

Vehicles have the following traits: Size, Strength, Speed, Defense, and Toughness. Like characters, each of a vehicle's traits costs points to improve. The basic cost for a vehicle is its Speed, but other things, like the vehicle's ability to haul cargo or resist damage, cost points as well. Vehicles can even have power effects of their own. Equipment point costs are summarized on the **Vehicle Trait Cost** table.

VEHICLE TRAIT COST

TRAIT	COST
Size	1 point per size category
Strength	1 point per +1 Strength
Speed	movement effect cost
Toughness	1 point per +1 Toughness
Defense	1 point per +1 Defense
Features	1 point per feature
Powers	power cost (see the **Powers** chapter)

SIZE

A vehicle's size is measured in categories, as shown on the **Vehicle Size Categories** table. A vehicle's size determines its base Strength, Toughness, and Defense values. Vehicles start out at medium size by default, and each increase in size category costs 1 power point.

STRENGTH

A vehicle's Strength, much like a character's, determines its carrying capacity. You can increase a vehicle's Strength over the base rank for its size for 1 equipment point per Strength rank.

VEHICLE SIZE CATEGORIES

VEHICLE SIZE (RANK)	EXAMPLES	STRENGTH	TOUGHNESS	DEFENSE
Awesome (3)	Space transport	20	15	–10
Colossal (2)	Passenger jet	16	13	–8
Gargantuan (1)	Semi, yacht, fighter jet	12	11	–6
Huge (0)	Stretch limo, SUV, tank	8	9	–4
Large (–1)	Car, truck	4	7	–2
Medium (–2)	Motorcycle	0	5	0

SPEED

A vehicle buys the appropriate movement effect(s) for its Speed, paying the normal cost. Vehicles with multiple modes of movement (air, ground, and water, for example) pay full cost for the most expensive and can acquire the others as Alternate Effects (see the **Alternate Effect** modifier in the **Powers** chapter).

DEFENSE

A vehicle's size determines its base Defense, which is used to determine the Defense Class to hit the vehicle with attacks. For sizes larger than medium, this is a penalty, making it easier to target the vehicle, even to the point where attackers can hit it as a routine check. You can "buy off" the Defense penalty applied to a vehicle for 1 equipment point per –1 penalty removed.

TOUGHNESS

Size category determines a vehicle's base Toughness rank, used for Toughness resistance checks. You can increase a vehicle's Toughness over the base rank for its size for 1 equipment point per Toughness rank.

FEATURES

Certain things are considered "standard" on any vehicle. These include seating, safety harnesses or seat belts, heating and air-conditioning, radio receiver, headlights, and similar things with little or no impact on game play. Features are "optional extras" for vehicles and cost 1 point each. The GM can determine if other features are included in the vehicle or cost points. Some "features" are actually powers, described in the following section.

- **Alarm:** The vehicle has an alarm system that goes off when an unauthorized access or activation attempt is made. A Technology check (DC 20) can overcome the alarm. For each additional equipment point, the DC increases by 5.
- **Caltrops:** A vehicle may be equipped with a dispenser for caltrops, spikes meant to damage tired. Activating the dispenser is a standard action. Caltrops automatically blow out the tires of ordinary vehicles that run over them (consider such vehicles "minions"). Heroes and villains can make DC 13 Toughness checks for their vehicles; tires are Toughness 3. One degree of failure slows the vehicle, while two degrees of failure immobilize it.
- **Hidden Compartments:** The vehicle has hidden compartments or cargo areas holding up to a tenth of the vehicle's medium load in cargo. A Perception check (DC 20) allows the searcher to find the hidden compartment. For each additional equipment point, the DC increases by 5.
- **Navigation System:** The vehicle is equipped with a navigation system that grants a +5 circumstance bonus on skill checks related to navigation.
- **Oil Slick:** The vehicle can release an oil slick, covering a 20-ft. by 20-ft. area and forcing the driver of a pursuing vehicle to make a Vehicles check (DC 15) to retain control of the vehicle. Releasing the oil slick is a standard action.
- **Remote Control:** The vehicle's owner can operate it remotely using a transmitter and control device. Remotely controlling a vehicle requires the same kind of action (usually a move action) as if you were actually behind the wheel of the vehicle.

POWERS

A vehicle can have power effects of its own, usually reflecting the vehicle's systems. Attack effects are suitable for vehicle-mounted weapons, while defense effects protect the vehicle (and often the passengers) from harm. Vehicle powers have their normal cost for the vehicle (meaning they cost one-fifth the normal amount for the vehicle's owner, since the effects are incorporated into the vehicle and cost equipment points rather than power points).

- **Armor:** Armor provides Protection for a vehicle in addition to its normal Toughness, possibly including Impervious Protection. Some vehicles may have Sustained Protection (such as force screens) instead of, or in addition to, Permanent Protection. 1 point per +1 Toughness.
- **Cloaking Device:** A vehicle may have a "cloaking device" granting Concealment from visual senses. Some vehicles may also have Concealment from auditory senses or things such as radar, giving them a "stealth mode." 4 points (normal vision or all of another sense type) or 8 points (all visual senses).
- **Immunity:** Vehicles normally provide immunity to the normal hazards of environments they travel through—such as underwater or in space—at no additional cost. Additional Immunity effects are for unusual hazards or circumstances, such as a car that provides a sealed air system, granting immunity to suffocation and other atmospheric hazards.
- **Smokescreen:** The vehicle can release a cloud of thick smoke or mist that provides a Cloud Area visual Concealment Attack to hide the vehicle or confuse pursuers. 12 points.
- **Weapons:** Vehicle weapons are based on various attack effects, particularly Damage with various modifiers. Vehicles, especially military vehicles, may mount versions of some of the weapons listed elsewhere in this chapter.

SHARED VEHICLES

A team of heroes may share a vehicle used by the whole team, particularly useful for shuttling around team members who cannot fly or move at super-speed. The members of the team divide the equipment point cost of the vehicle among them as they see fit, devoting the necessary ranks of the Equipment advantage to covering the vehicle's cost.

ALTERNATE VEHICLES

Just like Alternate Equipment, characters may have multiple *vehicles*. These are generally Alternate Equipment by definition, since it's difficult to drive or pilot more than one vehicle at a time! So the character pays the full cost for the most expensive vehicle, and then 1 equipment point for each additional vehicle with the same or lesser cost.

The classic DC Adventures example is Batman: he pays full equipment point cost for the Batplane (the most expensive of his vehicles) and just 1 equipment point for the Batmobile and Batboat. Batman's player can even spend a hero point to pull out the bat-sub, bat-copter, bat-autogyro, or whatever other vehicle might be suitable for the current situation.

GROUND VEHICLES

Most cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and an AM/FM radio with CD player. Luxury vehicles often also include extras such as power seats, leather upholstery, and a sunroof.

Cars come in many different varieties. For variations on the base model, add +1 or +2 Str for larger, full-sized cars, and +1 or even +2 Speed for sports and racing cars.

Trucks include pick-ups, sport utility vehicles (SUVs), vans, and similarly sized vehicles.

Tanks are heavily armed and armored vehicles. The standard tank has Impervious Toughness 12 and comes equipped with a cannon (Ranged Damage 10, Burst Area 6) and a heavy machine gun (Ranged Multiattack Damage 6). It takes a move action to get into or out of a tank, and another move action to start it up.

APCs, or Armored Personnel Carriers, are designed for carrying troops. They come with a smaller cannon (Ranged Damage 6, Burst Area 4), Impervious Toughness 8, and are set up so soldiers on board can fire their personal weapons from behind the cover of the APC's armor.

WATER VEHICLES

Water vehicles range from small boats and outboards to massive sea-going ships.

Cutters are used by the Coast Guard and the Navy. They're often equipped with light machine guns (Ranged Multiattack Damage 6).

Destroyers are main naval ships, carrying heavy guns (Ranged Damage 10, Burst Area 8).

Battleships have massive gun batteries (Ranged Damage 13, Burst Area 9) and heavy armor.

Submarines are equipped with torpedoes (Ranged Damage 8, Burst Area 5) and often ballistic missiles (Ranged Burst Area Damage 15 or higher, not included in listed cost).

AIR VEHICLES

Air vehicles are all capable of flight, some of them at very high speeds.

Military helicopters are equipped with machine guns (Ranged Multiattack Damage 6) and rockets (Ranged Damage 9, Burst Area 6).

Fighter jets have machine guns (Ranged Multiattack Damage 6) and air-to-air missiles (Ranged Damage 11, Burst Area 8, Homing 6).

Bombers may have machine guns and missiles, but also have powerful bombs (Burst Area Damage 12 or higher) they can drop on targets.

SPACE VEHICLES

Space vehicles are intended for use outside the atmosphere, some of them for interplanetary or even interstellar travel. Generally space vehicles are found in the possession of alien civilizations, although the GM may choose to allow some organizations and individuals on Earth to have space vehicles.

Space fighters are armed with blaster cannons (Ranged Damage 10).

Space cruisers have larger beam weapons (Ranged Damage 12) and often energy torpedoes (Ranged Damage 12, Burst Area 10, Homing 8).

Space battleships have the most massive weapons: blaster cannons (Ranged Damage 15) and high-powered energy torpedoes (Ranged Damage 15, Burst Area 12, Homing 8).

VEHICLES

NAME	SIZE	STRENGTH	SPEED	DEFENSE	TOUGHNESS	COST
GROUND VEHICLES						
Motorcycle	M	1	6	10	8	10
Car	L	5	5	8	8	10
Police Cruiser	L	6	6	8	9	11
Limousine	H	8	5	6	9	6
Truck	H	9	5	6	9	7
Armored Car	H	8	5	6	12	8
Tank*	H	10	4	6	12	65
APC*	H	12	4	6	12	35
Bus	G	12	5	4	11	8
Semi	G	13	5	4	11	9
Train engine	H	10	5	6	10	10
WATER VEHICLES						
Jet-ski	M	1	5	10	7	8
Speedboat	L	6	6	8	7	8
Yacht	H	10	5	6	9	9
Cutter*	G	13	5	4	12	27
Destroyer*	C	16	5	2	14	38
Cruise ship	A	20	5	0	15	10
Battleship*	A	20	5	0	16	46
Submarine*	C	16	5	2	13	30*
AIR VEHICLES						
Helicopter	H	8	7	6	9	16
Military copter*	H	8	8	6	11	45
Private Jet	G	12	8	4	11	19
Jumbo-jet	C	16	7	2	13	18
Fighter Jet*	H	10	12	6	10	66
Bomber*	C	13	9	2	13	59
SPACE VEHICLES						
Space Shuttle*	C	16	12	2	13	28
Space Fighter*	H	10	14	6	11	56
Space Cruiser*	C	18	14	2	15	79
Space Battleship*	A	22	16	0	18	93
EXOTIC VEHICLES						
Dimension Hopper*	H	8	*	6	9	8
Mole Machine*	H	11	4	6	12	10
Time Machine*	H	8	*	6	9	8

* = See individual descriptions for more information.

SPECIAL VEHICLES

These are unique vehicles, most likely found in the possession of super-villains, aliens, or eccentric inventors.

Dimension hopper is a van-sized vehicle capable of moving between dimensions like a rank 3 Movement (Dimensional Travel) effect.

Mole-machines are classic weapons for underground villains, consisting of a metallic cylinder with treads and a rotating drill mounted on the front, allowing the machine to bore through the earth. Its speed is a Burrowing effect (see page 89).

Time machines may be enclosed vehicles, from cubes to spheres or even pods on legs or police boxes, or they can simply be open platforms or projectors. They provide a Movement (Time Travel) effect, typically rank 2 or 3, although some time machines may transmit only to a fixed point in time.

HEADQUARTERS

Whether it's an underground cave, the top floors of a skyscraper, a satellite in orbit, or a base on the Moon, many heroes and villains maintain their own secret (or not so secret) headquarters. Teams may even pool their equipment points to have a headquarters they share, with the Gamemaster's approval.

A character can even have multiple bases of operation (see **Alternate Headquarters** later in this section). This is more common for villains, who have back-up plans and secret bases they can retreat to when their plans are defeated. If a character's headquarters is destroyed, the character can choose to rebuild it or build a new headquarters with different features using the same equipment points. Super-villains often go through a succession of different lairs.

HEADQUARTERS TRAITS

Headquarters have two main traits—Size and Toughness—and a number of possible Features. Each of these costs equipment points.

SIZE

A structure's size is measured similarly to that of a vehicle, and gives a general idea of the overall space it occupies and how much space is available inside it. See the **Structure Size Categories** table for guidelines. A headquarters starts out at Small size for 0 points. Each increase in size category costs 1 point, whereas each decrease in size category gives you an additional point to spend elsewhere on your headquarters, although you're not going to have a lot of room for extras!

TOUGHNESS

A headquarters' Toughness indicates the strength of its structural materials, particularly its outer structure (walls, ceiling, etc.). A structure starts out with Toughness 6 for 0 points. +2 Toughness costs 1 equipment point.

POWER LEVEL

Some features refer to a headquarters' power level. For player characters, this is the power level of the series overall. For non-player characters, particularly villains, this is the base-owner's effective power level, or whatever power level the GM wishes to set, using the series power level as a guideline.

FEATURES

A headquarters may have a number of features, chosen from the list below. A headquarters automatically has the basic structural amenities like doors and windows, power outlets, utilities, and so forth at no cost. Each feature costs 1 equipment point. You can invent additional features, basing them off the ones given here, with the permission of the Gamemaster.

HEADQUARTERS TRAIT COST

TRAIT	STARTING VALUE	EQUIPMENT COST
Size	Small	1 point per size category
Toughness	6	1 point per +2 Toughness
Features	—	1 point per feature

STRUCTURE SIZE CATEGORIES

STRUCTURE SIZE	COST	EXAMPLES
Awesome	6	Small town, sprawling installation
Colossal	5	City block, private estate
Gargantuan	4	Skyscraper
Huge	3	Castle
Large	2	Mansion, cave complex
Medium	1	Warehouse
Small	0	House
Tiny	–1	Townhouse
Diminutive	–2	Apartment
Fine	–3	Loft
Miniscule	–4	Room

Combat Simulator: A combat simulator is a special room equipped with various devices intended to test characters' powers and skills and allow them to train in realistic combat situations. Generally, a combat simulator has a suite of equipment that can simulate any appropriate attack effect at a rank up to the HQ power level.

As an additional feature, the combat simulator can project realistic illusions, allowing it to recreate or simulate almost any environment. Combat simulators are useful for training and short "war games" (pitting the characters against each other or simulated opponents). Clever heroes also can try to lure intruders into the combat simulator or an intruder might override the simulator's control systems and trap the heroes in it, turning it into a deathtrap.

Communications: The communications feature allows the headquarters to receive and transmit on a wide range of radio and TV bands, monitor police and emergency channels, coordinate communications between members of a team, and so forth. It includes communications equipment, consoles, and monitors. The system's access to restricted communication bands depends on the clearance and skills of the user. Heroes often have access to special government channels, while a successful Technology skill check (DC 25) can grant a user illegal access to restricted systems.

Computer: A state-of-the-art computer system serves the entire headquarters. This allows characters to make full use of the Technology skill and the computer can be programmed to handle routine base functions (including monitoring communications channels and controlling defensive systems). An artificially intelligent computer system should be created as a Minion or Sidekick, perhaps with the cost shared among members of a team. See the **Constructs** section for more.

Concealed: The headquarters is hidden from the outside world in some way. It may be camouflaged behind a false façade, buried underground, or something similar. Note this is in addition to the Isolated feature, if any. An isolated headquarters is difficult to reach, while a concealed headquarters is difficult to find in the first place. Skill checks to locate the headquarters have their DC increased by +10. Each additional feature applied to this increases the DC +5, to a maximum of +30.

Defense System: A defense system consists of various weapon emplacements defending the exterior and interior of the headquarters. A defense system can have any attack effect with a cost no greater than twice the HQ power level. Their attack bonus is equal to the power level.

Deathtraps: A villainous version of the Defense System feature is deathtraps: the villain's lair has one or more fiendish traps suitable for disposing of those pesky heroes. Some deathtraps are designed as security systems to keep heroes out: concealed auto-guns, walls of flames, sealing rooms that fill with water or sand, and so forth. Others are intended for the slow elimination of captured heroes.

Note that not having this feature does not mean a villain cannot jury-rig a deathtrap within the lair—say, by chaining heroes beneath a rocket counting down to launch, or slowly lowering them into a volcano's caldera. It just means there's no part of the base specifically *designed* as a deathtrap.

Also note that, in spite of the name, not all "deathtraps" are necessarily lethal. Some may be intended to merely incapacitate and capture intruders (more along the lines of a Defense System), allowing the villain to interrogate them and then put them into a *real* deathtrap!

Dimensional Portal: The headquarters has a portal or gateway to another dimension or dimensions. This can range from an otherwise innocuous-looking door to a humming high-tech portal surrounded by support equipment and monitors. The portal provides two-way travel to and from the other dimension, and it may even reach a number of related dimensions. At the GM's discretion, an appropriate skill check—typically Expertise or Technology—may be required to operate the portal.

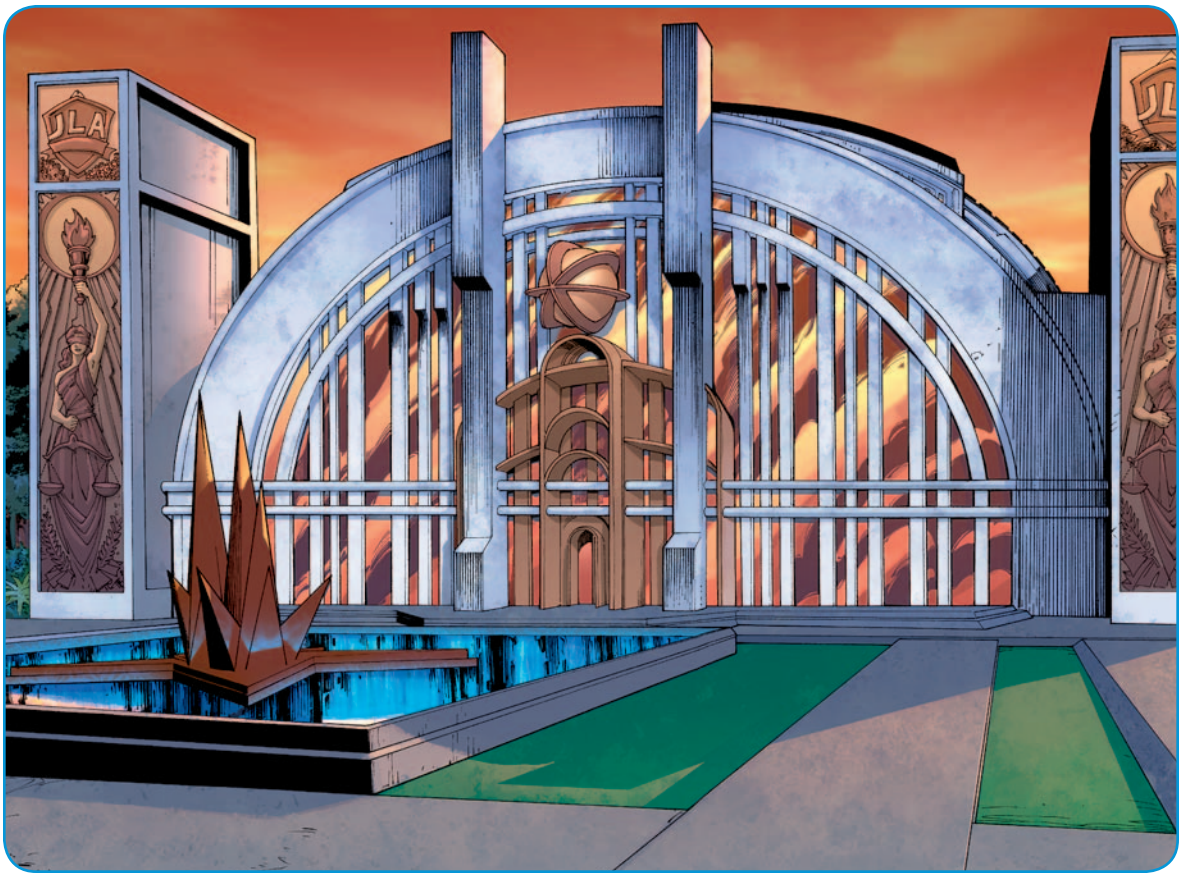
Dock: A dock houses water vehicles and includes access to a nearby waterway, an airlock, or lock system for moving vehicles in and out of the dock, and dry-dock facilities for repairing and maintaining water vehicles. The headquarters should be located within reasonable distance of a body of water to have this feature.

Dual Size: The headquarters has two separate Size categories: its inside category (purchased normally), which determines the structure's interior space, and an outside category, one or more size categories *smaller*. In essence, the headquarters is larger on the inside than on the outside! So a small house, for example, might contain the space of a huge castle on the inside. The GM may even allow size categories beyond Awesome, with each additional category doubling size; expensive HQs could be pocket universes! Pay the cost of the larger size, plus this feature, which lets you set the exterior size at any smaller category.

In general, the exterior dimensions of the HQ cannot be smaller than a miniscule structure, about the size of a closet or phone booth (or, say, a wardrobe or police box), large enough for an adult human to pass through whatever serves as the base's entrance. Headquarters that have no "exterior" structure, such as an extra-dimensional fortress accessed by a magical talisman, do not have this feature, but instead have things like Dimensional Portal, Isolated, Sealed, and the like.

Effect: A headquarters can be given any appropriate power effect as a feature with the Gamemaster's approval. The effect cannot have a total cost greater than twice the HQ power level and cannot exceed the power level limits. Effects are assumed to affect either the headquarters or its occupants, if they do both, apply the Affects Others modifier, or take them as separate features.

Fire Prevention System: The headquarters is equipped with an automatic system for detecting and extinguishing fires. Any large open flame sets the system off (beware, fire-using heroes!). It functions as a Nullify Fire 5 effect. A computer-controlled fire prevention system can be programmed to ignore certain sources of fire or the system can be placed on manual control (requiring someone to throw a switch in order to activate it).



Garage: A garage houses ground vehicles and includes a ramp, elevator, or other access to move vehicles in and out, facilities for repairing and maintaining vehicles, and a sliding access door.

Grounds: In addition to the actual building(s) of the headquarters, it has a considerable area of land surrounding it. An HQ can have surrounding land of one size category larger than the structure at no cost, without having this feature. Having it allows for grounds up to three size categories larger than the structure, so a large mansion headquarters could have a colossal area of land.

If the headquarters has features like Defense System and Security System, they also extend over the grounds (with fences, sensors, weapon emplacements, and so forth).

Gym: A gym consists of weight-training and other exercise machines, space for working out, stretching, and similar exercises, and all the necessary amenities (lockers, showers, etc.). Some HQs may incorporate the gym feature into the combat simulator, for a multi-purpose training room. A gym may also include a pool (heated or unheated, good for aquatic characters), possibly even connected to an outside body of water, to the base's dock, or both at no additional cost.

Hangar: A hangar houses air and space vehicles. It includes a hatch and/or runway for the vehicles to launch and facilities for repairing and maintaining flying vehicles. For some HQs the launch facilities of the hangar may require a long tunnel or other access to the outside.

Holding Cells: These are cells for holding prisoners, usually temporarily, although some headquarters might have more permanent holding facilities. The cells are equipped with Nullify devices (ranked at the HQ power level) or their basic Toughness is increased by 50%, which option should be agreed upon by both player and GM (both options for two features). Heroes use holding cells to contain captured villains until they can be turned over to the proper authorities while villains use them to keep heroes prisoner until they can dispose of them in their latest deathtrap.

Infirmary: An infirmary consists of hospital beds and equipment for the full use of the Treatment skill. An infirmary can provide treatment for a number of characters equal to the base's power level at one time and it can be assumed to have the necessary facilities to handle any unusual physiology of the base's owner(s).

Isolated: Headquarters with this feature are situated somewhere out of the way like the Antarctic, the bottom of the ocean, on top of a lonely mountain peak, even in orbit or on the Moon. The base's owner doesn't have to worry about things like door-to-door salesmen or other unwanted visitors but the headquarters is also far from civilization (which can be limiting for heroes unable to travel fast). The headquarters is assumed to provide all the necessary life support for its location, but doesn't provide characters with the means to get to the base or travel back. They need the appropriate powers, a vehicle, or a separate base feature.

Laboratory: A laboratory is a facility for performing scientific tests or experiments. It contains all the necessary

scientific equipment, including dedicated computers, if the headquarters doesn't have its own computer system. Characters can use the laboratory to perform research, study unusual phenomena (including many super-powers), and so forth. A laboratory may be required for certain Expertise, Investigation, or Technology skill checks, or provide a circumstance bonus to those checks.

Library: A library allows for use of various Knowledge skills when doing research. A library may consist of printed matter (books and periodicals), microfilm, digital files, or a combination of all three. A library may facilitate certain Expertise skill checks and provide a circumstance bonus for them.

Living Space: The headquarters includes all the necessary amenities for people to live there full-time. This is usually a number of residents equal to the HQ's power level comfortably (possibly more, at the GM's discretion). It includes bedrooms or private suites, kitchen facilities, dining area, and common living areas. Characters can live in a headquarters lacking this feature short-term, but they're not likely to be very comfortable.

Personnel: The HQ has a staff of personnel commensurate with its size and facilities. The staff is made up of characters created and controlled by the GM and tasked with servicing the headquarters. As such, they shouldn't be considered all-purpose Minions of the occupant(s). A base's personnel may help defend it in case of attack, but they're not going to go out on missions or otherwise assist outside of their duties. This feature simply ensures there's someone taking care of the place while the owner isn't at home.

Note that an HQ's personnel do not have to be ordinary humans. They could be service robots, magical golems, animated skeletons, enslaved aliens, trained apes, or just about anything else the GM chooses to fit with the theme of the base and its owner(s).

Power System: A power system makes the headquarters completely independent of outside power. It has its own generators (which may be solar, geothermal, nuclear, cosmic, or anything else the designer wants). They provide the base's entire power needs. The headquarters also has emergency back-up power should the generators fail. This generally lasts for a number of hours equal to the HQ's power level.

Sealed: This is similar to the Isolated feature, except the lair is sealed off from the outside world rather than isolated by geographic location. It may be a structure with no doors, windows, or other outside access, or behind some sort of barrier. Only the lair's owner and designated guests may enter, although the GM should determine means by which trespassers might do so, including effects like Dimensional Travel, Insubstantial, Permeate, and Teleport.

Secret: This is similar to the Concealed feature except the headquarters is not so much concealed as it is "hiding in plain sight," its existence as a headquarters unknown. So, for example, people assume the abandoned house on the hill or the old, closed-down factory are just that. This feature increases the DCs of checks to discover the lair—typically starting at DC 10—by +10, with each additional application increasing them by +5 to a maximum of +30 (for truly "top-secret" locations).

Security System: Various locks and alarms protect the headquarters from unauthorized access. A Technology check (DC 20) overcomes these systems. Each additional feature increases the DC by +5, to a maximum of DC 40. The security system may be tied into a defense system (if the headquarters is equipped with that feature), so triggering an alarm activates the defense system to disable or restrain the intruder(s).

Self-Repairing: The structure of the headquarters "heals" any damage done to it over time. Essentially, it recovers like a character does. If this feature is taken twice, the structure will even rebuild itself in a week if it is destroyed! If it cannot rebuild in its original location, it reappears in the nearest suitable place.

Temporal Limbo: Time within the headquarters actually moves at a different rate than that of the world outside! Time within the structure is either slowed or sped up compared to the normal passage of time, passing at half or twice the normal rate. Each additional application of this feature doubles the ratio of time passage: one-quarter or four times, one-eighth or eight times, and so forth.

This time differential allows a character within an accelerated Temporal Limbo to spend additional time planning, building, or recovering while little or no time passes outside, for example. Conversely, it allows characters in a slowed Temporal Limbo to pass great amounts of time outside without aging, perhaps allowing for long periods of self-imposed exile or contemplation.

Workshop: A workshop has all the facilities for making various things. It includes tools, workbenches, supplies, and so forth. The Gamemaster may rule certain projects require a dedicated workshop of their own (which is an additional feature). For example, a workshop can easily handle woodworking, metalworking, and machining, but might not be suitable for creating magical inventions (see **Inventing** in this chapter), which require a separate dedicated workshop.

SHARED HEADQUARTERS

A team of heroes most often has a headquarters they all share. In this case, the team members may divide up the equipment point cost of the HQ among them however they wish, usually as evenly as possible. Given the equipment point costs of most HQs, team members rarely have to devote more than a single rank of the Equipment advantage to their headquarters, and any excess points may also cover things like team vehicles and equipment (commlinks, for example).

ALTERNATE HEADQUARTERS

In the event that a character has more than one headquarters, such as hidden bases scattered around the world, the others are treated as Alternate Equipment: the character pays the points for the most expensive HQ, then 1 equipment point for each additional HQ of the same or lesser cost. The extra headquarters are largely a convenience (for

heroes visiting other areas) and insurance against the loss of any one HQ.

The only exception to the Alternate Headquarters guideline is a shared headquarters (previously), the characters sharing the HQ all contribute to its cost and pay for any personal headquarters separately. So Batman pays full equipment points for both the Batcave and his contribution to the Justice League Watchtower, and Superman does the same for the Watchtower and the Fortress of Solitude.

SAMPLE HEADQUARTERS

Gamemasters can use the following sample headquarters as ready-made lairs for super-villains, while players can use them as bases for their heroes.

ABANDONED WAREHOUSE

Size: Medium **Toughness:** 8 **Features:** Communications, Computer, Concealed, Garage, Gym, Living Space, Power System, Security System • *10 points*

MOON-BASE

Size: Awesome **Toughness:** 20 **Features:** Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Living Space, Power System, Security System (DC 25), Teleport (Affects Others), Workshop • *28 points*

ORBITING SATELLITE

Size: Colossal **Toughness:** 20 **Features:** Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Living Space, Power System, Security System, Teleport (Affects Others) • *25 points*

SEA-BASE

Size: Gargantuan **Toughness:** 14 **Features:** Communications, Computer, Concealed, Dock, Fire Prevention System, Isolated, Living Space, Power System, Security System • *16 points*

SKYSCRAPER (5 FLOORS)

Size: Large **Toughness:** 10 **Features:** Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop • *17 points*

STATELY MANOR

Size: Huge **Toughness:** 10 **Features:** Communications, Computer, Concealed, Dock, Garage, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop • *19 points*

UNDERGROUND LAIR

Size: Huge **Toughness:** 14 **Features:** Communications, Computer, Concealed, Defense System, Garage, Holding Cells, Isolated, Laboratory, Library, Living Space, Power System, Security System • *19 points*

URBAN FORTRESS

Size: Large **Toughness:** 12 **Features:** Combat Simulator, Communications, Computer, Concealed, Defense System, Fire Prevention System, Garage, Gym, Holding Cells, Infirmary, Living Space, Power System, Security System, Workshop • *22 points*

WIZARD'S TOWER

Size: Medium **Toughness:** 10 **Features:** Concealed, Dual-Size (Huge), Laboratory, Library, Living Space, Sealed, Security System, Workshop • *13 points*

CONSTRUCTS

Armored robots, humanlike androids, even magically-animated golems or zombies are all examples of **constructs**, nonliving things capable of acting on their own to one degree or another, carrying out pre-programmed instructions, or even possessing independent thought in some cases.

Since they are capable of action on their own (rather than just improving their owner's abilities), constructs are considered minions—full-fledged characters—rather than devices or equipment and are acquired using the Minions advantage or summoned or created by a Summon effect.

CONSTRUCT CREATION

Constructs are created exactly like other characters, using the guidelines in the **Secret Origins** chapter, with a few exceptions, discussed in the following section.

Constructs are subject to the same power level limits as other characters and the Gamemaster should require constructs controlled by the players to observe these limits. Non-player character constructs have their power level determined the same as other NPCs.

ABILITIES

Constructs have no Stamina because they are not living beings. Constructs do not recover from damage; they

must be repaired instead. Constructs are immune to effects permitting Fortitude resistance checks unless the effect works on objects. Constructs also have *either* no Intellect and Presence ranks *or* no Strength and Agility ranks.

These qualities of constructs: lacking three abilities (–30 points) and Immunity to Fortitude Effects (30 points) average out to 0 points.

Constructs without Intellect and Presence are automatons, operating on simple instinct or programmed instructions. They are immune to Will effects and interaction skills and automatically fail Intellect and Presence checks.

Constructs without Strength and Agility ranks are immobile intellects, like an artificially intelligent computer or a sentient magic item. They cannot undertake physical actions on their own, although they may be able to control other constructs. They cannot move or exert force, and automatically fail Strength and Agility checks. They can have Dexterity, used for manipulating remotes and such.

A construct can buy up one of its nonexistent ability ranks by spending power points; +1 rank per 2 power points, as usual, but starting at a rank of –5. This gives the construct the normal use of that ability. Note a construct with Intellect but no Presence is intelligent but non-sentient (not self-aware) and a construct needs a rank in both Strength and Agility to be able to move and act physically. Constructs cannot buy Stamina, since creatures with Stamina are, by definition, not constructs.

Like inanimate objects, constructs have a Toughness rank, which measures their ability to resist damage. A construct starts out at Toughness 0 and can increase its rank using the Protection effect. A mobile construct can even have the Defensive Roll advantage.

SKILLS

Constructs can have skills just like characters at the same cost. However, constructs cannot have skills based on abilities they lack.

ADVANTAGES

Constructs can have advantages at the same cost as other characters. Some advantages are less useful or even useless to constructs and, like skills, constructs cannot have advantages requiring abilities they lack.

POWERS

Constructs can have various power effects, like other characters. Some effects are less useful or even useless to constructs and the GM has final say as to whether or not a

ROBOT PL5

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	–	-1	-1	0	–	0	–

SKILLS

Close Combat (Unarmed) 4 (+4)

POWERS

Armor: Protection 10, Impervious 6 • *16 points*

Robot: Immunity 30 (Fortitude effects) • *30 points*

OFFENSE

INITIATIVE –1

Attack +4 Close, Damage 5

DEFENSE

DODGE	0	**FORTITUDE**	Immune
PARRY	0	**TOUGHNESS**	10
WILL	Immune		

POWER POINTS

ABILITIES	–24	**SKILLS**	2
POWERS	46	**DEFENSES**	1
ADVANTAGES	0	**TOTAL**	25

particular effect can be assigned to a construct. Power effects are often aspects of a construct's makeup or design, such as built-in armor (Protection), weapons (Damage), or sensors (Sense).

SIZE

Constructs larger or smaller than medium must pay power points for Innate and Permanent Growth or Shrinking.

COMMANDING CONSTRUCTS

A construct's owner can give it orders verbally or through any other means the construct understands. Commanding a construct is a move action. Constructs follow orders to the best of their ability. Non-intelligent constructs do exactly as they're told, without creativity or initiative, while intelligent constructs have the ability to interpret and improvise. An owner can also give a construct a series of basic orders for it to fulfill, such as "stay and guard this place and attack anyone who comes here other than me." In the absence of new orders, constructs follow the last order they were given.

DAMAGING AND REPAIRING

Constructs suffer damage like inanimate objects (see the **Damage** effect in the **Powers** chapter for details). Constructs do not recover from damage. Instead, they must be repaired. See the Technology skill description for guidelines on repairing damaged objects.

ZOMBIE PL2

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	–	-1	-1	1	–	-1	–

POWERS

Undead: Immunity 30 (Fortitude effects), Protection 3

OFFENSE

INITIATIVE –1

Attack +1 Close, Damage 2

DEFENSE

DODGE	0	**FORTITUDE**	Immune
PARRY	1	**TOUGHNESS**	3
WILL	Immune		

POWER POINTS

ABILITIES	–30	**SKILLS**	0
POWERS	33	**DEFENSES**	1
ADVANTAGES	0	**TOTAL**	4

GIANT ROBOT PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
16	–	0	0	0	–	0	–

POWERS

Armor: Protection 4, Impervious Toughness 12 • *16 points*

Giant: Growth 16, Permanent, Innate • *33 points*

Robot: Immunity 30 (Fortitude) • *30 points*

OFFENSE

INITIATIVE +0

Attack +0 Close, Damage 16

DEFENSE

DODGE	–5	**FORTITUDE**	Immune
PARRY	–5	**TOUGHNESS**	20
WILL	Immune		

POWER POINTS

ABILITIES	–30	**SKILLS**	0
POWERS	79	**DEFENSES**	6
ADVANTAGES	0	**TOTAL**	55

Constructs with Regeneration are self-repairing (see the **Regeneration** effect in the **Powers** chapter).

SAMPLE CONSTRUCTS

Above are some typical constructs for DC Adventures, most likely to show up as a villain's minions . Individually, they're no match for most heroes, but large numbers of them can keep characters busy and even wear them down with a lucky attack or two.

CHAPTER 8: ACTION & ADVENTURE

BAM! POW! Like the comics, a DC Adventures game is about *action,* so this chapter looks at the flow of the game and how heroes accomplish their amazing feats, ranging from last-minute rescues and brilliant investigations to thrilling battles against the forces of evil.

The chapter starts out with a look at action rounds, used to measure time when seconds count, then moves on to the different challenges heroes face, and information on the potential consequences, including various conditions imposed on heroes and the hazards of the environment around them. This is followed by handling conflicts like super-powered battles, including special actions, consequences of damage, and recovery from it.

ACTION ROUNDS

The **action round** (or simply **round**) is how DC Adventures breaks down time when things like who goes first and how much each character can accomplish are important. A round represents about six seconds of time in the game world.

During a round, each character involved takes a **turn**, which is that character's opportunity to do something. A character has an allotment of **actions**, used during that character's turn. Players decide what their characters do on their turns, while the GM handles everyone else's turn.

INITIATIVE

The order in which characters take their turns is determined by **initiative**. Base initiative bonus is equal to the character's Agility rank. Many characters have advantages or powers that modify their initiative, such as Improved Initiative. At the start of a conflict, roll an initiative check for each character: d20 + the character's initiative modifier.

The initiative check determines what order characters act in, counting down from highest check result to lowest. Usually, the GM writes the names of the characters down in initiative order to move quickly from one character to the next each round. You can also have all of the characters' names listed on index cards you can reshuffle to fit the initiative order. If two characters have the same initiative result, they act in order of highest Agility and then highest Awareness. If there is still a tie, each tied player should roll a die, with the highest roll going first. The GM may roll just once for an entire group of minions, giving them all the same initiative.

If characters enter a conflict after it's begun, they roll initiative when they join-in and act when their turn comes up in the existing order.

SURPRISE

Some conflicts begin with one or more characters caught unaware or **surprised**. This is typically because the character did not succeed on a Perception or other check and was therefore caught off-guard. Some characters on a side can be surprised while others are not.

If any characters in the conflict are surprised, then the action begins with a **surprise round**. Everyone involved in the conflict makes initiative checks as usual. Surprised characters do not act on the surprise round. They are stunned and vulnerable until the next round (see **Conditions** in **The Basics** chapter). Other characters may act, but are limited to a standard action and free actions, although they may exchange their standard action for a move action, as usual.

ACTION TYPES

The four types of actions characters can take are standard, move, free, and reaction. In a normal round, you can perform a standard action and a move action, or two move actions. You can also perform as many free actions and reactions as your GM allows.

Some situations (like the surprise round) and conditions (like being dazed) limit the actions you can take during your turn.

STANDARD ACTION

A standard action allows you to do something. You can make an attack, use a skill, advantage, or power, or perform other similar actions. During a combat round, you can take a standard action and a move action.

MOVE ACTION

A move action allows you to move your speed or perform an action taking a similar amount of time, such as draw or stow a weapon or other object, stand up, pick up an object, or perform some equivalent action.

You can take a move action in place of a standard action. For example, rather than moving your speed and attacking you can stand up and move your speed (two move actions), draw a weapon and climb (two move actions), or pick up an object and stow it (two move actions). You can also make a DC 15 Athletics check as a free action to run faster: one or more degree of success increases your ground speed rank by +1 for one round.

FREE ACTION

Free actions consume very little time and, over the span of the round, their impact is so minor they are considered to take no real time at all. You can perform one or more free actions while taking another action. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on maintaining a power are all free actions.

REACTION

A reaction is something that happens in response to something else, like a reflex. Like free actions, reactions take so little time they're considered free. The difference between the two is a free action is a conscious choice made on the character's turn to act. A reaction can occur even when it's not your turn to act. Some powers and other traits are usable as reactions.

NO ACTION

Finally, some things players are called upon to do—certain die rolls like resistance checks, for example—are not considered actions at all, as they involve no action on the part of the characters.

TAKING YOUR TURN

When it is your turn in the initiative order, you declare what actions your character will perform, and they are resolved in order.

STARTING YOUR TURN

The Gamemaster informs you when it is your turn. When you start your turn, you should:

- End any effects that last "until the start of your next turn."

TAKING ACTIONS

You get a standard and a move action each turn. You can exchange your standard action for an additional move action, allowing you to perform two move actions. You can also perform as many free actions on your turn as you wish.

ORDER OF ACTIONS

You perform your actions in any order that you wish, but you cannot normally "split" your actions. So, for example, although you can move (move action) and then attack (standard action) or attack and then move, you cannot move half your distance, attack, and then move the other half unless you have some special trait that allows you to do so.

EXTRA ACTION

You can use extra effort (see **The Basics** chapter) to take an extra standard action during your turn, which may be exchanged for a move action, as usual.

ENDING YOUR TURN

At the end of your turn, you should:

- End any effects that last "until the end of your turn".
- Make any necessary resistance checks to recover from ongoing effects.
- Inform the Gamemaster and other players that your turn is finished, allowing the next character in the initiative order to go.

CHALLENGES

In DC Adventures game terms, a **challenge** is an action or series of actions where players are called upon to make checks of their characters' traits, but which do not involve direct conflict, such as fighting. Some challenges are quick and involve only a single character, such as a hero making a daring leap or acrobatic maneuver, while others are more involved and require the efforts of a whole team, such as clearing all of the people out of a burning building or searching the entire city (or world!) for an escaped criminal.

The challenges given in this section are by no means the only possible ones. They simply cover the major "building blocks" Gamemasters can use to create challenges in their own games and offer examples. Feel free to come up with your own challenges to test the heroes' abilities and give the players an opportunity to come up with clever plans of their own.

CHALLENGES AND INITIATIVE

Challenges may or may not involve initiative checks, depending on the nature of the challenge.

If all of the characters get a turn and it does not particularly matter who goes first, then the Gamemaster can dispense with initiative for the challenge. For example, if the heroes all have to leap across a chasm, then it is a challenge they must all complete, and it does not particularly matter which of them goes first or last in doing so (since their actions are all virtually simultaneous).

With other challenges, it does matter who goes first, particular when the challenge is timed in some fashion. So,

for example, if the GM determines that part of a burning building will collapse after the first round, initiative may be checked to see which heroes go before the collapse and who does not quite act fast enough. The same may be true of other traps or hazards, which can have initiative ranks of their own.

CHALLENGE SEQUENCES

A **challenge sequence** is made up of a series of checks rather than a simple set of one or two. It represents a more involved or detailed challenge for the heroes. So, whereas a simple challenge might involve breaking down a door or figuring out a lock, a challenge sequence could be a lengthy investigation, searching for someone who has gone missing, or convincing a non-player character of the heroes' good intentions. It can involve several checks of the same trait, or multiple traits, such as a Persuasion check to get the heroes on good terms with the King of Atlantis, an Expertise check to explain the particular danger the kingdom faces, and an Insight check to realize the king's advisor has something other than the best interests of the kingdom and royal family at heart. Similarly, heroes might make Perception checks to pick up on particular clues, Investigate checks to gather and analyze them, and Expertise checks to figure out the villain's riddle behind them before it is too late.

CHALLENGES AND CONSEQUENCES

Challenges typically have some reward for success (usually moving on to the next part of the adventure) and some consequence for failure. The latter might be missing a vital clue or otherwise being unable to stop a villain's scheme. This may make later parts of the adventure more difficult for your heroes. Other consequences might include particular conditions (see **Conditions** in **The Basics** chapter); for example, failing a wilderness survival challenge may result in the heroes suffering from fatigue or exhaustion. Failing a challenge to cross a chasm could mean the hero falls and suffers damage. Failing a challenge to overcome a trap could mean the heroes are even incapacitated, falling into the villain's clutches! The GM decides the consequences of failing a particular challenge based on the challenge and the needs of the story.

ENVIRONMENTAL HAZARDS

Not all of the hazards heroes face come from super-villains. Sometimes the environment itself can be a danger, particularly when villains try to use it to their advantage. Heroes end up in a lot of dangerous places and deal with less than ideal conditions. This section details some of the hazards heroes may face.

LIGHT AND DARKNESS

Criminals often lurk in the darkness, and many crimes take place at night. Most cities are lit well enough, but sometimes heroes run into areas where it's difficult to see. Poorly lit areas provide concealment. Characters with Counters Concealment (Darkness) Senses or other appropriate Senses effects can ignore concealment penalties for poor lighting.

HEAT AND COLD

Intense heat and cold wear down characters, while prolonged exposure to the elements can be extremely dangerous.

Characters in hot or cold conditions must make Fortitude checks (DC 10, +1 per previous check) to avoid becoming fatigued. Fatigued characters who fail a check become exhausted, then incapacitated, at which point the character's condition becomes dying after another failed Fortitude check.

How often characters have to make Fortitude checks depends on the conditions. Once an hour for uncomfortable heat or cold (a hot summer day or cold winter day), once per 10 minutes for intense heat or cold (a blazing desert or arctic conditions), once a minute for extreme heat or cold like the edge of a volcano or an arctic winter storm. Checks are made at the end of each period of exposure. Truly intense heat or cold—such as a blast furnace or touching liquid nitrogen—inflicts direct damage like an attack.

Characters with the appropriate Immunity do not need to make Fortitude checks for extreme temperatures.

STARVATION AND THIRST

Heroes can go without water for a day. After this, they need to make a Fortitude check (DC 10, +1 per previous check) each hour to avoid a level of fatigue. Heroes can go without food for three days. After this, they must make a Fortitude check (DC 10, +1 per previous check) each day to avoid fatigue. The character cannot recover until he gets water or food. Heroes with Immunity to Starvation and Thirst can go an unlimited time without food or water.

SUFFOCATION

Characters can hold their breath for ten rounds (one minute) plus a number of rounds equal to twice their Stamina. After that time they must make a Fortitude check (DC 10) each round to continue holding their breath. The DC increases by +1 for each previous success. Failure on the Fortitude check means the character becomes incapacitated. On the following round the character is dying. A dying character cannot stabilize until able to breathe again. Heroes with Immunity to Suffocation can go an unlimited time without air.

FALLING

A fall inflicts damage rank 4 plus twice the distance rank fallen, to a maximum of rank 16 damage. Characters with the Acrobatics skill can fall greater distances without risk of damage. Falling into or onto a dangerous surface may cause additional damage, at the GM's discretion.

Catching a falling person or object requires a Dexterity check (DC 5). If you successfully catch a falling object, subtract your Strength rank from the falling damage rank. Both you and the object suffer any remaining damage. So if a character with Strength 6 catches someone falling for 12 damage, subtract 6 from 12, and both characters resist damage 6. If the catcher is using a power—such as Flight or Move Object—to catch the falling object, the power's rank can be substituted for Strength at the GM's discretion.

POISON

A deadly toxin introduced through a scratch, or even in the air, may be able to fell the strongest hero. Poisons generally have one of several effects, particularly Affliction, Damage, or Weaken. Some poisons may even have multiple Linked effects. Heroes generally resist poisons with Fortitude.

Heroes with Immunity to Poison are completely unaffected by poisons. A Treatment skill check can provide a bonus on resistance checks against poison.

DISEASE

When heroes come into contact with a disease they must make a Fortitude check (DC 10 + the disease's rank) to avoid becoming infected. The method of infection depends on the disease: some are airborne while others require physical contact. Diseases are generally Affliction or Weaken effects. Some diseases may have multiple linked effects. Potentially fatal diseases usually Weaken Stamina, in addition to their other effects. If the disease goes untreated for long enough, the subject's Stamina may drop below –5, in which case death occurs.

Heroes with Immunity to Disease are completely unaffected by disease. A Treatment skill check can provide a bonus on resistance checks against disease.

RADIATION

Radiation in the comics often causes mutations or triggers latent powers in those exposed to it rather than simply causing radiation sickness. Exposure to radiation (especially exotic or alien radiation) may be an excellent opportunity for a complication.

Otherwise the Gamemaster can treat radiation exposure like a disease: The victim makes an initial Fortitude check against (DC 10 + radiation's rank) and an additional check each day. Radiation sickness is typically a Weaken Stamina effect, but may include other effects, including Damage resisted by Fortitude. At the GM's discretion, radiation exposure can lead to other effects, such as damage to a hero's power ranks (causing a temporary decrease in powers).

SAMPLE POISON RANKS

RANK	SAMPLE POISON
1	**Food poisoning:** Affliction conditions typically include impaired and disabled, perhaps also dazed and stunned for especially severe nausea.
	Alcohol: Impaired and disabled are the most common conditions, perhaps dazed and stunned for severe drunkenness, as for food poisoning.
3	**Pesticides:** Common Affliction conditions include impaired and disabled, although a large enough dose or repeated exposure can also Weaken Stamina, even leading to death.
4	**Chloroform:** Affliction with dazed, stunned, and incapacitated effects.
7	**Cobra venom:** Typically a Weaken effect against Strength, Agility, or Stamina (sometimes more than one), with Weaken Stamina potentially lethal, if the victim's Stamina drops below –5.
8	**Mustard gas:** Affliction with impaired, disabled, and incapacitated effects, linked with a Damage effect resisted by Fortitude.
9	**Poisonous mushrooms:** Typically a Fortitude Damage effect. Side-effects might include conditions like dazed, impaired, or hindered.
11	**Chlorine gas:** Affliction with dazed, stunned, and incapacitated effects, linked with a Damage effect resisted by Fortitude.
13	**Curare:** Affliction with dazed and hindered, stunned and immobilized, and incapacitated effects, linked with Weaken Stamina, as the poison can potentially stop the target's heart.
14	**Cyanide:** Fortitude Damage effect.
15	**Nerve gas:** Affliction with dazed and impaired, stunned and disabled, and incapacitated effects, linked with Fortitude Damage.
16+	**Alien, supernatural, or mad-scientist toxins**

SAMPLE DISEASE RANKS

RANK	SAMPLE DISEASE
1-2	**Common colds:** Usually nothing more than an impaired condition.
3-5	**Influenza (including bird flu, swine flu, etc.):** Affliction with impaired, disabled, and incapacitated.
4	**Malaria:** Affliction with impaired, disabled, and incapacitated.
6	**Typhoid:** Affliction with dazed, stunned, and incapacitated.
7	**Rabies:** Affliction with impaired, compelled (paranoid and violent behavior), and incapacitated.
8	**Leprosy:** Affliction with impaired, disabled, and incapacitated.
10	**AIDS:** Weaken Fortitude, leading to other opportunistic infections.
11	**Smallpox:** Affliction with hindered and impaired, disabled, and incapacitated linked with Weaken Stamina.
12-14	**Bubonic plague:** Affliction with dazed and hindered, stunned and immobilized, linked with Weaken Stamina.
15	**Ebola virus:** Affliction with dazed, hindered, and impaired; stunned, immobilized, and disabled; and incapacitated, linked with Weaken Strength and Stamina.
16+	**Engineered mega-viruses**

SAMPLE RADIATION RANKS

RANK	RADIATION EXAMPLE
1	Lingering irradiation
2-5	Nuclear fallout
5-10	Exposure to radioactive materials
10-12	Stellar radiation (deep space)
13-14	Nuclear reactor
15+	Nuclear blast

SAMPLE FIRE RANKS

RANK	FIRE EXAMPLE
1	Torch
2	Campfire
4	Blowtorch
6	Flamethrower
8	Burning jet fuel, napalm
10+	Chemical accelerants and fire powers

VACUUM

The primary hazards of the vacuum of space are lack of air and exposure to unfiltered ionizing radiation.

On the third round of exposure to vacuum, a character must succeed on a Fortitude check (DC 20) each round or suffer from aeroembolism ("the bends"). A failed check means excruciating pain as small air bubbles form in the creature's bloodstream; the creature is stunned and remains so until returned to normal atmospheric pressure. Two or more degrees of failure impose the incapacitated condition.

The real danger of vacuum comes from suffocation, though holding one's breath in vacuum damages the lungs. A character who attempts to hold his breath must make a Fortitude check (DC 15) every round; the DC increases by 1 each round, and on a *successful* check the character loses a rank of Stamina (from the pressure on the lining of his lungs). If the check fails, or when the character simply stops holding his breath, he begins to suffocate: the next round, he becomes incapacitated. The following round, he's dying and cannot stabilize until returned to a normal atmosphere.

Unfiltered radiation bombards any character trapped in the vacuum of space without protective gear. (See **Radiation**, previously.) Heroes able to ignore the effects of deep space must have Immunity to Suffocation, Vacuum, and Radiation, at a minimum. See the **Immunity** effect in the **Powers** chapter for details.

CONFLICTS

A **conflict** is when two or more characters go up against each other, typically in a fight of some sort. Conflict between heroes and villains is a prime part of DC Adventures and a big element of the fun, just like the colorful and spectacular fights in the DC comics.

ATTACKS

An **attack check** represents an attempt to hit a target with an attack. When you make an attack check, roll the die and add your bonus with that attack. If your result equals or exceeds the target's defense, your attack hits and may have some effect.

ATTACK CHECK = D20 + ATTACK BONUS VS. DEFENSE CLASS

CRITICAL HITS

When you make an attack check and get a natural 20 (the d20 actually shows 20), you automatically hit, regardless of your target's defense, and you score a *threat*. The hit might also be a critical hit (sometimes called a "crit"). To find out if it's a critical hit, determine if the attack check total is equal to or greater than the target's defense. If so, it is a critical hit. If not, the attack still hits, but as a normal attack, not a critical.

INCREASED THREAT RANGE

Characters with the Improved Critical advantage (see page 75) can score a threat on a natural result less than 20, although they still automatically hit *only* on a natural 20. Any attack check that doesn't result in a hit is not a threat.

A critical hit can have one of the following three effects, chosen by the player when the critical hit is determined:

- **Increased Effect:** The critical hit increases the difficulty to resist the attack's effect by +5. Against a minion, this bypasses the resistance check entirely; the minion automatically receives the highest degree of the attack's effect.
- **Added Effect:** The critical hit adds another effect onto the attack, but its effective rank is 0, so the resistance DC is just the base value (10, or 15 for Damage). The added effect can be anything the player can reasonably describe and justify as adjunct to the original effect: an Affliction (useful for all sorts of "gut checks," blows to the head or vitals, etc.), Dazzle (blood in the eyes, boxing the ears, etc.), or Weaken, to name a few. The GM decides if the effect suits the circumstances of the attack. The target makes resistance checks against the attack's initial and added effects separately.
- **Alternate Effect:** The critical hit results in an alternate effect for the attack, like a use of extra effort for a power stunt (see **Extra Effort** in **The Basics** chapter), except the character suffers no fatigue as a result. This option can represent a "lucky" attack that does something completely different, like blinding a target, or imposing a condition such as those found under the Affliction effect.

CRITICAL MISSES

Conversely, a natural 1 (the d20 comes up 1) on an attack check is *always* a miss, regardless of your total result.

RANGE

An attack has one of three ranges: close, ranged, and perception. A **close** attack can only affect a target you can physically reach, by touch or wielding a melee weapon, for example. A **ranged** attack can affect a target at a distance, while a **perception** attack can hit a target you are able to accurately perceive automatically without need for an attack check.

A ranged attack has a short range up to its rank x 25 feet, at which it has no penalties. At medium range (up to rank x 50 feet), the attack check has a –2 circumstance modifier. At long range (up to rank x 100 feet), the attack check has a –5 circumstance modifier. Ranged attacks cannot go beyond long range; a target further away is out of range and cannot be attacked.

These are generally the only significant distinctions in distance in DC Adventures. At the basic level, the game system does not focus on tracking exact distances between combatants, apart from determining if they are adjacent (and therefore within close range) and whether or not they can perceive each other (and are therefore within perception range). The rest is left for the GM to describe and adjudicate as desired.

Perception and Area Effects

Perception and Area effects do not require attack checks, they automatically affect a given target or area (see the **Area** extra in the **Powers** chapter). Because of this, these attacks cannot score critical hits or misses, nor do modifiers affecting the attack check—including various maneuvers—affect them.

Concealment

To attack a target, you first have to have some idea of where to aim your attack. If you can perceive something with an accurate sense (such as sight) then you can target it with an attack. If you cannot clearly perceive the target, then it has **concealment** from you.

Partial Concealment applies a –2 circumstance penalty to your attack check for not being able to clearly perceive your target. It includes conditions like dim lighting, foliage, heavy precipitation, fog, smoke, and the like.

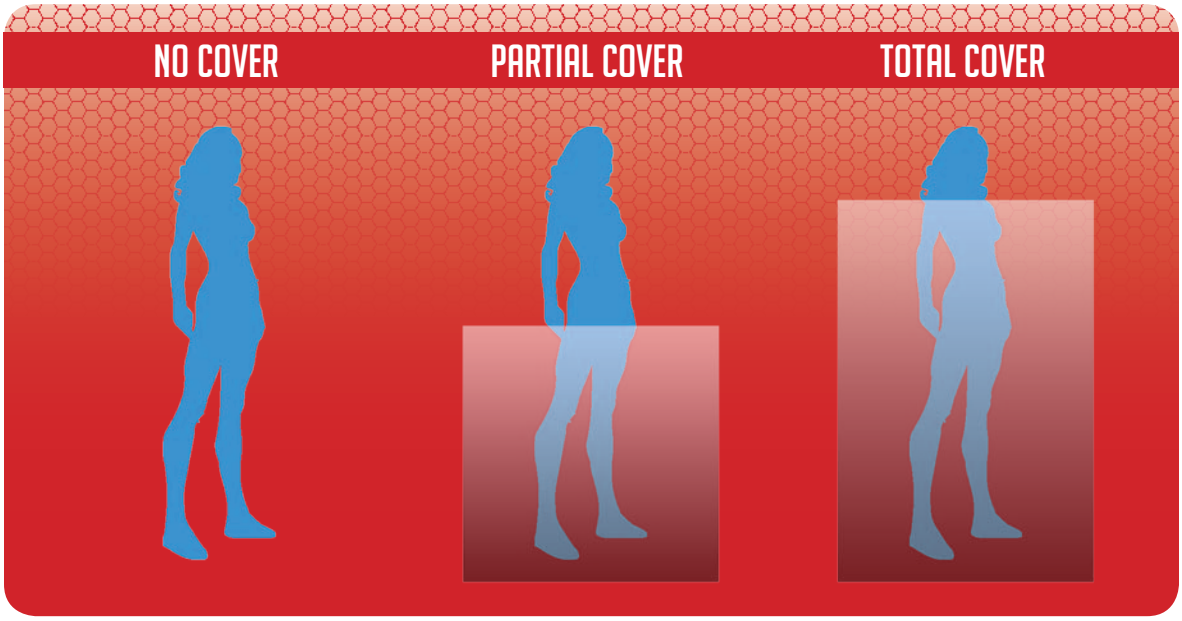
Total Concealment applies a –5 circumstance penalty to your attack check for not being able to perceive the target at all, presuming the attacker even knows (or guesses) the right area to target. It includes conditions like total darkness, heavy smoke or fog, and so forth.

Cover

Targets may also hide behind obstructions to gain **cover** against your attacks. Obstructions that do not physically block attacks but simply make the target harder to perceive—such as lighting, fog, or foliage—provide concealment rather than cover.

Partial Cover applies a –2 circumstance penalty to your attack check. It generally means about half of the target is behind cover, such as around a corner, behind a tree or pillar, or a low wall.

Total Cover applies a –5 circumstance penalty to your attack check, with three-quarters or more of the target behind cover, like a narrow window, or crouched behind a wall.



If a target is completely behind cover, then you cannot attack that target (although you can attack the cover itself).

Cover also grants a circumstance bonus to Dodge resistance checks against area effects equal to its penalty to attack checks, so long as the target has cover with respect to the origin point of the effect. So someone behind total cover also gains a +5 to Dodge checks against area effects.

MINIONS

Minions are minor characters subject to special rules in combat, and generally easier to defeat than normal characters. Villains often employ hordes of minions against heroes. The following rules apply to minions:

- Minions cannot score critical hits against non-minions.
- Non-minions can make attack checks against minions as routine checks.
- If a minion fails a resistance check, the minion suffers the worst degree of the effect. So a minion failing a Damage resistance check, for example, is incapacitated, regardless of the degree of failure.
- Certain traits (like the Takedown advantage) are more effective against or specifically target minions.

DEFENSES

Your **defenses** determine how difficult it is to hit you with various attacks. Most attacks target your active defenses, Dodge and Parry: close attacks target Parry while ranged attacks target Dodge.

You add your defense rank to a base value of 10 (like a routine check) to determine your **defense class** against an attack, which is the DC of the attack check:

DEFENSE CLASS = DEFENSE + 10

So a hero with Parry 11 has a defense class of 21 (11 + 10) against close attacks. If the same hero has Dodge 9, that is a defense class of 19 (9 + 10) against ranged attacks.

VULNERABLE AND DEFENSELESS

Two conditions strongly affect your defenses. When you are **vulnerable**, your active defense ranks are *halved* (round up fractions). So the aforementioned hero with Parry 11 and Dodge 9 would have ranks of Parry 6 and Dodge 5 while vulnerable.

When you are **defenseless**, your active defense ranks are reduced to *zero,* meaning the base difficulty class to hit you is just 10! What's more, attackers can make attack checks against defenseless targets as routine checks (see **Routine Checks** in **The Basics** chapter), meaning a hit is guaranteed with an attack bonus of 0 or more, unless there are other modifiers affecting the check.

RESISTANCE

A successful attack has some **effect** on the target. Typically this is an effect from the **Powers** chapter, such as Damage or Affliction. The effect has a rank, used to determine a difficulty class for the target's resistance check.

RESISTANCE DIFFICULTY = EFFECT RANK + 10 OR 15

The target of the attack makes a resistance check against the effect to determine what, if anything, happens.

ONGOING EFFECTS

Some effects are not resisted just once, but multiple times. The later resistance checks represent how fast the target is able to "shake off" the effect. Make a resistance

check for the target of an ongoing effect at the end of each of the target's turns. A successful check ends the effect and removes conditions imposed by it. A failure means the effect's conditions persist, as given in the effect's description.

> **Example:** *Captain Marvel was hit by a a dazzling Affliction, leaving him blinded. At the end of his turn, he makes a Fortitude resistance check against the effect's DC to try and shake it off, but misses the check by 2. His next turn, still blind, he stumbles and tries to strike the foe taunting him. At the end of his turn, he makes another resistance check. Success! He ends the Affliction and removes the blinded condition. Next turn, the villain had better watch out!*

CONDITIONS

A failed resistance check against an attack imposes one or more **conditions** on the target, depending on the type of effect and the degree of failure. See the effect description and the **Conditions** section of **The Basics** chapter for more on the various conditions.

ACTIONS

The most common actions characters take during conflicts are listed and described here. The GM should use these as guidelines for dealing with unusual actions players may choose for their characters, basing them on the existing action descriptions.

AID — STANDARD ACTION

If you are in position to attack an opponent, you can attempt to aid an ally engaged in melee with that opponent as a standard action. This is like a team check (see **Team Checks** in **The Basics** chapter): you make an attack check against DC 10. If you succeed, you don't actually hit or affect the opponent, but success grants your ally a +2 circumstance bonus on an attack check against that opponent or a +2 circumstance bonus to Defense against that opponent (your choice) until the end of your ally's next turn. Three or more degrees of success grant a +5 bonus.

AIM — STANDARD ACTION

By taking a standard action to aim and line up an attack, you get a bonus to hit when you make the attack. If you're making a close attack, or a ranged attack at close range, you get a +5 circumstance bonus on your attack check. If you're making a ranged attack from a greater distance, you get a +2 circumstance bonus.

However, you are vulnerable while aiming and it requires a free action to maintain your aim before you make your attack. If you are unable to maintain it, you lose its benefit.

Once you aim, your next action must be to make the attack. Taking a different action spoils your aim and you lose the bonus.

ATTACK — STANDARD ACTION

With a standard action, you can make an attack check against any opponent within the attack's range. If the attack is an area effect or perception range, no attack check is needed. It affects the area or target automatically.

CHARGE — STANDARD ACTION

You rush forward to attack. You move your speed rank in a mode of movement available to you in a relatively straight line towards your target. At the end of your movement, you perform a close attack against your opponent with a –2 circumstance penalty to the attack check.

You can combine a charge action with a move action, allowing you to move up to twice your speed (your speed rank as a move action, then your speed rank again when you charge).

COMMAND — MOVE ACTION

Issuing a command to a character under your control—a minion or a thrall—requires a move action. If you want to issue different commands to different characters or groups, each one requires a move action (so you can issue two commands per round as two move actions).

CRAWL — MOVE ACTION

While prone, you can only move by crawling. You crawl at your normal ground speed –1 rank (or half your normal speed).

Characters with the Slither effect of Movement crawl at their normal ground speed. See **Movement** in the **Powers** chapter for details.

DEFEND — STANDARD ACTION

Rather than attacking, you focus on defense. Make an opposed check of your appropriate active defense versus any attack made on you until the start of your next turn. Add 10 to any roll of 10 or less that you make on these checks, just as if you spent a hero point (thus ensuring a minimum roll of 11). The attacker must equal or exceed your opposed check result in order to hit you.

DELAY — NO ACTION

When you delay, you choose to take your turn later in the initiative order. You must delay your entire turn. You cannot delay if you have already taken an action on your turn, or if you are unable to take actions.

At any point after any other character in the conflict has acted, you can choose to take your turn. Your initiative moves into the new place in the order where you act, and you take your normal allocation of actions. If you do not act before your initiative comes up in the next round, your turn ends, you lose your delayed turn, and your initiative remains where it is.

Beneficial effects lasting until the end of your turn end when you choose to delay, but harmful effects that last until the end of your turn last until after you *act*. Likewise, you do not make resistance checks until after you have taken your turn, so delaying can draw out some effects.

DISARM — STANDARD ACTION

You attempt to knock an item—such as a weapon or device—out of an opponent's grasp. Make an attack check against the defender with a –2 penalty. If you attempt to disarm with a ranged attack, you are at –5 penalty. If your attack succeeds, make an opposed check of your attack's damage against the defender's Strength. If you win, the defender dropped the held object. If you made the disarm unarmed, you can grab the dropped object as a free action. If you make a disarm attempt with a melee weapon and lose the opposed check, the defender may immediately make an attempt to disarm *you* as a reaction; make another opposed damage vs. Strength check. If this disarm attempt fails, you do not, however, get an additional attempt to disarm the defender.

DROP AN ITEM — FREE ACTION

Dropping a held item is a free action (although dropping or throwing an item with the intention of hitting something with it is a standard attack action).

DROP PRONE — FREE ACTION

Dropping to a prone position is a free action, although getting up requires a move action (see **Stand**).

ESCAPE — MOVE ACTION

You attempt to escape from a successful grab (see **Grab**). Make a check of your Acrobatics or Athletics against the routine check result of your opponent's Strength or grab effect rank. If you succeed, you end the grab and can move away from your opponent, up to your normal ground speed minus one rank, if you choose. If you fail, you are still grabbed.

GRAB — STANDARD ACTION

You attempt to grab a target. Make an attack check against the target. If successful, the target makes a resistance check against your Strength (or the rank of a grabbing effect) using the better of Strength or Dodge. If you win with one degree of success, the target is restrained (immobile and vulnerable). Two or more degrees leave your opponent bound (defenseless, immobile, and impaired). You can attempt to improve an existing hold with another grab action on a following turn. Any resulting degrees of success are cumulative, but if you lose, the target escapes.

You are hindered and vulnerable while grabbing and holding an opponent. You can maintain a successful grab as a free action each turn, but cannot perform other actions requiring the use of your grabbing limb(s) while doing so. Since maintaining a grab is a free action, you can take a standard action to inflict your Strength damage to a grabbed target on subsequent turns after the grab is established.

You can drag a restrained or bound target along with you when you move. The target gets a Strength resistance check against your Strength. If it fails, you move and the target moves along with you. If the target resists, you are immobilized that turn unless you release your hold on the target.

You can end a grab (releasing your target) as a free action. If you are unable to take the free action to maintain the hold, the target is automatically released. A target can attempt to escape from a grab as a move action (see **Escape**).

MOVE — MOVE ACTION

You can move up to your normal speed rank in any movement mode available to you as a move action. Normally this is rank 0 ground speed for most people (up to 30 feet). If you choose to move twice on your turn (taking two move actions) then you move your speed rank each time. You can make a DC 15 Athletics check as a free action to run faster: one or more degree of success increases your ground speed rank by +1 for one round.

READY — STANDARD ACTION

Readying lets you prepare to take an action later, after you would normally act on your initiative, but before your initiative on your next turn. Readying is a standard action, so you can move as well.

You can ready a single standard, move, or free action. To do so, specify the action you will take and the circumstances under which you will take it. Then, any time before your next turn, you may take the readied action as a reaction to those circumstances. Your place in the initiative order then becomes the point where you took your readied action.

If you come to your next turn and have not yet performed your readied action, you don't get to take the readied action, you just lose your previous turn. You can ready the same action again on your next turn, if you wish, continuing to wait for the right circumstances.

RECOVER — STANDARD ACTION

You take your entire turn to try and catch your breath and bounce back a bit. When you recover, you can remove your highest level of damage or fatigue. Alternately, rather than removing a level of damage or fatigue, you can choose to make a resistance check against an ongoing effect, in addition to the normal resistance check at the end of your turn.

You can only recover once per conflict. Once you have done so, you must recover from any remaining damage, fatigue, or effects normally (or with outside assistance).

When you recover, you gain +2 circumstance bonus to your active defenses until the start of your next turn.

SMASH — STANDARD ACTION

You attempt to damage or break an object held or worn by an opponent. Make an attack check against the defense of the character with the object, with a –5 circumstance penalty if you are attacking a held object. If your attack check succeeds, you inflict damage on the object rather than the character. See **Damaging Objects** for details on breaking things.

STAND — MOVE ACTION

You stand up from a prone position. You can go from prone to standing as a free action by making a DC 20 Acrobatics check, if you fail the check, you may stand as a move action instead. Characters with the Instant Up advantage can stand as a free action without a skill check.

TRIP — STANDARD ACTION

You try to trip or throw your opponent to the ground. Make a close attack check against your opponent's Parry with a –2 circumstance penalty on the check. If the attack succeeds, make an opposed check of your Acrobatics or Athletics against your opponent's Acrobatics or Athletics. Use whichever has the better bonus in each case.

If you win, the defender is prone in an area adjacent to you of your choice. If you lose, the defender immediately gets another opposed check to try and trip *you*. If it fails, the trip attempt ends.

MANEUVERS

A **maneuver** is a different way of performing a particular action. For example, a defensive attack is an attack action that improves your defenses at the cost of accuracy. Maneuvers are optional; you choose which, if any, apply to your action(s) when you declare them. The GM decides if a particular maneuver is appropriate or prohibited by circumstances.

Certain advantages and effects may enhance or work in conjunction with certain maneuvers. See their descriptions for details.

ACCURATE ATTACK

When you make an attack, you can take a penalty of up to –2 on the effect modifier of the attack and add the same number (up to +2) to your attack bonus. Your effect modifier cannot be reduced below +0 and your attack bonus cannot more than double in this way. The changes are declared before you make the attack check and last until the start of your next turn.

ALL-OUT ATTACK

When you make an attack you can go all-out, taking a penalty of up to –2 on your active defenses (Dodge and Parry) and adding the same number (up to +2) to your attack bonus. Your defense bonuses cannot be reduced below +0 and your attack bonus cannot more than double. The changes to attack and defense bonus are declared before you make the attack check and last until the start of your next turn.

LASTING INJURIES

DC Adventures is designed to emulate the super-hero comics, so characters generally bounce back pretty fast from taking serious beatings, and there is little differentiation between getting punched through a brick wall and shot-up with a .45 caliber (or, for that matter, set on fire or electrocuted). Realistically, any or all of these things should result in severe injuries that take a considerable amount of time to heal; in DC Adventures, most characters just shake it off and are all better by the next scene.

If you want to include lasting or more serious injuries in your game, or just in a particular story, they are better handled as complications (see the **Complications** section in **The Basics** chapter for details). This is largely how the comics handle them; most of the time, heroes bounce back from the effects of combat but, occasionally, a character suffers a serious and significant injury—such as a broken arm or head trauma—that plays a role in the story later on. Handle this like any other GM-imposed complication: award the player a hero point when it comes into play, and apply the effects of the complication to the story. Use the conditions defined in **The Basics** chapter as an idea of the complications facing an injured character.

DEFENSIVE ATTACK

When you make an attack you can take a penalty of up to –2 on your attack bonus and add the same number (up to +2) to both your active defenses (Dodge and Parry). Your attack bonus cannot be reduced below +0 and your defense bonuses cannot more than double. The changes to attack and defense bonus last until the start of your next turn. This maneuver does not apply to effects requiring no attack check or allowing no resistance check.

DEMORALIZE

You can use Intimidation in combat as a standard action to undermine an opponent's confidence. Make an Intimidation check as a standard action opposed by the better of your target's Insight bonus or Will defense. If your Intimidation check succeeds, your target is impaired (a –2 circumstance penalty on checks) until the end of your next round. With four or more degrees of success, the target is disabled (a –5 penalty) until the end of your next round.

FEINT

You can use Deception as a standard action to mislead an opponent in combat. Make a Deception check as a standard action opposed by the better of your target's Deception or Insight. If your Deception check succeeds, the target is vulnerable against your next attack, until the end of your next round (see **Vulnerable** in the **Conditions** section of **The Basics** chapter).

FINISHING ATTACK

When you attack a defenseless target at close range, you can choose to make the attack as a routine check (see **Routine Checks** in **The Basics** chapter). This generally means your attack hits automatically, since the target has no defense bonus, and the routine check overcomes the normal difficulty.

If you choose to make your attack check normally (against DC 10), then a successful hit is treated as a critical hit. Additionally, if you hit with a damaging attack with intent to kill, and the target's resistance check has three or more degrees of failure, the target dies immediately.

POWER ATTACK

When you make an attack you can take a penalty of up to –2 on your attack bonus and add the same number (up to +2) to the effect bonus of your attack. Your attack bonus cannot be reduced below +0 and the effect bonus cannot more than double. The changes to attack and effect are decided *before* you make your attack check and last until the start of your next turn. This maneuver does not apply to effects requiring no attack check or allowing no resistance check.

SLAM ATTACK

When you charge, you can charge right *into* your target, using your momentum to strengthen your attack, but potentially receiving some damage from the impact yourself. The damage rank for your attack equals your movement speed rank, or your normal damage rank with a +1 circumstance bonus, whichever is higher. If you move your full speed before you charge, increase your damage by either means by an additional +1 circumstance bonus. Base slam attack damage (before applying circumstance modifiers) is limited by power level.

> **Example:** *Bulletman flies into a foe, moving at speed rank 10. His unarmed damage (Strength) rank is only 2, so he uses his speed rank of 10 for the damage. Since he also moved his full speed to build up momentum, he increases his damage by +1 for a total damage rank of 11. If a base damage rank of 10 is too high for the series, the GM may impose a lower limit on Bulletman's slam attack damage, applying the +1 modifier for the full speed move to the lowered rank.*

You suffer some of the impact of slamming into a target; make a Toughness resistance check against half the damage rank of your attack (rounded down).

> **Example:** *Bulletman hits his target, and must make his own Toughness resistance check against damage rank 5: his slam attack damage of 11, divided by 2, which equals 5.5, rounded down to 5. Fortunately, Bulletman's helmet provides him with an invisible electromagnetic field for protection and the hero manages to avoid the damage, hoping his opponent won't be so lucky!*

Bonuses to Toughness protect against slam attack damage normally. Immunity to slam damage you inflict is a rank 2 Immunity effect, while Immunity to all slam damage is rank 5 (see **Immunity** in the **Powers** chapter).

SURPRISE ATTACK

On occasions when your attack catches a target by surprise, the target is vulnerable. Surprise attacks occur during the surprise round of a conflict (see **Surprise** earlier in this chapter) and may also occur as a result of stealth or concealment, allowing you to sneak up on a target. The GM can also grant you a surprise attack for an unusual maneuver that catches the target off-guard, such as an Indirect attack (see the **Indirect** modifier for more).

TEAM ATTACK

Multiple attackers can attempt to combine their attacks in order to overwhelm an opponent's resistance. The attacks to be combined must have the same effect and resistance and be within 5 ranks of each other. So attacks all doing Damage against Toughness can combine, but not with a Mental Blast, for example, which is a Damage effect, but resisted by Will rather than Toughness.

The attackers must all delay to the same point in the initiative order (that of the slowest attacker). Each attacker makes an attack check against the target's defense. Effects not requiring an attack check may be used in a team attack; count the effect as having one degree of success, if it is not the main attack.

Take the largest effect rank of the attacks that hit and count the combined degrees of success for the other attacks: one degree provides a +2 circumstance bonus to the rank of the main attack, three or more provides a +5 circumstance bonus. Unlike a normal team check, degrees of failure do not reduce success; those attacks simply miss and have no effect. See **Team Checks** in **The Basics** chapter for more.

RECOVERY

As a result of conflict, characters often suffer adverse conditions (see **Conditions** in **The Basics** chapter) from being knocked around and hit with different powers. The specific conditions are discussed in the effects defined in the **Powers** chapter, particularly Affliction and Damage, the most common effects of conflicts.

Living targets remove one damage condition per minute of rest, starting from their most severe condition and working back. So a damaged character recovers from being incapacitated, then staggered, dazed, and finally removes a –1 Toughness check penalty per minute until fully recovered. The Healing and Regeneration effects can speed this process.

Objects, having no Stamina, do not recover from damage unless they have an effect like Regeneration. Instead, they must be repaired. See the guidelines under the **Technology** skill when repairing damaged objects.

DEATH

Character death is a relatively rare happenstance in comics. Technically, it's not so much rare as it is *temporary*. The tendency of comic book characters to return from the dead has become so commonplace it is cliché, with various stories and characters even poking fun at it.

The DC Adventures rules make character death a similarly rare occurrence. Characters generally only acquire the dying condition after being incapacitated and suffering further harm, which usually means someone is actively *trying* to kill them. Even then, dying characters have opportunities to stabilize and stave off death. It takes a second active effort to kill a dying character outright, so accidental death due to a single bad die roll is all but impossible for the major characters in a series.

Note that none of this applies to minions, who can be killed simply with a successful attack and a declaration of intent to do so. While heroes in the DC Universe generally refrain from killing, a character like Lobo has no qualms about mowing down minions by the dozens. The Gamemaster can also kill off supporting characters as desired to suit the story. The greater "resilience" of main characters is not because they are physically any different or tougher, just that they are literally more important to the story of the game.

CHAPTER 9: GAMEMASTERING

One player—the Gamemaster, or "GM"—takes responsibility for running a DC Adventures game. The Gamemaster creates the adventure, runs the players through it, takes on the roles of the various other characters the heroes encounter, and handles any questions about the rules as they arise. The Gamemaster also adjudicates the process of character creation, deciding what traits, modifiers, and so forth are appropriate for the particular game, along with the best way to express certain concepts in game terms. While Gamemastering is a big responsibility, it's not as hard as it might seem, and providing a fun and entertaining game for your friends can be quite rewarding.

RUNNING THE GAME

While the players are responsible for keeping track of their characters and deciding on their actions, the Gamemaster is responsible for everything else that happens in the game. A good GM tries to make sure the game runs as smoothly as possible and is enjoyable for all of the players. Many components go into creating a good DC Adventures game. The following sections give you the basics, but experience is the best tool to help you become a better Gamemaster.

ASSIGNING DIFFICULTIES

DC Adventures can be broken down into a series of tasks the heroes must perform, from piecing together clues about a villain's latest scheme to blasting said villain through a wall and disarming his doomsday device in the nick of time. It's up to the Gamemaster to assign the difficulty of these and numerous other tasks in the game and to determine the outcome of the heroes' efforts. This section offers some general guidelines on assigning the difficulty of a task.

THE 55% RULE

A good guideline to keep in mind is the chance of an average character (with a modifier of 0) succeeding at an average task (DC 10) is just over 50% (55% to be exact). So any time you have to have an average character do something, or want to set a difficulty you feel is average for a particular character, aim for around that chance of success. If you want to know what bonus is required to have a 55% chance of succeeding at a particular task, just subtract 10 from the DC. So a DC 25 action (a formidable task) requires a bonus of +15 in order to have a 55% chance of success (on a roll of 10 or higher).

Keep in mind that this chance of success on a task allows a character to automatically succeed at that task as a routine check (see **Routine Checks**, following, and in **The Basics** chapter). This is intentional; the average character only really fails at an average task when hurried or under stress. A 55% chance also allows a player to spend a hero point to automatically succeed, since a hero point ensures a die roll of at least 11. (See **Hero Points**, page 20.)

CIRCUMSTANCE MODIFIERS

Circumstance modifiers (see their description in **The Basics** chapter) are one of the GM's best tools. Rather than having to memorize a lengthy list of special-case modifiers, just keep this guideline in mind: if the situation is in the character's favor, that's good for a +2 bonus on a check. If it's against the character, that's a –2 penalty. If things are particularly good or bad, up the circumstance modifier to +/–5.

It's that simple. Note that, practically speaking, a major circumstance modifier effectively shifts a check up or down a degree of difficulty, as shown on the **Difficulty Class Examples** table. Likewise, a major modifier effectively changes the degree of a graded check by one (see **Graded Checks** in **The Basics** chapter).

DIFFICULTY CLASS EXAMPLES

DIFFICULTY	DC	EXAMPLE	MODIFIER NEEDED FOR 55%
Very easy	0	See something large in plain sight	None (automatic)
Easy	5	Climb a knotted rope	–5 (Athletics)
Average	10	Hear a group walking 30 feet away	+0 (Awareness)
Tough	15	Disarm an explosive	+5 (Technology)
Challenging	20	Walk a tightrope	+10 (Acrobatics)
Formidable	25	Break into a secure computer system	+15 (Technology)
Heroic	30	Overcome a sophisticated security system	+20 (Technology)
Super-heroic	35	Bluff your way past wary and alert guards	+25 (Deception)
Nearly Impossible	40	Open an impossibly complex lock in 1 round	+30 (Technology)

"TELL ME HOW IT HAPPENS..."

While the DC Adventures game rules provide general outcomes for character actions, in terms of relative success or failure, what the rules do not provide is the "flavor" of those actions, the descriptions and visuals of exactly how they happen. Those details are left up to you and your players to devise as part of your story.

Therefore a good habit to get into as a DC Adventures Gamemaster is asking your players to not only tell you the outcomes of their die rolls and checks, but to embellish and describe them in as much detail as they wish. For example, you inform a player: "You hit your foe hard enough to daze him." Follow it up with: "What happens?"

The player might say, "I follow a couple quick jabs with a powerful uppercut that sends him stumbling back against the railing of the catwalk, then I press my advantage, so we're both struggling up against it, high above the factory floor." Alternately, the player might say, "He stumbles back a few steps and I take the opportunity to draw a concealed bolo from my utility belt, which I'm going to use to tie him up next turn." Same game system outcome, very different descriptions.

Likewise, encourage players to embellish on their heroes' failures; part of the fun of the game is for the heroes to deal with complications and challenges, and the players will often provide you with ideas in their descriptions. Maybe a hero's near miss damages some part of the scenery, or endangers innocent bystanders. Perhaps a failed skill check shakes the hero's confidence and brings up dramatic unresolved issues (a prime roleplaying opportunity).

Get your players involved in telling *you* how things happen for their heroes and you further involve them in the story and world of the game.

ROUTINE CHECKS

Routine checks reflect that some tasks and situations are so trivial it is not worth having a player roll a check. It would be illogical for the character to have a real chance of failing at the task, since failure should be rare enough to constitute a complication in that situation. Examples include things like a competent driver handling a car under ordinary conditions or a trained professional performing the routine tasks of a job.

Routine checks save time because you do not need to ask players for a check for every single thing their characters do, but they also provide valuable guidelines for *when* you should ask the players for a check while running the game. They set a threshold for the Difficulty of certain actions. When coming up with Difficulty Classes for your adventure, keep the routine check rule in mind. If the DC is low enough that *anyone* can succeed as a routine check, then it may be too low, or the action may not be worth assigning a check.

Take Perception, for example. If you decide it is a DC 10 Perception check to pick up on some clue or bit of information in the adventure, that Difficulty is low enough that anyone with an unimpaired (0 or higher) Awareness can succeed at the task as a routine check. Assuming the information is also important to the plot, you might be better off to simply tell the players their characters notice it without calling for a check. If there needs to be a chance of failure, then set a higher Difficulty for the check. Of course, If the situation is stressful—such as the midst of combat—then a routine check is not an option, and a lower DC can provide heroes with a reasonably high chance of success with just a small chance of failure for dramatic purposes.

SECRET CHECKS

Sometimes it's a good idea to make checks secretly, so the players don't necessarily know the results. This is usually the case for any sort of check where the characters don't immediately know whether they've succeeded or failed. For example, Perception checks usually should be made secretly. If the check succeeds, the character notices something. If it fails, then the player doesn't know whether it's because the character failed to notice something or there wasn't anything there to notice in the first place. The same is true for checks involving powers like Mind Reading or Precognition, and certain interaction checks, since the player doesn't necessarily know the target's initial attitude or exactly how much it has improved.

One easy way of making secret checks is to make a list of random d20 rolls in advance. When there's a need for a secret check during the game, mark off one of the rolls from your list and use that for the check result.

ALTERING THE OUTCOME OF DIE ROLLS

On occasion the outcome of a particular die roll may *seriously* impact the game. For example, the heroes are walking into a trap and none of them make the necessary check to notice the danger in time. Or a hero gets in a lucky shot and the villain rolls a 1 on his Toughness check, resulting in a quick defeat. What do you do?

In some cases, you can just go with the outcome the dice give you. If none of the heroes spot the trap, have it go off. Odds are the heroes only end up captured and will have the opportunity to escape and thwart the villain later in the adventure anyway. Even if the results of the die roll are unexpected, so long as they don't spoil the fun of the adventure, feel free to go with them. Unexpected twists and turns are part of the fun of an RPG, not only for the players, but also for you when you run the game.

On the other hand, some die rolls result in anticlimactic or just plain dumb outcomes. In these cases, feel free to change things to make the outcome more interesting or more in line with how the game should go. In the above example, you might decide the villain is only dazed or stunned rather than being knocked out, momentarily giving the heroes the upper hand, but not ending the climatic encounter prematurely.

Isn't this cheating? Well, yes, in a manner of speaking it is, but it's "cheating" in order to make the game more interesting and fun for everyone involved. So long as you don't alter the outcome of die rolls unfairly or maliciously, and you do it to help ensure the game is fun, interesting, and challenging, you shouldn't have a problem. Besides, the complication system of DC Adventures provides you with the perfect excuse to

"cheat" to help out the heroes' adversaries from time to time, and to compensate the players in the process by awarding them hero points, which they, in turn, can use to "cheat" the fickle die from time to time and ensure their heroes succeed.

FAKING IT

Sometimes you'll run into a situation the game rules don't cover, or that you're not sure how to handle. In these cases, feel free to just fake it. Come up with a check you feel suits the situation and go with it, so you can keep the game moving rather than getting bogged down in page flipping and rules arguments. One of the great things about the DC Adventures system is pretty much everything can be resolved with a simple check. So when all else fails, just have a player make a check with the most appropriate trait (ability, skill, or power). If the check beats your estimation of the Difficulty Class, it's a success. Otherwise, it's a failure.

You also can fake it when dealing with certain trivial situations in the game. If there's an important piece of information you want the players to know, don't bother seeing if they succeed at a Perception check. You can pretend to make the checks, then ignore the results and tell the players what their heroes find. Likewise, if a power level 10 hero is going to take out a PL 3 thug, you don't *have* to make all the rolls. Just ask the player to describe how the hero defeats the hapless thug. It's pretty much going to happen anyway, and there's no reason why the hero shouldn't look cool doing it.

DC ADVENTURES ESSENTIALS

The essence of the DC Adventures game system is actually quite simple. The vast majority of the rules expand upon the core mechanics of the system, providing special-case rules or situational modifiers. So long as you understand the essentials of the game, you can handle just about any situation that comes up.

Those interested in playing in a looser and more casual style should focus on these fundamentals and not worry about the special-case rules or more detailed guidelines. If you come up with an unexpected situation, just choose an appropriate type of check, a Difficulty Class, and make a roll to see if the character succeeds or not! It's that simple.

RANK

Every trait in DC Adventures—abilities, skills, powers, and so forth—has an associated *rank*, a value telling you how strong (or weak) that trait is. Ranks run from –5 (very weak) all the way up to 20 (incredibly strong) or more. You can rate virtually any trait by its rank. With the correspondence of rank and measure, you can rate virtually *anything*—distance, weight, time, and so forth—by rank.

DIFFICULTY CLASS

Every task—from making an attack to avoiding harm to figuring out a gadget—has a *Difficulty Class* or *DC*, a value that tells you how hard that task is to perform. DCs range from 0 (automatic, so easy it's not worth rolling) to 40 (nearly impossible).

CHECKS

Actions in DC Adventures are all resolved through *checks*, a roll of a 20-sided die, plus a modifier. If the total of the check equals or exceeds the Difficulty Class, the action is a success. If it doesn't, then it's a failure.

CONDITION MODIFIERS

Beneficial conditions apply a +2 bonus on the check (+5 for highly beneficial), whereas adverse conditions impose a –2 penalty (–5 for highly adverse). This is true whether you're trying to use a skill, make an attack, use a power, or what have you.

RESISTANCE CHECKS

Avoiding an effect is a *resistance check,* with a Difficulty Class of 10 + the effect's modifier or rank (DC 15 + rank for Damage). A successful resistance means you avoid the effect, a failed check means you suffer some (or all) of the effect.

THAT'S IT!

That's the core of DC Adventures*:* roll d20 + rank and modifiers vs. a Difficulty Class. If you understand that, you can do pretty much *anything* in the game. The rest is just detail. When in doubt, or whenever you want to speed the game along, just have a player make a check of the appropriate trait rank against a DC based on how difficult the task is and you can't really go wrong.

MAINTAINING GAME BALANCE

Part of the Gamemaster's job is to make sure the game is fair and balanced, so everyone can have a good time and all the heroes have an equal chance of doing some fun and exciting things in the course of the adventure. It can be tricky sometimes, but DC Adventures gives you tools for balancing the traits of the heroes against different challenges and handling problems that may come up.

RULES ISSUES & HOUSE RULES

While DC Adventures presents a fairly complete and balanced game system for super hero roleplaying, no one game system is perfectly suited to every gaming group's needs and tastes, and this one is no exception. Sooner or later, issues may arise over particular rules and how they are applied in your game. In some cases, it may be an unexpected situation not covered by the existing rules, requiring you to extrapolate and come up with a ruling. In other situations, a particular rule may be problematic, making the game less fun because it doesn't suit your personal tastes or style of play.

In all situations, remember: *if a rule doesn't suit your gaming group, then by all means, change it!* A corollary of this is: *the Gamemaster overrules the rules.* That is, if you decide to make up a particular "house rule" about how something works in *your* game, or to interpret something from the *Hero's Handbook* in a particular way, then that's the way it works in your game. Players should be respectful of the Gamemaster's job to set up and regulate the rules of the game for everyone's enjoyment. Any disputes should be discussed with an eye toward finding a solution everyone finds satisfactory, rather than trying to stick to the exact letter of the "rules as written." The *spirit* of DC Adventures is to have fun. As long as you focus on that, you can't be far off.

UNBALANCED HEROES

The power level guidelines built into the rules help ensure DC Adventures characters of the same power level are at least in the same ballpark in terms of overall effectiveness. Still, there may be times when a particular combination of abilities and effects makes a character too powerful compared to the other heroes or to the villains in your series.

When this happens, talk to the player and ask him or her to change the character's traits to something more balanced and better suited to the series. If necessary, explain that the character makes things less fun for everyone as-is and changing the character will make the game better for everyone. Suggest some possible changes to make the character balance out better.

SAYING NO TO YOUR PLAYERS

A big part of maintaining game balance is the ability to say "no" to your players, setting guidelines for characters and sticking to them. Some of those guidelines are already in place: the limits imposed by power level. They help ensure players can't just put all their power points into a single overwhelming combat trait (like a +50 attack bonus, or something similar).

Even with those limits in place, however, there may be times when a player comes up with a character concept or trait that just isn't suited for the game and can be unbalancing. For example, it can be hard to run mysteries around a hero with a lot of ranks of Mind Reading. If you plan to have mystery stories, you may want to consider limiting Mind Reading, Postcognition, and similar effects, or finding innovative ways for villains to get around them. If you're running a four-color game where going for the kill is rare and a player wants to run a blood-thirsty vigilante hero, you may just have to say no and ask the player to come up with another idea.

Note that the GM has the authority to say "no" to a particular power effect or other trait, even if it is perfectly "legal" in terms of the game rules and the power level of the series. It's virtually impossible to present a "one-size-fits-all" system of game balancing characters as diverse as comic book heroes without heavily limiting potential concepts, so DC Adventures goes the route of presenting a wide range of available power effects (omitting some real game-breakers). The GM can—and should—choose to limit others on a case-by-case basis, as best suits the needs of the game.

Having standards for your series and sticking to them can save you a lot of trouble in the long run by heading off problems before they happen.

SAYING YES TO YOUR PLAYERS

Many roleplaying games (even this one) spend a lot of space telling you how to say "no" to your players: how to tell them a power they want is unbalanced, how to tell them the character they have in mind doesn't fit into the group, and so forth. Some might get the idea that it's the Gamemaster's job just to say "no" and frustrate the players. Nothing could be further from the truth! True, sometimes you must be firm and say "no" to something for the betterment of the game and to safeguard everyone's enjoyment, but a Gamemaster who also learns to say "yes" to the players can ensure everyone has fun.

Players are a cunning lot, so it's a virtual certainty that, sooner or later, they will come up with something for their heroes to do that's not covered in the rules. It may be a particularly innovative maneuver, a new use for a skill or power, using the environment to their advantage in some way, or something you never would have considered before. When this happens, take a moment and ask yourself: "Would it be fun if what the player is proposing happened?" A good way to think about it is, if you saw something similar in a comic book or a super hero cartoon or movie, would it be good? If the answer is "yes," then you probably should let the player at least try it.

Gamemasters have three major tools to help them say "yes" to their players:

- **Modifiers:** Remember the GM's rule of thumb: if something generally aids or makes a task easier for a character, it's worth a +2 bonus. If it makes the task harder or hinders the character, it's worth a –2 penalty (+/–5 for major benefits or penalties. This allows you to assign modifiers for almost any situation on the fly, without having to look things up and slow down the game while puzzling out all the pluses and minuses.
- **Extra Effort:** When players want their characters to pull off something outlandish, rather than saying "no," let them try but make them pay for it by counting it as extra effort (see **Extra Effort**, page 19). Extra effort already allows players to pull off all kinds of stunts, so there's no reason you can't expand the list. This works particularly well with innovative uses of powers. Since extra effort allows a character to perform power stunts, it can cover a *lot* of ground.
- **Hero Points:** Like extra effort, hero points allow characters to pull off amazing stunts. If a player wants to do something that isn't normally a part of the character's abilities, require a hero point to make the attempt. The hero point doesn't do anything but let the character try something outlandish, and players won't be able to pull off such stunts all the time because they have a limited number of hero points to spend. Still, it allows for those amazing, one-of-a-kind stunts that happen in the comic books.

MAKING MISTAKES

Even Gamemasters are only human. Sooner or later, you'll make a mistake, whether it's forgetting a particular rule or overlooking something about a character or an element of the story. Don't worry, it happens, and it doesn't mean your game is ruined!

The best way to handle a mistake is to own up to it. Tell your players you screwed up and need to make a change in order to keep the game fair, and fun. For example, if you allow a new power into the game and it turns out it's *way* more powerful and useful than you thought, and it's ruining everyone else's fun, that's a problem. Tell your players you made a mistake letting that power into the game in the first place and you have to change the way it works in order to make the game fun and fair for everyone.

Be reasonable and straightforward in handling your mistakes and your players are much more likely to be cooperative and understanding about them when they (inevitably) happen.

LOST IN TRANSLATION

Some staples of the DC comic books, while enjoyable in the stories themselves, don't always translate well to the medium of roleplaying games. You might want to take these "translation issues" into account when planning your adventures.

DEFEAT AND CAPTURE

Heroes in the comics are frequently defeated early on in a story. The typical structure is: the heroes encounter the villain, suffer a defeat or reversal, and then come back from defeat to overcome the villain. In longer stories there may be several reversals: the villain beats the heroes and escapes, then beats the heroes and puts them in a deathtrap, which they must escape to make their final confrontation with the bad guy.

DC Adventures encourages this kind of narrative structure by awarding hero points for defeats, capture, and similar complications suffered by the heroes. Essentially, the more the heroes struggle early on in the game, the more resources (in this case, hero points) they have to overcome the villain later.

Defeat in the comics isn't a serious problem, since it usually just results in the heroes facing another obstacle, like a deathtrap, rather than ending the story. Some players, however, don't care for the idea of defeat, even when there *is* some kind of reward for it. This may come from other RPGs, where defeat has much more serious consequences, up to and including the death of the heroes! It can also come from associating any kind of defeat or setback with "losing the game." These players may overreact to potential defeats in the game.

The best way of handling this is to discuss it with your players. Point out that an early defeat by the villain is not necessarily a "loss," but a *complication*, and that they earn hero points for complications, leading up to the point where they can use their earned points against the villain. If this doesn't address the issue, you may need to give the heroes complications other than defeats, at least at first. When you do have the heroes defeated as a complication, make sure the players all know that there is *no* chance for their heroes to avoid this once you spring it on them, to minimize the opportunity for them to struggle and rail hopelessly against it.

ESCAPING VILLAINS

Often, in the comics, the villain gets away. Usually it is during the initial encounters of a story: the heroes run into the villain, who escapes for the next encounter. In the comic books, it's easy for a writer to engineer the villain's escape. In a game, you may have to contend with players unwilling to let the villain go, so long as there's *any* chance of snatching victory from the jaws of defeat. These players will try anything and everything before they give up, which can cause problems for the story and spoil the game for others. The main ways of dealing with this issue are: providing the villain with an effective escape plan, and proper application of hero point awards, when those plans go into effect.

GOING FOR THE KILL

The DC Adventures Damage effect makes it relatively difficult to kill someone outright; the target has to first be incapacitated, then further damage causes them to become dying and potentially die. If you want to up the level of lethality in your game, you can apply some or all of the following options:

- Allow attackers to "go for the kill" when they attack. In this case, incapacitating the target also results in their condition becoming dying.
- Use minion characters and have a "taken out" result against them equal the minion being killed rather than simply incapacitated.
- Have certain kinds of attacks—such as guns, fire, or lasers—always count as "going for the kill" when they are used.
- Add dying to the third degree conditions an Affliction effect may impose.
- Have four or more degrees of failure on a resistance check against Damage (and Afflictions that cause the dying condition) result in immediate death. This is a particularly harsh option to impose, but heroes still gain the benefit of hero points to help them avoid this fate.
- Make conditions suffered from a killing attack slower to recover: one condition per hour or even per day. This emphasizes their seriousness. Also see the **Lasting Injuries** sidebar in the **Recovery** section of the **Action & Adventure** chapter.

LETHALITY

Comics have different levels of lethality and character death. It's important to make the expectations of your series clear to the players, just so there's no misunderstanding. A hero who refuses to kill under any circumstances might be an interesting oddity in a dark and gritty series full of militaristic super-agents, but a cold-blooded vigilante in a four-color world of merciful, law-abiding heroes can quickly become a problem (especially when the heroes feel honor-bound to see their "teammate" answer for his crimes). So it's best to be sure everyone is on the same page to avoid unnecessary disagreements.

LONER HEROES

Another common element in the comics is the loner character: dressed in black, often trained in stealth, and preferring to work alone. That's all well and good in a solo story, but difficult to include in a team of super heroes. You can get away with a loner who is a reluctant team member in-character with players who understand and play along with the bit. Far worse is a *team* of loners, none of whom get along! You can accommodate *some* loner characters by giving them opportunities to show off their skills and requiring a minimum level of cooperation and willingness to work within the team. You're better off discouraging entire groups of loners right from the beginning, since odds are they won't work together for very long.

CREATING ADVENTURES

Creating a DC Adventures game is a fairly simple process. First, define the threat around which the adventure revolves. Then sketch out the overall plot, and describe the encounters the heroes are likely to have during the adventure. You'll also want to make sure you have statistics and character sheets for important supporting characters and villains. Present the players with the start of the adventure and you're off and running. Will things go exactly the way you planned? Probably not, but that's part of the fun and challenge of being a Gamemaster!

BEFORE YOU BEGIN

There are a number of things to consider when you begin planning an adventure, including the plot threads from previous adventures, complications, and the themes and events of past adventures.

FABULOUS FIRST ISSUES

If this is your first adventure, you need to consider a few things, including how to get the heroes together as a team. They may already be a team when the adventure begins—especially if your players are using established DC heroes—or circumstances in the adventure might bring them together.

The key things for a first adventure are to introduce the players to the setting and the major supporting characters. So the first adventure should be typical of the sort of adventures you plan to run. Give the players a feel for how things work in the world so they can get into character and into the setting. So, for example, if you're running a four-color game where character death is a rarity, it's probably not a good idea to make the first villain a murderous madman who kills with impunity. Likewise, if you're aiming for a gritty paramilitary style game, you probably don't want your first adventure to be filled with wacky humor and Silver Age puns.

If this is your first adventure, you should also decide if the heroes are already together as a team or if they will have the opportunity to form a team during the adventure. Both approaches have their good points. Starting things

with the team already assembled allows you to skip some exposition and get right into the action. It also avoids the problem of the heroes *not* getting together, which can happen. Allowing the players to roleplay the formation of the team, on the other hand, can be fun, and lets the players better define the nature of their team.

WHEN LAST WE LEFT OUR HEROES...

If the adventure is *not* the first in your series, then the first thing to do is look over your last few adventures. Are there any dangling plot threads left over from those stories, ones the players might be interested in following?

Sometimes these dangling threads are placed deliberately, to give the players things to wonder about and look forward to in future adventures. In other cases, they crop up because certain things just didn't get resolved in a previous adventure, and players might be wondering when (and if) they will be. As a general rule, try and leave a few plot threads open at any given time. They don't always have to be the same ones. You can wrap up certain plots while opening up new ones to keep the series moving and maintain player interest. In fact, it's best if you occasionally tie up existing plot threads before starting new ones, providing some closure and keeping things from getting stale.

A CHANGE OF PACE

When you start creating an adventure, look over your notes from your last few adventures (if you've had a last few). Take a look at any trends in the adventures' threats, villains, and so forth and decide if you need a change of pace. Running the same sort of adventure time after time can make your game predictable and dull. Sometimes you need to shake things up a bit and give the players something new to sink their teeth into.

Have your last few adventures all been crime-fighting? How about sending the heroes to another planet or dimension for an adventure or two? After a few adventures of fighting off an alien invasion, give the heroes a vacation on a tropical island where there's a sinister cult, or to a mountain ski lodge menaced by a yeti. Try an adventure where the heroes are in their secret identities the whole time, or without their powers. Maybe an accident causes the heroes minds to switch bodies, or gives them different powers. The possibilities are endless. Just make sure your "change of pace" adventures are really a change of pace and not just random wackiness (unless that's what your game is all about).

DEFINING THE THREAT

DC Adventures stories usually focus on a particular threat or challenge. It might be anything from an alien invasion to a super-villain looking to conquer the world to something as simple as the heroes cracking down on a crime wave in the city or attending a parade in their honor. When the threat presents itself, the heroes must figure out how to overcome it.

Supervillains' schemes are the forces that drive a DC Adventures series, since the main job of super heroes is stopping the villains from getting their way. Without these evil plots, there would be very little for heroes to do, apart from dealing with petty crimes and natural disasters. So choosing a scheme is typically one of the first steps in creating a successful DC Adventures game.

If you need further ideas for possible threats, look no further than your local comic shop (or your own back-issue boxes) filled with inspirational comic books. You also can get ideas from television, movies, and even the news and major world events. Also take a look at the sample DC villains in this book for inspiration and ideas.

OUTLINING THE PLOT

Once you have an idea for a threat in mind, give some thought to how it will manifest. Outline a series of events that will take place. This gives you the overall plot of your adventure, a sort of roadmap you can follow while you're running the game to know what is likely to happen next.

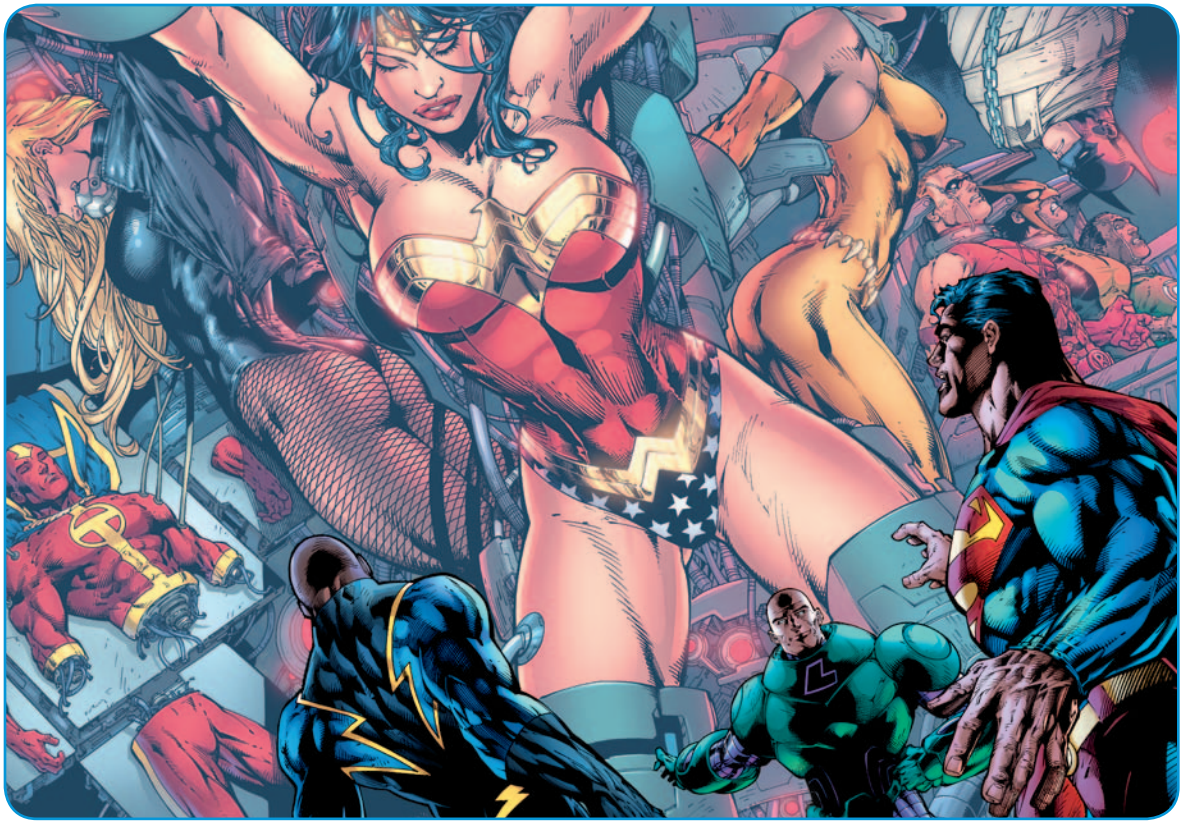
For example, you decide the threat in your adventure involves the crew of an alien ship stranded on Earth. Unable to speak any Earth languages and mistrustful of humans, the aliens need to acquire some advanced technology to repair their ship. They begin to track down and steal the things they need, using their own advanced technology and alien powers to overcome security and the conventional authorities. After they've made four thefts, they make the repairs to their ship and leave for home, smugly satisfied that humanity was no match for them.

Now, that's what would happen if the heroes *weren't* around. Odds are the players aren't going to just allow the aliens to get away with their crimes. Perhaps the heroes are called in after the first robbery to begin an investigation, or maybe they are called in *during* the first robbery, giving them a chance to encounter the aliens and learn something about them (and probably fight them). The heroes can then begin investigating, trying to piece together who the aliens are, what they want, and what they'll do next. They might figure things out and set a trap at one of the potential targets. They might try to track the aliens back to their hidden ship, or capture one of them for interrogation. The aliens may come back for a captured crewmember, and so forth. Exactly how things end up depends on what the players choose to do.

Try to focus your plot on the actions of the antagonists, letting the heroes react to things as they happen. It's hard to base the plot on what the heroes will do because you don't always know what that is. By focusing on the villains' actions, you give the heroes the freedom to do whatever they want in response, and you can then change the villains' plans accordingly.

ENCOUNTERS

Your plot outline gives you a number of potential *encounters* the heroes may have during the adventure. An encounter is a single challenge, interaction, or activity,



such as a fight with the villain, the investigation of a crime scene, a chase through the city, and so forth. Using your outline, you can get a good idea of the possible encounters during your adventure. In the previous example, the heroes may have encounters with the aliens at any of their four robbery sites. They also may investigate those sites and encounter the aliens at the crash site of their ship.

Outline the possible encounters and take note of the important details in each one. For example, if the heroes encounter the aliens during one of their robberies, you'll want to know where the robbery takes place, what the place looks like, what time of day it is, and if anything in the environment could affect the outcome of the encounter. If the aliens steal radioactive isotopes from a nuclear power plant, a fight might risk damaging the reactor, causing a meltdown (a possible complication). That's a different encounter than if the aliens steal parts from a high-tech robotics factory, where the fight could involve a robot assembly line (which offers the characters big, heavy things to chuck at each other).

The typical arrangement of encounters in the classic comic book story is: the heroes are alerted to the threat. They take action, but suffer a setback. They try to deal with the threat, facing various challenges along the way. Eventually, they overcome these challenges, face the threat directly, and overcome it. The difficulty and number of challenges in the middle determines how long the story is, from a single quick game session to an entire series (with each challenge in the middle being an entire adventure of its own).

The early encounters serve a few purposes. First, they introduce the players to the threat and allow them to find out more about it. If it's a new villain, for example, the heroes learn the villain's name, powers, agenda, and so forth. If it's an existing villain, they find out the villain's current plan (and perhaps how the villain escaped from prison or survived certain death from a previous story). If it's a disaster, they see the first signs and get expert advice on what's likely to happen, and so forth.

Initial encounters also provide opportunities for the heroes to earn hero points. This means the early encounters in the adventure don't have to go well for the heroes. In fact, it's better for them in the long run if they *don't* go well. The more complications the heroes face early on, the more hero points they earn for use later in the adventure. In the classic comics story, the heroes encounter the threat and suffer a defeat of some sort: the villain may get away, the heroes' powers may prove inadequate to deal with the problem, their plan may not work, and so forth. The heroes then regroup, come up with a new plan, and try again.

Of course, not every encounter has to end in defeat for the heroes; otherwise the players may get frustrated. Keep in mind you can also put the heroes up against minions and minor challenges for them to overcome on the way to the big finale. You can award hero points for complications, too, to give the players a sense of accomplishment along the way so their problems don't seem quite as bad.

THE GRAND FINALE

Then there's the big finish to the adventure, the grand finale. This is when the heroes confront the major threat of the adventure and have a real chance to deal with it.

It may be a final showdown with the big villain, stopping the villain's plans at the last moment, averting disaster, or confronting an alien invasion fleet on the edge of space. Whatever the case, it's when events in the adventure come to a climax and it's time for the heroes to step up and save the day.

The finale is the big payoff of the adventure, what the players have been working towards, so you need to make it as exciting and fun as possible. That means the finale should be challenging, encouraging the players to spend all those hero points they've racked up during the adventure (remember, they can't save them and spend them later!). On the other hand, the finale shouldn't be so tough the heroes can't win, or the adventure just ends in frustration. It's best if things end in a decisive win for the heroes, although sometimes their victory may be a pyrrhic one.

THE WRAP-UP

The wrap-up or epilogue is where you finish up anything after the climax of the adventure. It's where the heroes haul the villains off to jail, find out any remaining information, resolve the adventure's mysteries, and so forth. There may still be some dangling threads left over at the end of the adventure (see **When Last We Left Our Heroes...**, previously), but generally things should be tied up and resolved by the end.

You can play out the wrap-up, allowing the players to describe what their heroes are doing, or just sum things up for them. For example, "After you capture the Atomic Skull and shut down the runaway reactor, the authorities move in to take the supervillain into custody and repair the damage to the nuclear plant. The city is safe once again."

AWARDS

While adventure and action might be a hero's sole reward, RPG players prefer something a bit more tangible they can use to "keep score." Even if there are no winners or losers in an RPG *per se,* there are still ways to reward good game play and provide players with encouragement to keep on playing your game.

AWARDING HERO POINTS

Part of the Gamemaster's job is handing out hero points to the players, which influences the flow of the adventure and helps the heroes accomplish important tasks later on. Essentially, you decide how easy or difficult a time the heroes have by how many hero points you hand out, and by how many complications you make them face to earn those points. The key difference is the players decide when and how they spend their hero points. So you're not necessarily handing them an easy win, you're just giving them resources they can use to *potentially* overcome challenges in the adventure.

As GM, you have discretionary power over hero points. How often opportunities to earn hero points crop up is up to you. Giving out more encourages players to spend them and makes for a more action-oriented and heroic game. Handing out fewer hero points encourages players to save them until they really need them, most likely for the climactic encounter of the adventure.

A good guideline for awarding hero points is at least one hero point per scene in the adventure leading up to the final scene. For more difficult adventures, you can award more hero points by bringing more complications into play. You should usually try to give the heroes' complications "equal time" in the adventure (or, if not in that one adventure, over the course of two or three adventures) so they have the same "earning potential" in terms of hero points.

AWARDING POWER POINTS

The Gamemaster awards heroes power points over the course of a series. This represents the experience and confidence the heroes have gained, along with other factors contributing to an increase in their abilities, skills, and powers.

Generally, heroes each receive 1 power point for a successfully completed adventure, lasting for one game session. If the heroes overcame especially powerful foes or difficult challenges, the GM can increase the power point award to 2 points. For adventures (one that lasts a single game session) the heroes should get 1 power point per session, plus a possible bonus of 1 or 2 power points at the very end if they did particularly well.

Gamemasters may vary this rate of advancement by awarding more power points per adventure, allowing heroes to increase in power faster, which may suit certain styles of game play. The Gamemaster also may choose *not* to award a power point for an adventure in which the heroes did especially poorly, such as failing to defeat a villain's major scheme or allowing many innocent people to suffer harm they could have prevented.

Players spend their heroes' awarded power points between adventures to improve the heroes' traits, limited only by the series power level. They also can choose to save up unspent power points, waiting until the series power level increases, in order to spend them to improve a trait already at its maximum rank.

INCREASING POWER LEVEL

As heroes earn power points through adventuring and spend them to improve their traits, they will eventually run into the limits imposed by the series power level (see **Power Level** in **The Basics** chapter). For a while, this can be a good thing, since the power level limits encourage players to diversify their heroes: acquiring new skills, advantages, and powers rather than simply pumping points into their existing traits to increase them to higher and higher ranks. However, sooner or later, you're going to want to raise the series power level, giving heroes a bit more room for advancement and spending of their earned power points.

A good guideline is to follow the starting power point totals when it comes to power level: when the heroes accumulate an additional 15 power points from the start

of the series or the last time the power level was raised, it's probably time to consider raising the power level by one. So a power level 10 series starts out with 150-point heroes. When they have earned another 15 power points (bringing their total up to 165), the GM should consider raising the series power level to 11, allowing the heroes to spend some of those points to increase traits currently at the maximum limit.

When you increase the series power level, you should also re-evaluate the capabilities of the villains and other challenges the heroes face. While NPCs don't "earn" power points, and aren't even subject to the same power level limits as the heroes, you should feel free to improve the traits of non-player characters in the series to keep pace with the heroes, ensuring those antagonists remain a suitable challenge. It's also fine to have others lag behind, as the heroes outstrip some of their old foes, who no longer represent the kind of threat they did before, plus you can always introduce new villains and challenges suited to the series power level as things progress.

As the series progresses, you may want to slow the rate of increasing power level, stretching it out to even 20, 30, or more earned power points. This allows opportunities for the players to further widen and deepen their heroes' traits rather than focusing on a direct "upward" path of improvement. You may even choose to stop raising power level past a certain point. Consider that some of the most powerful DC heroes, like Captain Marvel, Superman, and Wonder Woman, are at power level 15, but have power point totals well in excess of the recommended starting amount for that level. They're good examples of how heroes can develop in a series where the power level has become "fixed" but the GM still provides power point awards for advancement.

OTHER REWARDS

Although good deeds are their own reward, heroes do sometimes receive other rewards in addition to power points. The Gamemaster should feel free to award any of the following to heroes, according to the outcome of the adventure and the needs of the series.

WEALTH

There may be rewards for the capture of certain wanted super-criminals, and grateful governments or corporations might choose to reward helpful heroes financially. Heroes often use these rewards to help fund their own efforts (paying for their equipment, headquarters, etc.) or else donate it to charity. Other heroes (Booster Gold or the Power Company, for example) are more mercenary and may even *require* a paying client before they'll use their powers to help anyone! Altruistic heroes tend to look down on such opportunists, but the mercenaries counter that they're risking their lives, so why shouldn't they be compensated for it?

Sometimes the monetary rewards of heroism come in the form of ongoing support from a wealthy patron, trust fund, corporation, or government agency. They can all offer financial backing to a hero or team of heroes and provide them with the resources they need.

Heroes who come into a sudden windfall can invest some earned power points acquiring the Benefit advantage to represent their increased wealth. Otherwise the GM can simply award the heroes with an appropriate amount of money or access to a wealthy patron (although that access may come with some strings attached—potential future complications).

EQUIPMENT

Heroes who overcome a supervillain *may* be able to keep some of the villain's equipment. The authorities may want to impound super-devices as evidence or to have them examined by "top men," but they may allow heroes to keep them in some cases (particularly if the heroes don't tell anyone about them...).

Generally any device a player intends to become a regular part of a hero's abilities should be paid for using earned power points. The GM may require the hero to have enough power points set aside for the device or that all of the hero's future earned power points go toward "paying off" the device's cost. One-time use of a captured device may be allowed by having the player spend a hero point, similar to a power stunt or invention.

Heroes also may receive equipment from grateful inventors, businesses, or the government, much like monetary rewards. A patron could provide a team of heroes with a headquarters, vehicles, and other equipment. Again, the GM decides which things require power point expenditure and which are free—at least in terms of point cost.

FAME

Once you've saved the world a few times, people start to remember your name. Super heroes often become famous and Gamemasters can reward the heroes with increased fame and popularity. As the heroes become better known for their heroism and good deeds, the authorities become more cooperative, people start recognizing them everywhere, and fan mail starts arriving by the truckload.

Of course, fame has its drawbacks, which include persistent fans, greater public scrutiny, and things like constant offers for product endorsements and such. Famous heroes are more likely to be targeted by supervillains looking to make a name for themselves or novice heroes wanting to join an established team. While the heroes are most trusted by the authorities, they're also more likely to be called upon in times of need.

On the other hand, heroes may also become infamous for their deeds, particularly if they're known to be ruthless or mercenary. Infamy may dog heroes with bad publicity, whether or not they're actually guilty of anything. After enough "Threat or Menace?" editorials, people start to wonder if the hero really is a good guy. Reversals in reputation and sudden infamy make for good complications.

HONORS

In addition to fame and fortune, heroes may receive the gratitude of the people they help. They get awards from civic groups and organizations like the police and fire departments. The mayor gives them the key to the city or arranges for a parade in their honor (or both). The Governor or President honors them on national television. Monuments may be erected in their honor and charitable institutions founded or dedicated in their names. A hero team's trophy room can contain various plaques, medals, and other accolades right alongside captured criminal memorabilia.

An awards ceremony makes a good ending to an adventure or, perhaps, the beginning of one. After all, what villain can resist so public a target as a hated enemy receiving an award? And so you're off creating your next adventure!

CREATING A SERIES

Run a few DC Adventures sessions and, before you know, you will have an ongoing series, just like a DC comics series, except created by you and your players! While you can simply create and run adventures, it is often helpful to have a map of roughly where your series is going, much like the outline of an adventure's various encounters. This section looks at creating your own DC Adventures series and, in effect, your very own DC Universe! The primary elements of your series to consider are its scale, setting, and style.

SCALE

First, consider the scale of your series: will it focus primarily on adventures taking place in and around a single city, or will the heroes travel all around the region or the world? Will they deal more with local crime or global threats? Does the series even go beyond the boundaries of Earth, to distant solar systems, the far future, or parallel dimensions? The potential scale of a series tends to break down like this:

LOCAL

Limited to a large city like Gotham or Metropolis, or a particular region, like a state or small nation. Local heroes tend to focus on local issues and problems, leaving the "big picture" stuff to those better able to handle it. Some heroes particularly pride themselves on being locals; after all, sometimes focusing on the big problems makes it easy to ignore the small, but no less important, ones.

REGIONAL

The series primarily takes place in a large region or country, like the United States, Canada, or Europe. The heroes might be a national team, sponsored by the government, or a branch of an international one, such as the division between the Justice League of America and Justice League Europe when they operated separately.

GLOBAL

The heroes travel around the world, tackling global problems and big challenges. They are likely among the most powerful and influential heroes, like the Justice League, and have comparable resources, allowing them to get to distant places quickly to respond to emergencies. The heroes have to deal with global geo-politics and they are typically the first line of defense against serious threats.

UNIVERSAL

At this scale, Earth is just one small part of the vast universe, and the heroes regularly travel among the stars. This is the scale for cosmic heroes like the various Lantern Corps, or for the far future Legion of Super-Heroes, where it's handling a natural disaster on one planet, quickly followed by an invasion of another world in a different star system. Some form of Space Travel (see **Movement**, page 110) is required at this scale.

MULTIVERSAL

Earth? Which Earth? A multiversal series spans diverse universes and dimensions, from parallel worlds to mystic realms and realities almost defying description. See the **Other Dimensions** section of **The DC Universe** chapter for an idea of the scale of this type of series. Some form of Dimensional Travel (see **Movement**, page 110) is required at this scale.

HANDLING SCALE

The smaller the scale, the more detail you can put into your series. It is easier for players to get to know one city or region especially well than it is for a series that takes them to a new planet or dimension every adventure.

Larger scale series, on the other hand, tend to be grander. There is a majesty to the vastness of space or an infinity of other realities that's hard to match. Similarly, the wider scale opens up larger potential threats. You can destroy entire worlds at these levels to demonstrate what the heroes are up against, whereas such a threat would wipe out an entire smaller scale setting.

SETTING

The setting is when and where the series takes place. Is it the modern-day, medieval times, the wild west, or the far

future solar system? Each of the following settings has its positives and negatives, and each is suited to particular types of games.

MODERN

Most of the time, a DC Adventures series is set in a version of our modern world, the DC Universe described in **The DC Universe** chapter. This approach is the easiest one by far, since there isn't as much you have to make up. You don't have to explain to your players where New York City is, for example, and chances are they have heard of Gotham and Metropolis.

If your DC Adventures game is set in the modern-day world, you may want to choose a particular city or area as the heroes' home base. Even a truly global team needs some place to call home. The Justice League has the Watchtower in orbit, but also the Hall of Justice in Washington, D.C. on Earth.

A fun option can be to use your home city (or one nearby) as the setting for your series. It offers a familiar locale along with the fun of having super heroes and villains duke it out around your local landmarks!

Many DC heroes live in fictional cities, places that don't exist in the real world but are often remarkably similar to various real world cities. You can use one of these places (described in **The DC Universe** chapter) as your setting, or create one of your own, perhaps based on the place where you live.

Of course, your modern DC Universe is not necessarily *the* modern DC Universe: with parallel Earths, yours could be like the mainstream DCU, but with whatever changes you want. See **Parallel Earths** in **The DC Universe** chapter for more.

HISTORICAL

The Golden Age of DC Comics began in the 1930s and DC Adventures can easily be set any time in the past seventy-five years. Players can take the roles of "mystery men" and the first super heroes, fighting against gangsters and the forces of the Axis in World War II. They can be government agents or patriotic heroes during the Cold War with Russia, or counter-culture rebels during the 1960s.

But nothing says you can't go farther back in history if you want. DC comic books have told stories about heroes from nearly every time period. There's World War I and the American Revolutionary War. The Wild West offers cowboy heroes, Native American mystics, and steam-tech weird science. Medieval heroes like the Silent Knight or Arak, Son of Thunder, faced evil wizards, goblins, and monsters. You can go all the way back to the mythic ages of ancient Greece and Egypt with gods and heroes as potential characters, or even the chronicles of ancient Atlantis. See the **History of the Universe** section of **The DC Universe** chapter for some ideas.

FUTURISTIC

More than a few DC comic books speculate about the future. There are science fiction comics aplenty, along with super-hero stories set at different points in Earth's future, from the 25th to the 31st centuries and beyond.

A near future setting may be quite similar to the modern-day, with the addition of some new technology and the new problems that come with it. For example there may be flying cars, cybernetic and genetic modifications, and advances in computer technology, along with increases in crime and urban decay. Take the near future Gotham of *Earth-12 as a*n example. Heroes can stalk the streets of dark, towering cities trying to protect the innocent where a corrupt legal system has failed.

Some future comic stories are set following a terrible catastrophe that has all but destroyed civilization. In a setting like this the heroes may be the last survivors of ordinary humanity, or super-powered mutants, trained super-soldiers (perhaps intended as weapons in the Last War), or even cyborgs or aliens. Their adventures tend to revolve around protecting pockets of civilization from marauding mutants and keeping ambitious warlords from conquering the world or destroying innocent people.

Far future settings feature faster-than-light space travel, allowing heroes to visit (or come from) any of dozens or even hundreds of different worlds. A team like the Legion of Super-Heroes can band together from diverse worlds to protect the United Planets from hostile alien invaders while also dealing with disasters, space pirates, and criminal cartels. Or a group can explore the unknown reaches of space on board a starship, encountering would-be conquerors, despots, raiders, and other villains along the way.

STYLE

Just as DC comic books themselves span the stylistic gamut from lighthearted adventure to intricately plotted, grim morality plays, so can a DC Adventures series vary in style. Once a style of play is established, it's up to the GM to maintain it. That means creating adventures and encounters suited to that style and encouraging the players to get into the style's mindset and run their characters accordingly. Styles run along a spectrum from light to dark:

LIGHT

The light style is simple and straightforward. The heroes are the good guys and the villains are usually bad through and through (with a few misunderstood souls in need of help). Problem solving is a matter of either combat or clever thinking, and roleplaying is an opportunity for players to deliver moralistic speeches and clever catchphrases or exchange witty banter with the villains and each other.

A light style is one where reality is largely what you make of it. Light stories tend to be full of fantastic characters and ideas. Heroes might face an alien invasion from another dimension one adventure and explore a lost world full of dinosaurs and cavemen the next. Realism isn't as important as telling a fun and exciting story. On the other hand, the lighter comics were often inconsistent and sometimes veered off into the extremely fantastic or even silly. DC Ad-

VENTURES GMs may want to rein-in some of the wilder elements of the light style in their games. Or they may not.

DARK

The dark style presents opportunities for greater depth and realism. The dividing line between heroes and villains is blurred, and may be practically nonexistent. The players have greater responsibility for deciding their characters' actions and may have a greater impact on the world. Heroes are often faced with intense moral dilemmas and conflicts, such as supporting a corrupt government that provides order and stability against the rebels who would bring it down, or going outside the law to deal with vile criminals the justice system can't reach.

The dark style allows players considerable freedom, since the heroes could, and often do, use any means available to accomplish their goals. On the other hand, it's often difficult to distinguish the heroes from the villains in this play style, since both use similar cynical or even bloodthirsty methods. The authorities are less likely to trust dark heroes, unless they happen to be working as a "black ops" or enforcement arm of a government agency. Even then, there's considerable distrust of anyone in a costume or displaying powers, since bystanders often take the brunt of conflict between the heroes and their opponents.

GRAYSCALE

Finally, your game's style may be somewhere in-between the two extremes. You may go for a mostly light style with a slightly modern "edge" to it, a dark style that doesn't get quite so grim but holds on to some light values, tempered with realism and an air of danger, or any other combo you can imagine. DC comics have experimented with a *lot* of different styles over the years and you can draw upon any of them for your own series, or create your own unique style.

Whatever you choose, try to make the style of your series clear to the players so they know what to expect in advance and can create heroes suited to the game. A grim vigilante who kills opponents in cold blood may not be suited to a mostly light game. Likewise, a heroic "Boy Scout" may look ridiculous in a dark game of grim and gritty realism. If you feel a particular player's concept isn't suited for your game's style, you're better off telling the player in advance and asking for a different character than having trouble later on when it turns out the player isn't enjoying the game.

SERIES FRAMEWORKS

The following series frameworks provide the Gamemaster with some ideas and models for running a DC ADVENTURES series in a variety of different styles, from high-powered heroes safeguarding the world, to people with no powers but a lot of determination working to try and make their corner of the world a better place. Each framework has a summary of what the series is about, what sort of characters are suited to it, and some ideas to get you going.

LEGACY OF THE BAT

Power Level: 8–10 **Scale:** Local
Setting: Gotham City, Futuristic **Style:** Grayscale

It is years from now. Batman is missing or dead, perhaps along with some or all of his allies, and Gotham City is descending into a spiral of crime and corruption. It seems as if all the Dark Knight's efforts were for nothing, unless a new generation of heroes remembers the legacy of "the Bat" and takes up his crusade. Will the heroes take on the names and mantles of legends like Robin, Nightwing, Oracle, Huntress, Batgirl, Batwoman, and others? Will they learn what became of their namesakes? Will a new group of Outsiders form to safeguard Gotham? And what about rumors claiming some of Batman's most lethal foes left legacies of their own?

AMERICAN ALL-STARS

Power Level: 7–9 **Scale:** Regional
Setting: Historical **Style:** Light

Uncle Sam needs *you!* Literally, in fact. The spirit of America is threatened by the growing threat of the Axis powers. While President Roosevelt sponsors the All-Star Squadron, the mysterious Sam picks some overlooked rookies to handle some important jobs, on the home-front and abroad, but also behind the scenes. Does your two-fisted hero have the guts to pass up the glory of answering the President's call to serve a higher cause?

A LEAGUE OF THEIR OWN

Power Level: 10–12 **Scale:** Global
Setting: Modern **Style:** Grayscale

The Justice League has disbanded once again—they might even be missing and presumed dead after another titanic battle. But the light the League offers the world must not be allowed to fade. So it is up to a new group of heroes to take up the mantle and the responsibility to defend the world from threats too great for any one of them to handle. Rebuilding the League is no small task, nor is winning the trust of the world, and you can bet the League's foes will take advantage of the situation. Do your heroes have what it takes to create a League of their own? What happens if they do and the previous Justice League returns?

ARENA: ALLIANCE

Power Level: 12-15 **Scale:** Multiversal **Setting:** The 52 (see **Parallel Earths** on page 206) **Style:** Grayscale

In the wake of multiversal threats, including the machinations of Monarch, the Monitors have instituted a program of recruiting agents from across the various Earths they observe. They take only the most capable, forming a powerful alliance to protect the 52 from terrible threats and keep their timelines untangled. The players can take the roles of alternate DC characters from other worlds, charged with keeping *all* worlds safe, assuming the Monitors are being entirely truthful with them....

CHAPTER 10: THE DC UNIVERSE

The setting for DC Adventures is the DC Universe, home to over seven decades of super-hero stories and some of the best-known comics characters ever published. A complete and detailed history of all that the DC Universe contains could fill a whole library of books, so this chapter only provides a brief overview. Fortunately, odds are good if you picked up this book, you're already familiar with at least the basic elements of the setting; it is difficult not to be familiar with the basic histories of characters like Batman, Superman, and Wonder Woman, who are such an integral part of global culture.

HISTORY OF THE UNIVERSE

Billions of years of history have led up to the present day of the DC Universe, and millions, if not billions, of years more wait in the future, if the tales and experiences of time-travelers are to be believed. It all begins... at the beginning.

PREHISTORY

The Maltusians were among the first race in the cosmos to achieve sentience. They learned to tap into the power of the emotional spectrum, the very light of life itself, focusing their efforts on the green light of will. A people of rationality, philosophy, and science, they built an advanced and magnificent civilization.

Still, even a race as advanced as the Maltusians held on to certain beliefs and superstitions. One of these was that the mystery of the origin of the universe must remain so. Efforts to learn what existed prior to the formation of the universe, or what caused it, were forbidden. When a Maltusian scientist named Krona defied tradition and created a device for viewing the ancient past, he saw a galactic whorl of stars, held in the palm of a vast hand. An explosion destroyed Krona's equipment and, at that moment, entropy and evil were unleashed throughout the universe.

THE GUARDIANS OF THE UNIVERSE

The Maltusians banished Krona for his crimes, converting his immortal form to energy, sentenced to circle the universe for eternity. They then turned their efforts to dealing with the chaos unleashed by one of their own.

Disagreement as to how to deal with the problem of evil split the Maltusian civilization. One faction took up residence on a planet they named Oa. Calling themselves the Guardians of the Universe, and wielding the green light of will, they dedicated themselves to the cause of promoting order throughout the universe. To that end, they overcame chaotic forces like the mystic Empire of Tears on Ysmault, and banished many magical forces, sealing them within the heart of a star.

The Guardians created a corps of androids known as the Manhunters to serve as their agents and enforcers, drawing upon the collective willpower of the universe from a Central Power Battery established on Oa. Unfortunately, the Manhunters' artificial nature proved flawed. Believing all of Space Sector 666 to be evil, the Manhunters decimated all life there. In light of this horror, the Guardians chose to destroy the Manhunters who, in turn, rebelled against their former masters. The surviving Manhunters fled to unknown reaches of the cosmos.

The Guardians of the Universe would later choose organic beings to act as their agents, giving them special rings to channel the green light from the Central Power Battery, creating the Green Lantern Corps. Other offshoots of the ancient Maltusians (such as the Controllers and the Zamarons) followed their own ideals, seeking other energies of the emotional spectrum (such as the violet light of love for the Zamarons).

THE FOURTH WORLD

In an ancient, prehistoric struggle, Urgrund, the realm of the Old Gods, was destroyed in battle. From the fiery cataclysm, two worlds formed, cooled, and took shape. One was a paradise, lush with life and potential. The other remained dark and fiery, a savage world where only the strong could survive. The first world was called New Genesis, the other Apokolips, both worlds seeded with the scattered potential of all that the Old Gods once were, both locked against each other in eternal struggle.

THE RACES OF MARS

Unknown to most, life in Earth's solar system arose first on the planet Ma'aleca'andra, later known as Mars. There, a powerful species known as "the Burning" developed, possessed of tremendous powers and reproducing asexually using fire. The Guardians of the Universe foresaw the threat posed by this powerful and warlike Martian race, so they intervened, genetically impairing the Martians with a weakness toward fire. Eventually the one species split into two, the Green Martians and the White Martians. Both species were instilled with an instinctive weakness for fire to further prevent their buried genetic potential from ever resurfacing.

While the Green Martians became peaceful philosophers, the White Martians retained many of the warlike characteristics of their common ancestors. During the Martians' exploration of the solar system, the White Martians interfered with the development of primitive life on Earth, much as the Guardians had interfered with Martian evolution. Due to er-

ror or malice, their tampering caused an emergent species —that might have been like the Maltusians or the Martians themselves —to become the ancestors of the human race. Humanity's true genetic potential would lie buried, becoming what modern scientists call the "metagene."

Civil war broke out between the White Martians and the Green Martians, who were no longer able to tolerate the crimes of their brethren. Eventually, the Green Martians won, and the surviving White Martians were rounded up and exiled into the extradimensional Still Zone.

THE ETERNAL MAN

Some fifty thousand years ago, a caveman named Vandar Adg witnessed the impact of a falling star. Investigating, he was bathed in the strange glow emanating from the stone at the bottom of the impact crater. It made him immortal: ageless and able to recover from any injury. Over the centuries, Vandar Adg became known as Vandal Savage, the head of the mysterious Illuminati, and a force for evil throughout human history.

THE LORDS OF ATLANTIS

The continent of Atlantis, a focus for powerful mystical forces, was the site of one of the earliest human civilizations. The mages of Atlantis created a Zodiac of twelve crystals, and used it to balance and maintain these mystic forces. An attempt by the sorceress Dark Majistra and her son Garn Daanuth to control all of the Zodiac Crystals nearly destroyed the continent, save for the intervention of Majistra's husband Calculhah and their other son, Ahri'ahn. Majistra was destroyed and Garn defeated when Ahri'ahn sacrificed himself. Rather than let Ahri'ahn die, Calculhah preserved his son as intangible energy, at the price of Ahri'ahn being exiled into the mystic Darkworld.

Reborn centuries later, Arion became the greatest mage of ancient Atlantis, champion of the City of the Golden Gate, and sworn enemy of his brother, Garn, who continued wielding dark magic in an effort to complete the conquest their mother began. So began the legend that two brothers must always struggle for control of Atlantis.

That struggle came to the fore again centuries later when Orin, King of Poseidonis, learned of a meteor headed for Earth. He ordered the construction of a great dome over the city, which saved the Atlanteans when the meteor-strike sank the continent. Orin's brother, the mystic and prophet Shalako, claimed the sinking of Atlantis was a punishment from the gods. He turned to the worship of dark powers and the practice of forbidden sorcery.

Eventually, Shalako led his followers from Poseidonis to the nearby city of Tritonis, creating a magical dome of "hard water" over the ruined city. When Orin developed a serum allowing the citizens of Poseidonis to become water-breathers, he offered it to Shalako's people as well—but when they accepted, the bitter Shalako cursed the Tritonians, causing them to mutate under the serum's influence and become fish-tailed mer-people. Thus the peoples of Atlantis include both aquatic humanoids and mer-folk.

ANCIENT HISTORY

With Atlantis fading into the mists of legend, the better-known human civilizations of the ancient world arose. In the ancient Middle East, a young shepherd in Canaan named Jebediah gained powers from the gods. Speaking the magic word "VLAREM!" he was transformed into the Champion. Centuries later, the Champion, now known as the wizard Shazam, sought a successor in Teth-Adam, but Adam succumbed to temptation and used his powers for evil, forcing Shazam to revoke those powers, placing them in a mystic scarab.

In ancient Egypt, the sorcerer Nabu the Wise (a scion of the Lords of Order) advised pharaohs and kings. Prince Khufu-Maat-Kha-Tar took up his role as avatar of Horus the Hawk-god. He won his beloved Chay-Ara, but the pair were betrayed and murdered by the sinister priest Hath-Set.

In ancient Greece, the goddesses of the Greek pantheon created a race of Amazons to teach peace and love to humanity. When Zeus' son, the demigod Heracles, abused and betrayed the Amazons, they abandoned their own teachings to seek vengeance. As penance, the Amazons and their Queen, Hippolyta, accepted immortal existence on a hidden island called Themyscira, guarding Doom's Doorway, a gate into the underworld.

In the 5th Century, the *Homo magi,* descendants of Atlantis with magical potential, withdrew to the Hidden City in the mountains of Turkey. Their refuge was hidden away by the Medulla Jewel, shifted into another dimension. Other mystics and Atlantean refugees departed for dimensions such as the Gemworld and Skartaris.

Merlin, one of the last great mages, aided in the creation of King Arthur's court of Camelot. Commanding the powers of the demon Etrigan, Merlin nearly succeeded in making Camelot a lasting force for good in the world. The enchantress Morgaine le Fay undid his work, however. Her treachery brought down Camelot, and Merlin bound the demon in a human host named Jason Blood, now Etrigan's immortal prison.

MODERN HISTORY

The New World, America in particular, became home to extraordinary events and people. The Revolutionary War saw the appearance of heroes like Tomahawk and Dan Hunter, and even the masked Miss Liberty and the Minuteman. Following the Declaration of Independence, a mystic ceremony summoned the Spirit of America, allowing it to take on human form over the years.

The American West of the 19th Century was home to a number of heroes: the Native Americans Scalphunter and "Pow-Wow" Smith, the gambler Barton "Bat" Lash, the masked El Diablo and Nighthawk, the speedsters Windrunner and Whip Whirlwind (both aliases of Max Mercury), and the beautiful Cinnamon. The most infamous was the bounty hunter Jonah Hex, the most feared gunman in the West, known for his hideously scarred face.

The start of the 20th Century saw an explosion in the population of metahumans as well as costumed heroes and villains. "Mystery Men," as they were known, appeared in newspaper headlines and were talked about on the radio as they fought crime and saved lives, asking nothing in return. It is widely accepted that the first hero of the modern age was newspaperman Lee Travis, who wore a mask, slouch hat, and crimson suit to a costume party in 1938. When a group of criminals dressed as Martians attempted to rob a party during Orson Welles famous "War of the Worlds" broadcast, Travis stopped them. He realized he could use his costumed identity to do good, becoming known as "The Crimson Avenger." He was quickly followed by legends like the Sandman, Hourman, the Phantom Lady, Doll-Man, and many others.

As the Axis menace grew in Europe and Asia, President Roosevelt looked to America's Mystery Men for aid. A secret mission to Scotland led the Flash, Green Lantern, Dr. Fate, Sandman, Hourman, Hawkman, the Atom, and the Spectre to thwart an attempted Nazi invasion of America by Valkyries who had been summoned using the Spear of Destiny. The group chose to remain together, becoming the Justice Society of America.

After the Japanese attack on Pearl Harbor in 1941, President Roosevelt followed the Justice Society's example and issued a call to service for all of America's Mystery Men. They united as a single "All-Star Squadron" intended to protect the home front. A mystic spell cast by Hitler and Tojo using artifacts like the Spear of Destiny prevented most of the All-Stars from directly intervening in the theatres of war. Any hero with mystic powers (or vulnerable to mysticism) would become a mind-controlled puppet of the Axis!

The All-Stars reverted to the core Justice Society members after the war, with most other heroes going their own way. By 1950, a rising tide of paranoia in the United States found the JSA called before the House Un-American Activities Committee and ordered to unmask. The team disbanded in protest. Many of the members vanished into retirement. The next generation of heroes was more circumspect about their activities; groups like the Challengers of the Unknown operated largely in secret, out of the public eye.

It is not until relatively recently that costumed heroes began working openly once again. After rescuing the U.S. space-plane *America*, Superman made headlines. At the same time, a mysterious vigilante named Batman was operating in Gotham City. A new Flash appeared in Central City, while a new Green Lantern (part of an interstellar corps of law-enforcers) began operating out of Coast City. The Amazon heroine Wonder Woman came to Patriarch's World with a message of peace, and a mission to stop the mad god Ares from triggering an apocalyptic war.

This new age of legends has set off another explosion in the number of metahuman heroes and villains, including the establishment of the Justice League of America, a younger generation in the Teen Titans, and even the revival of the Justice Society, in which some of the original members fight alongside their teammates' children and grandchildren. Heroic mantles passed down over the years show that while heroes may move on, legends live forever.

AROUND THE WORLD

In addition to the familiar places from our own world, the DC Universe is home to fictional cities like Gotham and Metropolis, and strange and wondrous places like the sunken cities of Atlantis or a civilization of intelligent gorillas hidden in Africa. The following are among the most famous places on DC Earth and some of the people associated with them.

THE UNITED STATES

The United States of America has been the focus of much of the metahuman and masked hero activity in the world since the first wave of super-humans debuted just before World War II. It has remained at the forefront ever since, although it also suffers the greatest number of metahuman criminals and related fallout (such as the destruction of several U.S. cities over the years). Major cities, particularly with regards to the nation's costumed heroes, include the following.

CENTRAL AND KEYSTONE CITIES

The twin cities of Central and Keystone are known as surprisingly fast-paced, because for all of modern history, the Twin Cities have been home to the Fastest Man Alive, the Flash.

Jay Garrick, the original Flash, operated in Keystone City in the 1940s and '50s, until the villainous Fiddler placed the city and the Flash into a form of suspended animation in 1956, effectively removing it from reality. There it remained for decades, until the second Flash, Barry Allen, accidentally discovered Central City's missing "twin," and he and his namesake teamed up to free it.

After Barry Allen was lost and believed dead, Wally West, Barry's former sidekick, Kid Flash, took on the mantle of the Flash, operating out of Keystone City. He and his wife, Linda Park, chose to raise their family there, and the next generation of speedsters now call the Twin Cities home.

Central and Keystone Cities are also home to the Flashes' extensive Rogues Gallery, necessitating the presence of Iron Heights Penitentiary, the maximum-security prison a few miles outside the city limits. Additionally, Central City houses the Flash Museum. Established during Barry Allen's original run as Flash, the museum is dedicated to displays and memorabilia honoring the city's heroic speedsters.

COAST CITY

Known as "the City Without Fear," Coast City paid dearly for its reputation. Long the home of Earth's Green Lantern, Hal Jordan, Coast City is located not far from Edwards Air Force Base on America's west coast. It is also known as the

OTHER CITIES AND TOWNS

The following are some of the United States' other noteworthy cities and towns, typically associated with various heroes and villains:

BLÜDHAVEN

The city of Blüdhaven is considered, if possible, even worse off than neighboring Gotham. That is certainly true since the Secret Society of Super Villains dropped the toxic creature Chemo onto the city, destroying much of it in a massive explosion. Over a hundred thousand residents died, and Blüdhaven became a national disaster area, walled off from the outside world, surrounded by homeless refugees.

DAKOTA

The Midwestern city of Dakota made a name for itself when an incident that came to be known as "the Big Bang" exposed a number of young people involved in gang violence to a chemical mutagen. The metahuman "Bang Babies" created by the incident include the young hero Static. Dakota has faced difficult times since the Big Bang, including dealing with the spread of a deadly virus among its population.

HAPPY HARBOR

This quaint little harbor town in Rhode Island is best known as the first headquarters of the Justice League of America, located in a cave north of the town. The former headquarters has also housed the Doom Patrol, Young Justice, and even the Legion of Super-Heroes while they were stuck in the past.

HUB CITY

Voted "the Worst Place to Live in the United States" a record five years in a row, Hub City has long been a haven for criminals and corruption. Syndicates have been bleeding the city for generations, in spite of the efforts of the few remaining honest cops and vigilantes like the Question (Vic Sage), who operated in Hub City.

MIDWAY CITY

This Midwestern city is most famous for its now-decaying heavy manufacturing sector, the Midway City Museum, and as home to the team of heroes known as the Doom Patrol. They operated out of the urban brownstone owned by team-leader Niles Caulder (the Chief).

SMALLVILLE

An unassuming Kansas farming community, Smallville is the hometown of two of Metropolis' most famous men. It was the childhood home of Lex Luthor, before his father's death (and life insurance policy) allowed him to leave town. It was also where Jonathan and Martha Kent raised their adopted son Clark, who grew up to become Superman. Young Conner Kent (Superboy) now lives on the Kent Farm in Smallville.

ST. ROCH

A Louisiana gumbo of bayou, French Creole, jazz, and mysticism is the city of St. Roch. Found on the muddy banks of the Mississippi River, St. Roch became the aerie of Hawkman, Carter Hall. It has also become a haunt of some of Hawkman's foes, such as the Gentleman Ghost and Lion Mane.

headquarters of Ferris Aircraft, where Jordan worked as a test pilot.

Coast City became the target of the alien warlord Mongul and the Cyborg Superman. Mongul destroyed Coast City (and its millions of inhabitants) in an instant as part of a plan to transform Earth into a new Warworld. The devastation drove Hal Jordan over the edge, opening him to possession by the fear-entity Parallax.

Coast City was eventually rebuilt, but people were understandably slow to move to the site of one of the greatest mass-deaths in history. A reborn Hal Jordan was among the new Coast City's dedicated residents, and he defended the city against an attack by his archenemy Sinestro and his Corps. Although encouraged to evacuate, the citizens of Coast City chose to stay, putting green lights on display to show their resolve. Jordan and fellow Green Lantern Kyle Rayner defeated Sinestro, and Coast City's reputation as "the City Without Fear" was secured.

Since then, the city's population has swelled to even more than its previous heights, with new construction underway and the damage done by the Sinestro Corps being repaired with the assistance of architect and Green Lantern John Stewart. A memorial to the original inhabitants of Coast City featuring a green lantern has been established, and various charities and business are active in keeping the flame of Coast City burning bright.

FAWCETT CITY

The American Midwest is famous for its wholesome values, and nowhere are those values better embodied than Fawcett City, a town that seems to have ignored the passage of time. Home to Captain Marvel and the Marvel Family, along with a number of other heroes, Fawcett held on to the art deco stylings of the early 20th century and the values of the mid-20th century decades after both were beginning to fade elsewhere in the country.

Captain Marvel later learned the reason for Fawcett City's timelessness was a spell cast by the sorcerer Ibis the Invincible in 1955 at the behest of the wizard Shazam, who sought to protect and preserve Fawcett against the evils of the world. Ibis' spell kept the city and its people in a kind of stasis, allowing the lifestyle, values, and feel of the 1950s to persist even as the city made its way through the rest of the century.

The spell was eventually lifted and Fawcett City has modernized in a number of ways, but it retains much of its "old-fashioned" look and feel. This includes a greater appreciation of broadcast radio than the rest of the country, such as the city's news station WHIZ, where Captain Marvel works in his secret identity as radio personality Billy Batson.

GATEWAY CITY

Established on the shores of a great inlet on the Pacific coast, Gateway City, California, is known for its architecture, temperate climate, and vibrant intellectual and arts communities. The city was a home to the first Mister Terrific, Terry Sloane, who created the "Fair Play Club" to combat juvenile delinquency in the inner city. It is also known for many sightings of the Spectre in the 1940s and '50s, as the spirit of vengeance waged supernatural war on crime.

In more recent years, Gateway City was home to Wonder Woman when she worked with archeologist Helena Sandsmark at the Gateway City Museum. Later, it also became known as the home of Helena's daughter, Cassandra "Cassie" Sandsmark, also known as Wonder Girl.

GOTHAM CITY

The colonial-era village named Gotham, established by a Norwegian mercenary and later taken over by the British, grew into a thriving center of trade with waves of immigration from Europe to the New World. One of early Gotham's most prominent residents was Charles Arwin Wayne, who built a considerable fortune, and the sprawling family mansion on a bluff outside of what would become Gotham City. Years later, Solomon Wayne—Charles' son and a federal judge—commissioned architect Cyrus Pinkney to design and build many of the city's distinctive gothic spires, a style associated with Gotham since then. Wayne Enterprises remains the most powerful and influential company in the city.

Although Gotham City became renowned as a center for trade, shipping, manufacturing, and finance, the history of the city is also infamously riddled with crime and corruption. The Gotham City Police Department was ineffectual for generations, with officers and politicians known to be on the take from one or more crime bosses. An alliance

of criminal gangs practically ruled the city, while ordinary citizens got by as best they could. This began to change in recent years due to the efforts of Gotham's most famous resident, Batman.

Along with stately Wayne Manor, one of Gotham's other noted landmarks is the Arkham Asylum. The private estate of the Arkham family was converted into a mental hospital for the criminally insane in 1921. The gothic-style former mansion has housed some of Gotham's most notorious criminals, and many of Batman's greatest foes.

Gotham City has weathered fire, plague, and earthquake, but even the tireless efforts of Batman and his allies have never fully been able to dislodge the city's deep-seated criminal element. Although modern Gotham is far safer than it used to be, crime remains a constant problem and the city is always in need of a few more honest cops—as well as those citizens willing to fight for justice in their own way.

METROPOLIS

The day to Gotham City's night, Metropolis is one of the largest and most cosmopolitan cities in the world. The island that would become New Troy was purchased from indigenous peoples by Dutch fur traders for a bargain in the early 17th century. Decades later, the Dutch sold the island to British colonists who dubbed their community New Troy, which remains the name of the island to this day. Lasting out "the Devil's Winter Siege" during the Revolutionary War, the community was renamed Fort Hunter and later Hunter City. It became known as "Metropolis" at the start of the 20th century due to the city's forward-thinking attitude and reputation as a gathering place for scientists and inventors like Waldo Glenmorgan and others, up to and including contemporary innovators like the brilliant Lex Luthor, who rose from humble beginnings to found the world-spanning LexCorp.

Metropolis' most famous son is Superman, the Man of Steel himself, who first began publicly operating in and around the city. Since his first headline on the front page of *The Daily Planet,* Superman has been the hero of millions in Metropolis, and he remains the city's guardian in spite of his far-reaching fame.

Metropolis is divided into six boroughs, centered around the island borough of New Troy, which is separated from the others by the West River and Hobb's River. The surrounding boroughs are Park Ridge, Bakerline, St. Martin's Island, Hell's Gate (named for the Hell Gate Bridge), and Queensland Park. In the West River, midway between Queensland Park and New Troy, is Stryker's Island, home to the city's maximum-security prison facility. The western end of New Troy is the impoverished neighborhood known as "Suicide Slum."

In keeping with Metropolis' forward-thinking reputation, the city's Science Police (formerly the Special Crimes Unit) handles all crimes involving metahumans or other unusual criminals.

The City of Tomorrow is home to many of the nation's media and technology firms, including LexCorp and S.T.A.R. Labs. The Daily Planet Building, with its golden globe, is an icon of the city skyline, alongside LexCorp Tower and the Galaxy Broadcasting System (GBS) building. A gleaming golden statue of Superman stands in Centennial Park, originally dedicated as a memorial when the Man of Steel was believed slain defending Metropolis from Doomsday.

NEW YORK CITY

The Big Apple is grand and cosmopolitan, a center for commerce, finance, publishing, and media, as well as home to more than a few super heroes.

The Teen Titans' original "Titans Tower" stood on an island in the East River and the young team operated in and around New York City. During the Justice League's association with the United Nations, the team's American embassy was based in New York (as is the UN's headquarters). Kyle Rayner, one of Earth's Green Lanterns, lived in New York for a time. Power Girl also settled in New York, where her alter ego, Karen Starr, runs the technology company Starr Enterprises.

OPAL CITY

Puritan and Huguenot settlers established Port o' Souls inland of the eastern seaboard of the New World in 1648. The area was suffused in the occult almost from the beginning by the Tuesday Club, a secretive cult made up of some of its most influential citizens, and later by the curse of Jon Valor, the "Black Pirate," binding all the souls of those who died there to remain on the earthly plane. This drew men like Richard Swift (later known as the Shade) to settle there.

Modern Opal City was founded in the 19th century. The area's mystical history culminated in the early 20th century when architect (and secret Satanist) Hawksmoor St. John oversaw the city's art deco expansion. He baptized several new buildings in blood so they formed a perfect pentagram of dark power.

Opal is most famous as the home of Starman. Ted Knight, the first Starman, began his career in 1939, after inventing a device able to channel cosmic energy from the stars. Since then, the city has rarely been without the protection of a Starman; the name has passed from Ted Knight to the alien Mikaal Tomas to other members of the Knight family, like Ted's son, Jack. The O'Dare family is also well known in Opal City, having served in its police force for as long as anyone can recall.

Opal needs such defenders, since the city seems to suffer disaster every few decades like clockwork. The initial depredations of occult threats gave way to Nazis attempting to use Hawksmoor St. John's work to banish the city into the void, and later to criminals like Starman's foes the Mist, Ragdoll, Doctor Pip, and the occultist Simon Culp.

STAR CITY

A coastal city known as both a center for trade and a haven for artists (and the media that support them), Star City is also the home of a number of heroes, particularly Green Arrow and Black Canary.

Star City has had at least two mayors who also operated as costumed vigilantes. Mayor Thomas Bolt used the masked

identity of "Steelclaw" to fight crime in the city, ruthlessly killing criminals the law could not touch. He died in office as a result. Later, Oliver Queen (Green Arrow) unsuccessfully ran for mayor. He ran again some years later and won, but chose to leave office following a scandal.

Star City's most crime-riddled area is known as "the Triangle," a bad neighborhood fought over by a number of criminal gangs. City Hall is located in the downtown district of Orchid Bay. Other areas of Star City include the South End, the Glades, and Adams Heights. Some of its more notable landmarks include the Star Bridge (with each of the bridge's towers topped by a giant metal star sculpture), Papp Stadium (home of the Star City Rockets baseball team), and the Grell Museum.

INTERNATIONAL HEROES

Many of the heroes from other nations on Earth work together to promote international cooperation and assist each other in handling threats too great for any individual. While teams like the Justice League are ostensibly worldwide in scope (and have saved the entire world numerous times), they are often rooted in America, to say nothing of space or other dimensions of reality. The international community generally supports the idea of cooperation between heroes, although some nationalistic hero teams (like China's Great Ten) tend to exclude their American counterparts.

CHECKMATE

Originally a U.S. covert organization, Checkmate was rechartered after then-commander Maxwell Lord used the agency for his own ends. The organization thus became the United Nations Metahuman Monitoring Force. It is organized around chessboard iconography with two sides: white (intelligence) and black (operations). Checkmate is based out of a chalet in the Swiss Alps known simply as "the Castle."

THE GLOBAL GUARDIANS

Originally organized in the 1950s under the auspices of the United Nations and an international organization known as "the Dome," the Global Guardians alliance of international super heroes has seen better times. The team has lost members to a number of deadly enemies, like the ancient wizard Fain Y'onia, Queen Bee, Black Adam, and Prometheus.

THE GREAT TEN

China's official team of "super-functionaries" (the People's Republic's preferred term to the more self-aggrandizing "hero"), the Great Ten are led by the August General in Iron and include the Accomplished Perfect Physician, Ghost Fox Killer, and Shaolin Robot, among others. They answer directly to the official bureaucracy, which often hampers their efforts.

THE INTERNATIONAL ULTRAMARINE CORPS

The original Ultramarine Corps was made up of four metahumans created by the U.S. military. After learning their commanding officer, General Wade Eiling, set them up in order to transplant his own mind into the body of the Shaggy Man, the Corps members left government service and started their own international organization, calling to disaffected heroes around the world to join them.

NATIONS AND PLACES

Although a great deal of the metahuman activity in the world centers on the United States, the rest of the world is by no means left out. Many nations have their own costumed heroes and villains, and there are strange and unusual sites around the globe. This section looks at some of the better-known nations and places.

ATLANTIS

The lost continent of Atlantis is no myth in the DC Universe. Atlantis was a great power in the ancient world, a land of advanced science and sorcery, until a cataclysm sank it beneath the waves. Now some of the scattered city-states of old Atlantis continue to exist, including Poseidonis, the home of Aquaman, and Tritonis, a city of mer-people with fish-like tails in place of legs and home of Lori Lemaris. Most surviving Atlanteans have become water-breathers able to withstand tremendous ocean pressures, but unable to live on land for extended periods of time.

BIALYA

A Middle Eastern nation, Bialya has been the focus of a number of metahuman incidents. Dan Garrett, the first Blue Beetle, found his legendary scarab on an archeological dig in Bialya. Originally ruled by petty dictator Colonel Rumaan Harjavti, Bialya has been successively run by the Queen Bee, Harjavti's brother Sumaan, and then the Queen Bee's sister. A haven for terrorists and criminals, Bialya became the target of Black Adam's vengeance when the nation harbored the Intergang operations that created the Horsemen of Apokolips. Black Adam wiped out virtually the entire population; the thousands of survivors are heavily reliant on humanitarian aid and assistance from other nations.

GORILLA CITY

Deep in the jungles of central Africa, an alien spacecraft crashed. Exposure to the wreckage caused some of the local gorillas to rapidly evolve great intelligence and mental powers. They established a peaceful colony, using technology far in advance of the rest of the world to hide their city and their existence. For many years, only a few outsiders knew the secrets of Gorilla City, including the Flash. He fought Gorilla Grodd, a rogue ape who sought to conquer Gorilla City and the rest of the world with his intellect and force-of-mind powers.

King Solovar, a longtime friend of the Flash, attempted to have Gorilla City join the United Nations, but was assassinated for his efforts. Gorilla City is currently led by Solovar's son, Nnamdi, who maintains the city's isolationist tradition.

KAHNDAQ

This northern African nation between Egypt and Israel is infamous as the home of Black Adam. Thousands of years ago, Teth-Adam was defender of Kahndaq, until his family was murdered by Ahk-Ton. This turned Teth-Adam ruthless, forcing the wizard Shazam to remove his powers and exile him. In modern times, Black Adam came once again to rule Kahndaq from its capitol Shiruta, along with his wife Isis and brother-in-law Osiris, but his nation came under attack by the Horsemen of Apokolips, and his family was murdered once again. This drove Black Adam to wipe out the population of Bialya, where the Horsemen originated.

MARKOVIA

The Nazis occupied this tiny Alpine nation during World War II. Although the Allies liberated Markovia, the son of the Nazi regent later assassinated the nation's king and seized power. Markovia also suffered considerable damage from the Millennium Giants and the meltdown of a nuclear plant in the nation. The hero Geo-Force is Brion Markov, the rightful heir to the Markovian throne.

NANDA PARBAT

A mysterious hidden city high in the mountains of Tibet, Nanda Parbat is dedicated to healing and enlightening, guided by the divine Rama Kushna. Time often seems to move differently in Nanda Parbat; visitors may find they do not age as quickly there, but that the world outside moves on during their visit. Conversely, a long time spent in the haven may only be a brief time away from the outside world. Various heroes like Judomaster, the Question, and even Batman have studied martial and spiritual disciplines in Nanda Parbat.

QURAC

The Persian Gulf nation of Qurac was infamous for anti-American sentiment and sponsorship of terrorism against Western nations, including funding the creation of the super-powered terrorist group, the Jihad. Following terrorist attacks on Metropolis, Superman destroyed Qurac's military capabilities, and the country was later a victim of the same sort of terrorism its leader sponsored: the mercenary Cheshire set off a stolen nuclear weapon in Qurac to demonstrate her willingness to use force.

THEMYSCIRA

Hidden away in the Bermuda Triangle is an island paradise called Themyscira. Its namesake was the city-state of the Amazons in Ancient Greece. These warrior-women were the creations and chosen people of the Olympian goddesses, intended to teach peace and understanding. After their defeat at the hands of the demigod Heracles, the Amazons abandoned their teachers, seeking vengeance. As penance, Queen Hippolyta led the remaining Amazons to a distant island, where they became guardians of a portal into the underworld.

Since the creation of Hippolyta's daughter, Diana (known in Patriarch's World as Wonder Woman), the Amazons have sought to reclaim their mission to teach peace, love, and understanding to the peoples of the world.

Themyscira is a tropical paradise, protected by the gods and home to the Amazons as well as abundant wildlife and a number of mythical creatures. The Amazons guard "Doom's Doorway," a sealed passage into Tartarus, a netherworld where various creatures of myth are imprisoned.

ZANDIA

A small island nation in the Mediterranean Sea, Zandia's history dates back to the Crusades. It was infamous in recent years as a safe haven for criminals and smugglers. Under the influence of the Church of Blood and its leader, Brother Blood, Zandia became a force to be reckoned with in the international underworld. This led to a gang war between Brother Blood's organization and the Brotherhood of Evil, led by the Brain.

BEYOND EARTH

Of course, it's called the DC *Universe* for a reason: there are countless stars beyond Earth, many of them with inhabited planets and alien life. Some of those aliens have even visited—or invaded—Earth. Then there is the DC *Multiverse,* different dimensions beyond, from mystical and otherworldly planes to parallel universes, occupying the same physical space, but vibrating at different dimensional frequencies. Beyond Earth lies a near-infinite realm of danger and adventure for heroes!

KNOWN SPACE

The universe is a place filled with life, and danger. Many other planets have evolved life of their own. Even in Earth's own solar system, the planet Mars was once home to a thriving civilization, and the Martians visited a primitive Earth and established a colony on Saturn's moon, Titan. Other alien races have visited in the past, some leaving traces behind, and refugees from other worlds—like the planet Krypton—have found a home on Earth.

Beyond Earth's Sun are countless other stars and worlds. The following are among the best-known planets and interstellar forces in the DC Universe:

THE GREEN LANTERN CORPS

Since time immemorial, the Guardians of the Universe have sought to promote order and peace from their headquarters on the planet Oa. First, they created the android Manhunters, but when they proved flawed, the Guardians initiated a cadre of organic law-enforcers, wielding the green light of willpower through the power rings they wore, connected by power batteries to the great Central Battery on Oa. They became known throughout the universe as the Green Lantern Corps.

The Guardians divide the known cosmos into 3600 space sectors, each assigned a pair of Green Lanterns, working in tandem. Given the vastness of space, the work of a Green Lantern is almost never done, and being chosen for the Corps is a great honor and responsibility. The Corps includes members from species across the universe, including Earth, in Space Sector 2814, which is unusual in having *four* Green Lanterns. For the capabilities of a Green Lantern Corps power ring, see the **Green Lantern** entry in **Heroes & Villains c**hapter.

THE DOMINION

One of the great interstellar powers, Dominators (together called the Dominion) are a race of technologically advanced, but rigidly hierarchical, humanoids. They have tall, thin builds with bright yellow skin, pointed ears, and skull-like faces, including beetled brows and bared, sharp teeth. Dominators all wear a red caste-mark on their foreheads, the size of which indicates their rank in their society.

Concerned by the metagene potential of humanity, the Dominion forged an alliance of alien races to invade Earth. Since the invasion was successfully repelled, the Dominion have resorted to more subtle means to attempt to undermine human civilization and eliminate any potential threat to their own empire. Ironically, Dominator experimentation with the metagene during the invasion, and on human prisoners taken from Earth, led to the settlement of a number of human colony worlds, often by humans

AN EARTH OF YOUR OWN

One advantage to the DC Multiverse is that you only have to concern yourself with current events in the DC Universe as much as you want. The default assumption of the DC Adventures game is that your own series is set on a parallel Earth very much like that seen in the majority of the monthly comics, but also with some differences. Some might be subtle, others significant, as you see fit. You can even take your series in an entirely different direction. Want to play out a different outcome for the events of *Infinite Crisis* or *Blackest Night?* You can! DC Adventures lets you create the DC Universe best suited to tell *your* stories in any way you can imagine. It's your world, so do what you want with it!

with enhanced metagene potential (which become the home worlds of a number of members of the 31st-century Legion of Super-Heroes).

THE POLARIS SYSTEM

The star Polaris has been the site of conflict, particularly when a new planet was added to the system! The world of Rann, originally in orbit around Alpha Centauri, was shifted into the Polaris system by Omega Beam technology, similar to the Rannian Zeta Beam.

Rann is home to a humanoid race virtually identical to humans, but more technologically advanced and culturally stagnated, the "golden age" of Rann having passed long ago. Adam Strange, an archeologist from Earth, visited Rann via Zeta Beam, becoming the planet's champion and marrying Alanna, the daughter of Sardath, Rann's chief scientist.

Thanagar, once the Polaris system's only inhabited world, is also home to a technologically advanced human-like race with access to "Nth-metal," a material able to defy gravity. Living in floating anti-gravity cities, the native Thanagarians benefited from plundering and enslaving other species and worlds. Law is brutally enforced by the Wingmen, officers wearing anti-gravity harnesses and artificial wings, allowing them to fly.

Rann and Thanagar came into conflict when Rann "invaded" the Polaris system, until it was eventually revealed the war was engineered by outside forces for reasons of their own. A peace agreement was brokered, and the Green Lantern Corps assisted in terraforming and restoring the devastated surface of Thanagar.

Also orbiting Polaris is the peaceful primeval world of Odym, home to the Blue Lantern Corps and their Central Power Battery.

THE VEGA SYSTEM

One of the most active star systems, the Vega System is a complex array of more than twenty planets some 26 light years from Earth. For centuries, it was under the rule of a brutal empire known as the Citadel, regularly at war with the Psions, a reptilian species of cold-blooded scientists. The Citadel's primary soldiers are the four-armed Branx warriors and the reptilian Gordanian slavers.

The worlds of the Vega system include the Citadel Homeworld (simply referred to as such) along with Karna (homeworld of the Gordanians), Hynxx, Sindromeda, Emana Branx (home of the Branx warriors), Rashashoon, Voorl, Euphorix, Slagg, Dreadfahl, Aelio, Ogyptu, and Changralyn. The system once included the lush tropical world of Tamaran (homeworld of Starfire), destroyed in a cataclysmic war.

Vega's most ancient civilization is Okaara, home of the famed Warlords of Okaara. Under the influence of the living goddess X'Hal, the originally peaceful Okaarans learned and mastered the ways of war. When the surface of the planet was devastated by a nuclear holocaust, the surviving Okaarans moved underground. There, in under-

... AND FURTHER BEYOND

The DC Multiverse includes such fantastic places as the mind-bending Fifth Dimension, home to Mister Mxyzptlk, Qwsp, and other beings able to "fold" (spindle and mutilate) our three-dimensional reality as if it were tissue paper. Kryptonian criminals and other dangerous foes are trapped in a wraith-like existence in the Phantom Zone, Prometheus hides out in his crooked house in the Ghost Zone, while White Martians are exiled to the Still Zone—and it's sustpected that all of these are aspects of the same dimension of infinite nothingness. The Flash Family and other speedsters draw upon power from the Speed Force (see **The Flash** in **Heroes & Villains** chapter). Magicians visit the realms of Faerie (also known as Gemworld), the domains of different pantheons of gods, and places like Azarath and the Land of Nightshades. There is a virtually limitless range of realities heroes can explore.

ground arenas, Warlords taught the children of the elite about the Vega System and other worlds, training them in the arts of war.

The Vegan worlds remained off-limits to members of the Green Lantern Corps for some time due to an agreement between the Guardians of the Universe and Larfleeze, the sole wielder of the orange light of avarice. So long as Larfleeze (and, by extension, his "Orange Lanterns") remained deep within the underground tunnels of Okaara, he would retain the orange power battery and the Guardians' agents, the Green Lanterns, would have no jurisdiction in Vega. This pact was broken during the War of Light, and its restoration is uncertain.

OTHER DIMENSIONS

Vast as it is, the physical universe of stars, planets, and entire galaxies is just one aspect of a much larger multiverse of different realities. Heroes can and do visit these other dimensions, and must at times face dangers originating there, which can threaten their own universe, or even the entire multiverse!

PARALLEL EARTHS

The Earth described in this chapter, where most DC Universe stories take place, is but one of various Earths, all occupying the same physical space, but "vibrating" at different quantum frequencies, existing on parallel levels or "layers" of reality. Each of these other Earths is similar in some ways, but different in others. History may have unfolded in divergent ways, some subtle, others far more obvious and widespread.

According to Time Master Rip Hunter, there are 52 alternate Earths, although each one possesses its own parallel dimensions, branching and alternate timelines, and other dimensional layers of reality. An interstitial dimension known as "the Bleed" separates the different realities (so-called both because of its similarity to a circulatory system and its reddish color). Some of the known parallel Earths include:

EARTH-0

The world described in this chapter.

EARTH-2

Home to an alternate Justice Society of America known as the Justice Society Infinity (JSI), a merger of the original JSA and Infinity, Inc., and Earth-2's most prominent hero team.

EARTH-3

A world where evil is good and vice versa, inhabited by evil counterparts of heroes and a few good counterparts of villains.

EARTH-10

An alternate history where the Axis won World War II and their "heroes" reflect their values, such as Overman, a version of Superman raised to be loyal to the Thousand Year Reich.

EARTH-11

A world where many major figures are reversed in gender, having a Superwoman, Batwoman, and Wonderman, for example.

EARTH-17

A post-apocalyptic world, home to such characters as the Atomic Knights and Kamandi, as well as races of humanoid intelligent animals.

EARTH-26

A cartoonish world of intelligent anthropomorphic animals, including the heroes Captain Carrot and the Zoo Crew.

Other Earths feature similar divergent histories and characters, and a number of them remain unknown and unexplored by the inhabitants of Earth-0.

MYSTIC DIMENSIONS

Many of the different dimensions of reality are mystical in nature, accessible to magicians and those with the proper knowledge, skill, and daring to enter them.

THE DREAMING

The Dreaming is a place that cannot be pointed to on any map, but which every creature that dreams visits on a regular basis. It is the collective realm of dreams and imagination, ever changing, and as potentially infinite as its source. The Dreaming is the domain of Dream of the Endless, also known as the Sandman, the living embodiment of dreams. He is virtually omnipotent within his own realm, but only rarely appears to mortal beings. Those who venture through the Gates of Horn and Ivory can reach Dream's palace and seek audience with him.

Two extensions of the Dreaming in the waking world are the House of Mystery and the House of Secrets, neighboring places inhabited by reincarnations of the Biblical Cain and Abel, who relate stories to their visitors and guests.

HEAVEN AND HELL

Heaven and Hell are real places, or at least real enough. Heaven is described as a place "too real" for mortal beings to bear. The guardian angel Zauriel describes it thus: "The light of heaven would slash open your corneas. The music of Heaven would puncture your eardrums and drive you insane. The air of Heaven would burst your lungs and boil your blood. Only spirit can bear Heaven's touch." The angels—the only heavenly beings to visit Earth—must take on corporeal form to do so. Perhaps because of this, the Silver City exists as a kind of "outpost" for the Heavenly Hosts, "outside" of reality. It is the kind of celestial city some imagine Heaven to be.

Hell is likewise not precisely as some imagine it. It is a netherworld, the opposite of the Silver City, inhabited by demons and the tormented souls of deceased humans, which are also rendered down by arcane means to provide essential building materials. The infernal hierarchy has its own provinces and offices, and powerful demon-lords regularly struggle for dominion over Hell and its Hosts. Some of the First Seated of Hell, or rulers of the realm, have been Neron, Lord Satantus, and Lady Blaze. Below them are the archfiends, fiends, and assorted demonspawn.

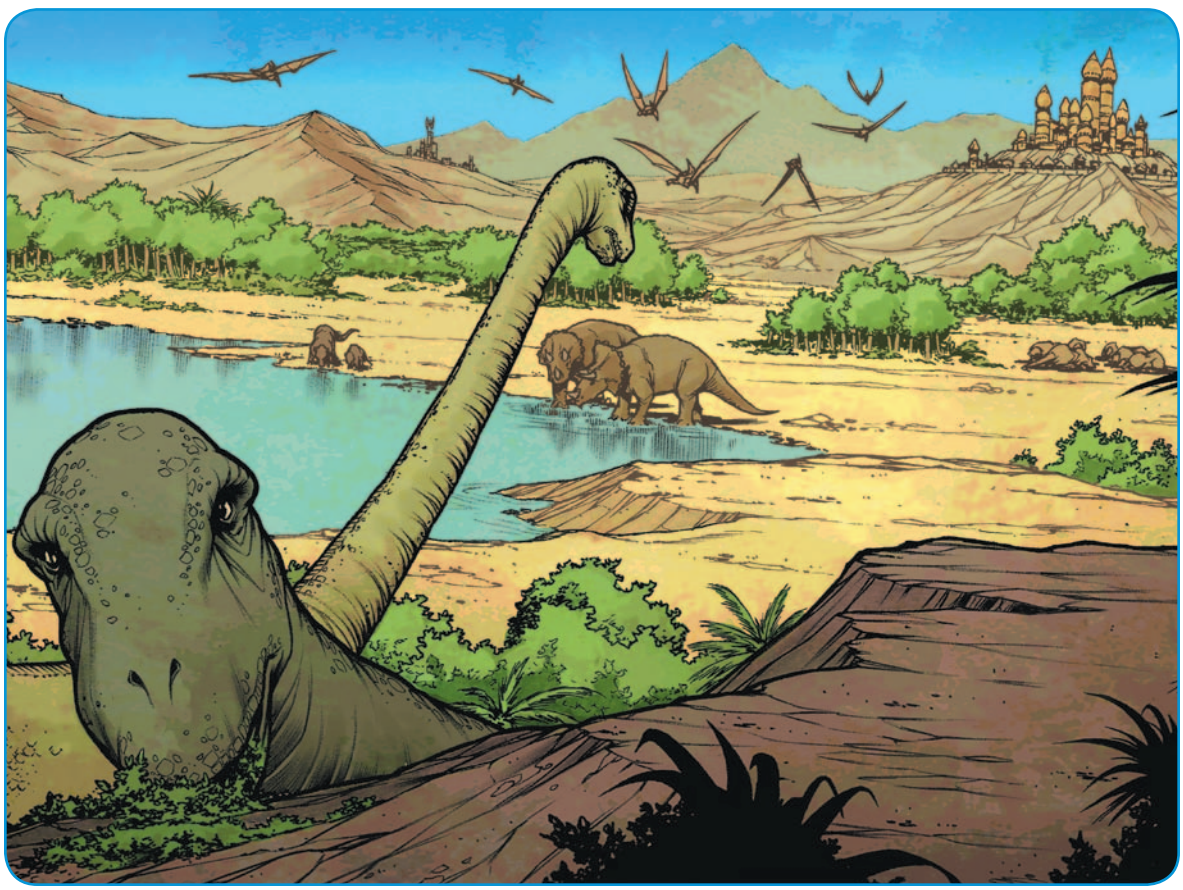
Mystics often find themselves caught up in the ongoing conflict between Hell and Heaven, and the schemes of the Hosts of Hell to improve their lot, acquire power, or overthrow their superiors, often by corrupting and claiming human souls.

SKARTARIS

Although often referred to as existing at "the Earth's core" or as the "inner Earth," the fantastic realm of Skartaris is in fact in another dimension, strongly connected to Earth at certain points, such as a subterranean passage in the arctic. The world of Skartaris seems much like the interior of a hollow sphere, with landmasses and oceans on the inner surface and a sun suspended in its center. A "moon" orbits Skartaris' sun, occasionally eclipsing it and casting parts of the world into darkness.

Skartaris' inhabitants are primitive humans, primarily with a stone age to medieval level of technology, organized into small city-states. Magic is common and widely practiced, particularly since the ancestors of many of the Skartarans fled the sinking of Atlantis on Earth. Remnants of Atlantean and advanced alien science exist, as well as dinosaurs and other prehistoric creatures now extinct on Earth.

Travis Morgan, an Air Force officer from Earth, found his way into Skartaris, where he has become renowned as the Warlord, champion and defender of Shamballah. The Warlord is the foe of would-be conquerors of the inner world, such as the sorcerer Deimos.



CHURCHILL
RAPMUND
07

CHAPTER 11: HEROES & VILLAINS

The following chapter profiles some of the best-known heroes and villains of the DC Universe. Each character is presented with a complete set of game traits for use in your own DC Adventures games.

THE BRAVE & THE BOLD

Players can take the roles of heroes provided in this chapter, or you can use them as supporting characters, guest-stars, or fill-in characters for new players, giving them a chance to get a feel for how the game plays using a familiar hero. You can also use them as examples for creating your own heroes. Want someone as strong as Superman or as skilled as Batman? Just look over their descriptions in this chapter when coming up with your own design!

The characters in this chapter have lengthy publication histories, some of them for nearly as long as DC Comics has been in business. Describing them in complete detail could take an entire book this size... for each character! Therefore, we've tried to present "iconic" versions, summarizing the major elements of their backgrounds and personalities, and touching upon noteworthy variations where possible.

Similarly, the DC Adventures game information for each character reflects an "iconic" version. There's no room to go into every single version of the character that ever existed. If you have a strong opinion or a favorite version of a hero, by all means, use the tools in this book to develop your own! Here are a few things to keep in mind regarding the characters' game traits:

- Each rank covers a *range* of measures, as given on the **Measures Table**. So some characters' traits are deliberately broad in terms of exactly how much, how fast, and so forth. When in doubt, assume the character's normal capability is the upper limit for the assigned rank.
- The extra effort rules—particularly power stunts—were taken into account when creating these characters. Thus, various things they may have done with their powers only occasionally in the comics are not listed here. You should feel free to improvise them for game play using the power stunt guidelines.
- Some of the resources used by heroes, particularly team resources like the Justice League's various headquarters, vehicles, and related equipment, are not accounted for in the heroes' game information. You can assume the current members of a team contribute a small number of power points towards the team's shared resources.

Please note, the characters on the following pages, like the Archetypes presented in the **Secret Origins** chapter, include some Advantages in *italicized* print. Those advantages are from an **Enhanced Advantage** effect listed in their powers.

THE VILE & THE VILLAINOUS

This chapter also details fourteen of the most sinister villains of the DC Universe. You can use these villains as adversaries of the heroes in your own DC Adventures games, challenging the players to thwart their latest schemes. You can also use them as models and benchmarks for coming up with your own villains using the material in the rest of this book.

Each villain's description includes notes on game traits and important things to know when using the villain in play. Some of the peripheral resources available to the villains are not listed among their game traits; there's little point in figuring the exact power point cost for Darkseid to have all the gods of Apokolips as his minions, for example, to say nothing of exactly how many Parademons are at his beck and call, or how many points he can put into technology. The answer for all of these is "as many as he needs." The same is largely true of things like Lex Luthor's many inventions or the equipment available on-board Brainiac's ship. As with only occasionally seen heroic powers, these things are left largely as plot devices in the Gamemaster's hands.

WHY IS BATMAN POWER LEVEL 12?

You might immediately think that DC's "trinity" of Batman, Superman, and Wonder Woman should all be power level 20, the very top of the scale, right? After all, they *are* the world's greatest heroes. So why are they "only" power levels 12, 15, and 15 (respectively), and why is Batman, of all people, a *lower* power level than the other two?

A lot of it is in understanding what power level is and what it's used for. All power level does is provide a guideline for players to follow in creating and improving their DC Adventures heroes, and it gives an idea of the kind of capabilities, particularly combat capabilities, you can expect from a character. On the other hand, look at the power point totals for the "trinity": Batman is 282, Superman is 290, and Wonder Woman is 273! They're all within a few points of each other, and all at values close to the starting points recommended for power level *19!*

Thus, many of the characters in the following chapters have much broader and "deeper" capabilities than their mere power level may indicate. For all his amazing abilities, Batman *is* still a mortal, without superhuman powers. It's impressive that his power level is as close as it is to two of the mightiest beings on Earth!

AQUAMAN

REAL NAME: ARTHUR CURRY; ORIN (ATLANTEAN NAME) **OCCUPATION:** KING OF ATLANTIS **BASE:** ATLANTIS
AFFILIATION: JUSTICE LEAGUE OF AMERICA **HEIGHT:** 6 FT. 1 IN. **WEIGHT:** 215 LBS. **EYES:** PALE BLUE **HAIR:** BLOND

The King of the Seven Seas came from seemingly humble beginnings. The son of Queen Atlanna and the demigod spirit of Atlan, Orin was rejected by his own people, the Atlanteans, who feared that his blond hair and ability to communicate with sea creatures marked him with the curse of Kordax, an ancient Atlantean monster. Orin was abandoned, left to do die on Mercy Reef, until a dolphin named Porm saved him. Orin lived as a feral child with his dolphin family until the day he was found by Arthur Curry, a lighthouse keeper. Arthur took the boy into his home and taught him to speak.

Orin took his adoptive father's name, Arthur Curry, and traveled north. He fell in love with an Inuit woman, Kako. Unknown to Arthur, he fathered a child with Kako, but he was kidnapped by Atlantean soldiers before the baby was born.

In the lost city of Poseidonis, part of the sunken continent of Atlantis, Arthur learned his mother was of royal blood and befriended Vulko, a fellow prisoner who helped him escape captivity. Upon reaching the surface, he stumbled upon the Flash (Barry Allen) battling the Prankster. Impressed by Arthur's power, the Flash invited him to come to the United States.

Taking the name Aquaman, Arthur Curry used his powers as protector of the Seven Seas and friend to the surface world. He helped found the Justice League of America, and his adventures made him among the most famous heroes in the world.

Now confident in his identity and abilities, Aquaman reclaimed the throne of Atlantis. With Vulko as his regent, the kingdom flourished. He found a kindred spirit and apprentice in Garth, an Atlantean sent into exile because of superstitions about his purple eyes, who became known as Aqualad and later Tempest. He married Mera, an exiled queen from the otherworldly Xebel, and the couple had a son, Arthur Jr. (nicknamed "Aquababy").

Aquaman has faced a number of foes, including the Fifth Dimensional imp Qwsp, the Fisherman, and the Scavenger, but his most infamous enemies are Ocean Master and Black Manta. Ocean Master is Aquaman's half-brother, Orm, obsessed with gaining control over the oceans and exacting revenge on his older brother. He has used technology and magic to achieve his goals, even willing to sell his own soul. Black Manta is a high-tech modern-day pirate obsessed with power over the sea. He is responsible for the death of Arthur Jr., having placed him in an air-filled tank to suffocate him.

Aquaman's marine telepathy is more than sufficient to summon a great whale or giant squid, or a large number of lesser sea-creatures to his aid. The GM may want to handle a large school of fish like a single giant-sized creature with a rank or two of Insubstantial to reflect their dispersed mass. The Sea King has been known to perform various power stunts with his telepathy, particularly affecting the "primordial" level of more evolved brains, like those of humans, with a Perception Ranged Affliction or Damage effect.

Note that Aquaman is slightly below his power level limits in some areas (particularly offense), but his Favored Environment advantage tends to make up the difference when he is fighting underwater.

THE WARRIOR KING

For a time, Aquaman lost his left hand when he was deprived of his telepathic powers and attacked by a school of piranha. He replaced it with a cybernetic harpoon designed at S.T.A.R. Labs, with a retractable cable launcher. He also adopted a fiercer, more war-like appearance and attitude, wearing armor and letting his hair and beard grow out. This Aquaman was prouder and more belligerent, even towards his friends.

Harpoon Hand: Strike 2, Strength-based, Elongation 4 (cable, Limited to Harpoon) • *4 points*

AQUAMAN PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
10	8	4	2	11	2	3	3

POWERS

Aquatic: Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation – Aquatic), Senses 1 (Low-Light Vision) • *6 points*

Marine Telepathy: Array (57 points)

- Summon Marine Life 8 (120 points), Horde, Mental Link, Multiple Minions 2 (4 minions), Variable General Type (Marine Life), Limited to in or near water • *57 points*
- Comprehend Animals 2, Mental Communication 4, Limited to Marine Life • *1 point*

Swimming: Swimming 10 (500 MPH) • *10 points*

ADVANTAGES

All-out Attack, Animal Empathy, Benefit 3 (King of Atlantis), Defensive Roll 3, Favored Environment (Aquatic), Improved Initiative, Languages (Atlantean), Power Attack, Precise Attack (Close; Concealment)

SKILLS

Acrobatics 4 (+8), Athletics 4 (+14), Close Combat: Unarmed 2 (+13), Expertise: Atlantean Lore 7 (+9), Insight 6 (+9), Intimidation 6 (+9), Perception 5 (+8), Ranged Combat: Throwing 6 (+8), Stealth 4 (+8), Technology 3 (+5), Vehicles 3 (+5)

OFFENSE

INITIATIVE +8

Unarmed +13	Close, Damage 10

DEFENSE

DODGE	11	**FORTITUDE**	11
PARRY	11	**TOUGHNESS**	11/8*
WILL	11	*Without Defensive Roll bonus.	

POWER POINTS

ABILITIES	86	**SKILLS**	25
POWERS	74	**DEFENSES**	18
ADVANTAGES	13	**TOTAL**	216

COMPLICATIONS

Relationships: Aquaman has a wife, Mera, and ties with his former ward, Tempest, and his friends in Atlantis.

Responsibility: As King of Atlantis, Aquaman must often attend to the needs of his people and his duty to the Seven Seas.

Temper: Aquaman is known for his fierce, warrior temper when tested.

Weakness: Aquaman dehydrates when away from water for an extended time, becoming impaired, disabled, and finally incapacitated before his condition becomes dying. Immersion in water immediately removes all accumulated conditions.

THE WATER-BEARER

The Lady of the Lake later replaced Aquaman's missing hand with a mystical construct of water with various magical powers, naming him "the Water-Bearer of the Secret Sea."

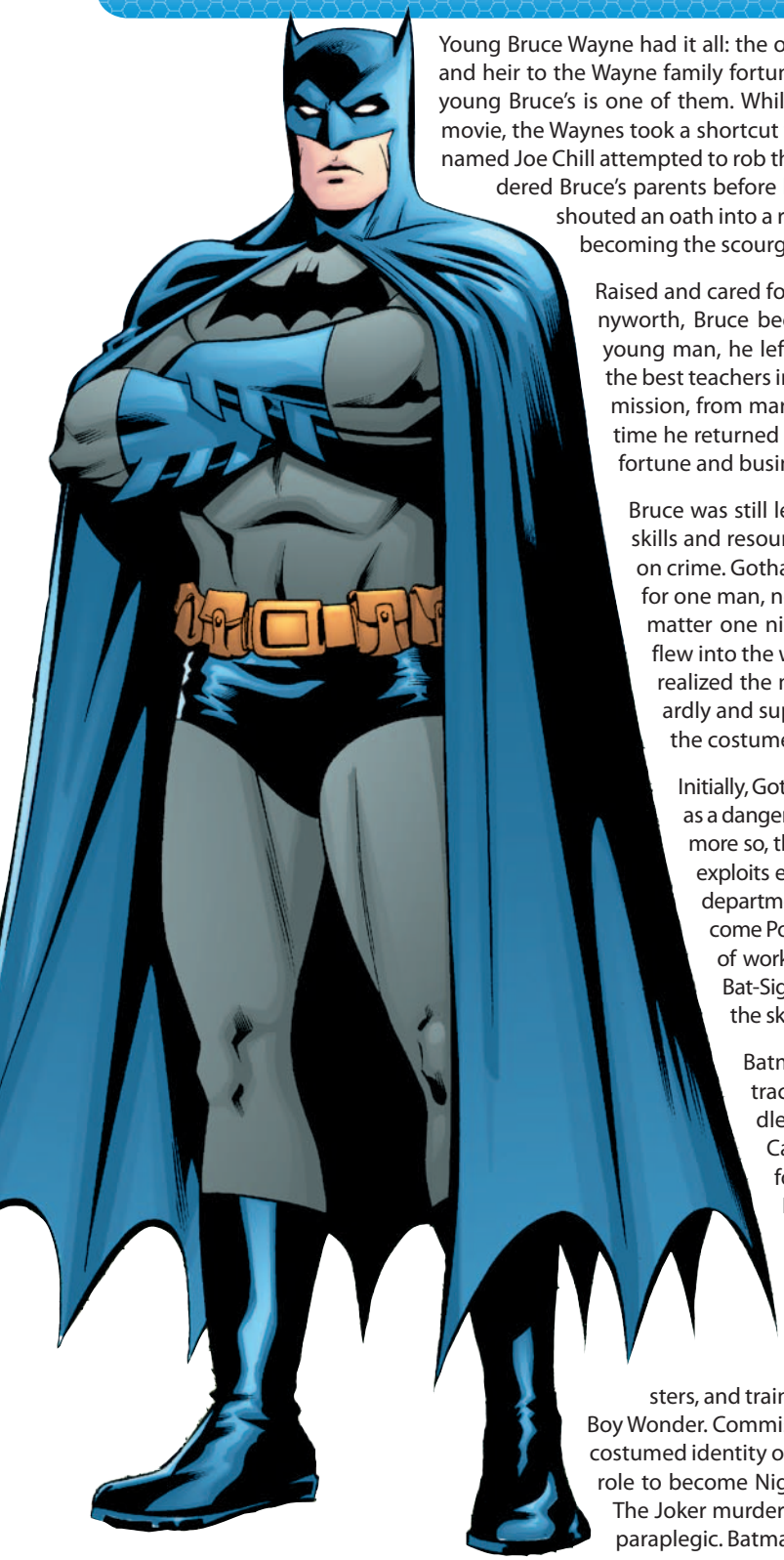
HAND OF THE WATER-BEARER: MAGICAL ARRAY • *24 POINTS*

- **Dehydration:** Affliction 12 (Resisted by Fortitude; Impaired, Disabled, Incapacitated), Cumulative • *24 points*
- **Communication:** Senses 1 (Communication Link with the Lady of the Lake) • *1 point*
- **Hand Weapons:** Strength-based Damage 2 (changing the shape and density of the hand into weapons) • *1 point*
- **Healing Touch:** Healing 12 • *1 point*
- **Mystic Portals:** Dimensional Travel 2 (mystic dimensions), Portal • *1 point*
- **Nullify Magic:** Nullify Magic 12 (all effects at once) • *1 point*
- **Scalding Blast:** Ranged Damage 12 (blast of scalding water) • *1 point*

The Hand obviously has potential for a great number of other magical and water-related power stunts, with the Gamemaster's permission.

BATMAN

REAL NAME: BRUCE WAYNE **OCCUPATION:** INDUSTRIALIST, PHILANTHROPIST, CRIME FIGHTER
AFFILIATION: JUSTICE LEAGUE OF AMERICA, THE OUTSIDERS **BASE:** THE BATCAVE, GOTHAM CITY
HEIGHT: 6 FT. 2 IN. **WEIGHT:** 210 LBS. **EYES:** BLUE **HAIR:** BLACK



Young Bruce Wayne had it all: the only son of respected physician Thomas Wayne, and heir to the Wayne family fortune. But Gotham City is full of tragic stories, and young Bruce's is one of them. While on their way back from a family outing to a movie, the Waynes took a shortcut through seedy "Crime Alley." There a petty thief named Joe Chill attempted to rob them. When Thomas Wayne protested, Chill murdered Bruce's parents before his eyes. Over his parents' graves, Bruce Wayne shouted an oath into a raging storm that he would avenge their deaths, becoming the scourge of all criminals.

Raised and cared for by the Wayne family's loyal butler, Alfred Pennyworth, Bruce became obsessed with his chosen mission. As a young man, he left Gotham and traveled the world, seeking out the best teachers in all the various disciplines he would need in his mission, from martial arts to criminology and escapology. By the time he returned home, years later, the young heir to the Wayne fortune and business empire was ready to begin.

Bruce was still left with a dilemma. He possessed considerable skills and resources, but lacked a final, vital, element in his war on crime. Gotham's criminals were not simply going to roll over for one man, no matter how capable. He was brooding on the matter one night in the study of Wayne Manor, when a bat flew into the window and startled him. It was then that Bruce realized the missing element was *fear*. "Criminals are a cowardly and superstitious lot," he reasoned, and so he adopted the costumed identity and cowl of the Batman.

Initially, Gotham's largely corrupt police force viewed "the Bat" as a dangerous vigilante, and pursued him as forcefully, if not more so, than they did the city's criminal element. Batman's exploits eventually earned him allies in the Gotham police department, particularly Lt. James Gordon, who rose to become Police Commissioner and took the unorthodox step of working with the Caped Crusader, even setting up a Bat-Signal to contact him by projecting his emblem into the sky with a powerful spotlight.

Batman's presence in Gotham also seemed to attract crazed and costumed criminals, from the Riddler and the Penguin, to the infamous jewel thief Catwoman. The most insane and deadly of these foes is the Joker, the Clown Prince of Crime and Batman's archnemesis.

Although he embarked on his mission as a one-man crusade against crime, Batman quickly gathered a new adoptive family around him. He took in young Dick Grayson, the son of circus acrobats murdered by mobsters, and trained him as his crime-fighting partner, Robin, the Boy Wonder. Commissioner Gordon's daughter Barbara adopted the costumed identity of Batgirl. Eventually, Grayson outgrew the Robin role to become Nightwing, replaced by a new Robin, Jason Todd. The Joker murdered Jason and shot Barbara Gordon, leaving her paraplegic. Batman worked without partners for a time as a result

BATMAN PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
4	4	7	7	14	8	7	7

EQUIPMENT

Flashlight: Feature 1 (Illumination) • *1 point*

Grapple Gun: Movement 1 (Swinging) • *2 points*

Mini-Tracers: Feature 1 (Tracking) • *1 point*

Rebreather: Immunity 2 (Suffocation), Limited • *1 point*

UTILITY BELT: ARRAY • *12-POINTS*

- **Bolos:** Cumulative Ranged Affliction 4, Extra Condition, Limited Degree, (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized) • *12 points*
- **Batarangs:** Strength-based Ranged Damage 2 • *1 point*
- **Cutting Torch:** Damage 1 (heat) Linked to Weaken Object's Toughness 1 • *1 point*
- **Explosive Batarangs:** Ranged Burst Area Damage 4 • *1 point*
- **Flash Bombs:** Ranged Burst Area Affliction 4 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*
- **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
- **Smoke Bombs:** Cloud Area Visual Concealment Attack 4 • *1 point*
- **Tear Gas Pellets:** Ranged Cloud Area Affliction 3, Extra Condition (Resisted by Fortitude; Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • *1 point*

HEADQUARTERS: THE BATCAVE • *20 POINTS*

Huge; **TOU** 10; *Features:* Communications, Computer, Concealed, Defense System, Dock, Garage, Gym, Hanger, Infirmary, Laboratory, Library, Living Space, Power System, Workshop.

VEHICLES: ARRAY • *49 POINTS*

THE BATPLANE • *49 POINTS*

Equivalent to a fighter jet (see the **Gadgets & Gear** chapter) without machine guns (but with air-to-air missiles) and with the Remote Control feature.

THE BATMOBILE • *1 POINT*

Huge, **STR** 8, **SPD** 6, **DEF** -4, **TOU** 10; *Features:* Alarm 3 (DC 30), Caltrops, Hidden Compartments, Navigation System 2 (+10 bonus), Oil Slick, Remote Control; Impervious Toughness 8

THE BATBOAT • *1 POINT*

Equivalent to the Batmobile, but with water speed in place of ground speed and without the Caltrops or Oil Slick features.

ADVANTAGES

Assessment, Benefit 5 (billionaire), Close Attack 6, Connected, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 4, Equipment 19, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Instant Up, Inventor, Jack-of-all-trades, Languages 4, Move-by Action, Power Attack, Precise Attack (Ranged; Concealment), Quick Draw, Ranged Attack 7, Redirect, Seize Initiative, Set-up, Skill Mastery (Intimidation), Skill Mastery (Investigation), Startle, Takedown, Trance, Tracking, Uncanny Dodge, Well-informed

SKILLS

Acrobatics 8 (+15), Athletics 11 (+15), Deception 8 (+15), Expertise: Criminology 13 (+21), Expertise: Streetwise 13 (+21), Insight 10 (+17), Intimidation 15 (+22), Investigation 14 (+22), Perception 13 (+20), Persuasion 5 (+12), Stealth 13 (+20), Sleight of Hand 8 (+15), Technology 8 (+16), Treatment 5 (+13), Vehicles 8 (+15)

OFFENSE

INITIATIVE +11	
Batarang +14	Ranged, Damage 6
Unarmed +20	Close, Damage 4

DEFENSE

DODGE	14	**FORTITUDE**	9
PARRY	14	**TOUGHNESS**	8/4*
WILL	13	*Without Defensive Roll bonus.	

POWER POINTS

ABILITIES	116	**SKILLS**	76
POWERS	0	**DEFENSES**	18
ADVANTAGES	72	**TOTAL**	282

COMPLICATIONS

Flashbacks: Batman is sometimes stunned by traumatic flashbacks to the night his parents were murdered, especially in connection to Crime Alley, where the killings took place.

Nemesis: The Joker

Obsession: Crime fighting

Relationships: For a loner, Batman has a number of important people in his life, including Nightwing, Robin, Oracle, Alfred Pennyworth (the faithful Wayne family butler) and Police Commissioner James Gordon.

Responsibility: Batman considers Gotham "his" city, and his responsibility.

Secret Identity: Bruce Wayne

of these events, until the resourceful Tim Drake cracked the secret of Batman's identity and convinced him to take Tim on as the new Robin. Others inspired by the Batman's example include Batwoman (Kate Kane) and several young women who have taken the identity of Batgirl after Barbara Gordon, who continues to fight the good fight as the information-broker Oracle.

Batman is the sole founding member of the Justice League of America without any metahuman powers, but his brilliant mind, unbreakable will, and talent for improvisation using the wide array of technology at his disposal makes him the equal of any hero, widely respected and even feared.

BLACK CANARY

REAL NAME: DINAH LAUREL LANCE **OCCUPATION:** ADVENTURER **BASE:** GOTHAM CITY
AFFILIATION: BIRDS OF PREY, JUSTICE LEAGUE OF AMERICA **HEIGHT:** 5 FT. 4 IN. **WEIGHT:** 124 LBS.
EYES: BLUE **HAIR:** BLONDE (DYED, NATURALLY BLACK)

Dinah Laurel Lance is the daughter of Dinah Drake Lance, who was the first Black Canary, and a member of the Justice Society of America. Raised around her mother's former JSA teammates, the younger Dinah wished to follow in her footsteps and become a crime fighter, even though her mother forbade it, believing the life of a costumed vigilante was too dangerous. Her daughter possessed an added edge, however: the metahuman power of an ultrasonic scream she dubbed her "canary cry."

Dinah sought out training with a number of experienced heroes, including her mother's old teammate Wildcat, who taught her hand-to-hand combat. She adopted her mother's former identity of the Black Canary, operating in Gotham City while maintaining a civilian identity working in her mother's florist shop.

Black Canary was an early member of the Justice League of America, where she first met Green Arrow, Oliver Queen. Although she initially disliked Queen, they eventually became romantically involved. Their relationship soured due to Queen's history of womanizing and trauma Dinah suffered during a failed drug-bust where she was tortured, resulting in the loss of her canary cry.

After Green Arrow's death, Black Canary began working with the mysterious Oracle. The job gave her new direction and support from her growing friendship with Oracle. It was some time before Black Canary learned her partner was actually Barbara Gordon—the first Batgirl—crippled by the Joker, but still fighting the good fight using her technological skills (one area where Dinah does *not* excel). Dinah regained her canary cry from exposure to one of Ra's al Ghul's Lazarus Pits and later worked with Oracle to recruit an entire team of female operatives, known as the Birds of Prey.

BLACK CANARY PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	3	5	3	11	2	3	3

POWERS

Canary Cry: Array (*30 points*)

- Burst Area Affliction 10 (Resisted by Dodge; Auditory Impaired, Auditory Disabled, Auditory Unaware), Concentration • *30 points*
- Cone Area Damage 4, Concentration Linked to Cone Area Affliction 4 (Resisted by Dodge; Auditory Impaired, Auditory Disabled, Auditory Unaware), Concentration • *1 point*
- Burst Area Affliction 10 (Resisted by Dodge; Dazed, Stunned, Incapacitated), Concentration • *1 point*
- Burst Area Damage 10, Concentration • *1 point*
- Cone Area Damage 10, Concentration • *1 point*

EQUIPMENT

VEHICLE: MOTORCYCLE • *10 POINTS*

Medium, **STR** 1, **SPD** 6, **DEF** 0, **TOU** 8

ADVANTAGES

Agile Feint, All-out Attack, Daze (Intimidation), Defensive Attack, Defensive Roll 3, Equipment 2, Evasion, Grabbing Finesse, Improved Defense, Improved Disarm, Improved Grab, Improved Initiative, Improved Hold, Improved Trip, Leadership, Move-by Action, Power Attack, Precise Attack (Close; Concealment), Ranged Attack 3, Redirect, Seize Initiative, Takedown, Weapon Bind

SKILLS

Acrobatics 6 (+11), Athletics 8 (+10), Close Combat: Unarmed 5 (+16), Deception 6 (+9), Insight 5 (+8), Intimidation 6 (+9), Investigation 6 (+8), Perception 8 (+11), Persuasion 4 (+7), Stealth 7 (+12), Treatment 3 (+5), Vehicles 8 (+11)

OFFENSE

INITIATIVE +9	
Unarmed +16	Close, Damage 2
Canary Cry	Area, Affliction 10 or Damage 10

DEFENSE

DODGE	12	**FORTITUDE**	9
PARRY	14	**TOUGHNESS**	6/3*
WILL	11	*Without Defensive Roll bonus.	

POWER POINTS

ABILITIES	60	**ADVANTAGES**	28	**DEFENSES**	25
POWERS	34	**SKILLS**	36	**TOTAL**	182

COMPLICATIONS

Computer Illiterate: Dinah does not work well with computers, and they don't much like her, either.

Power Loss: Injuries to her throat or effects rendering her mute leave her unable to use her Canary Cry.

Relationship: Married to Green Arrow.

Following Green Arrow's return to life, he and Black Canary renewed their relationship. She rejoined the Justice League of America, serving for a time as chairwoman due to her tactical and leadership skills. She also accepted Oliver Queen's proposal of marriage. After a rocky start—when the Injustice Gang attacked the wedding ceremony and replaced Oliver with a shapeshifting imposter—the couple was eventually properly married.

In addition to her ultrasonic powers, Black Canary is among the very best unarmed fighters in the world. She is a capable covert operative (having frequently worked as one for Oracle), a skilled detective, and a brilliant tactician and charismatic leader. One of her only blind spots is her dislike of technological gadgets, particularly computers.

CAPTAIN MARVEL

REAL NAME: WILLIAM "BILLY" BATSON **OCCUPATION:** RADIO PERSONALITY **BASE:** FAWCETT CITY
AFFILIATION: MARVEL FAMILY **HEIGHT:** 5 FT. 4 IN. (BILLY), 6 FT. 2 IN. (CAPTAIN MARVEL)
WEIGHT: 110 LBS. (BILLY), 215 LBS. (CAPTAIN MARVEL) **EYES:** BLUE **HAIR:** BLACK

Orphaned and homeless on the streets of Fawcett City, young Billy Batson was drawn by a shadowy figure into an abandoned subway station. There he found a strange train, bringing him to the Rock of Eternity. Past the statues of the Seven Deadly Enemies of Man (alias the Seven Deadly Sins), Billy came to a stone chair and brazier which, when lit, summoned the spirit of the wizard Shazam! The old wizard offered Billy the opportunity to do good and become a champion of justice. "Speak my name," he told him and so Billy Batson uttered the fateful magic word… "SHAZAM!" and was transformed by a bolt of lightning, into Captain Marvel, the World's Mightiest Mortal.

Captain Marvel quickly confronted the forces of evil in the world, including Theo Adam, the man who murdered his parents when possessed by the previous wielder of Shazam's power, Black Adam. His other foes include the mad scientist Doctor Sivana (who calls Captain Marvel "the Big Red Cheese"), the diminutive but dangerous Mister Mind—an intelligent worm from another planet—and his Monster Society of Evil, and the nuclear robot Mister Atom.

Captain Marvel also gained a number of allies in his fight for justice. Billy Batson was reunited with his twin sister, Mary, who likewise gained the powers of Shazam and the identity Mary Marvel. Together they rescued young Freddy Freeman. In the process of saving his life, he was infused with the power of his hero: by saying the name "Captain Marvel" he was transformed into the young Captain Marvel, Jr. The "Marvel Family" also included Billy and Mary's Uncle Dudley (who adopted the costumed, but non-powered, identity of "Uncle Marvel") and Talky Tawny, a humanoid talking tiger.

The letters of the wizard Shazam's name stand for the elders who grant Captain Marvel his power: the wisdom of Solomon, the strength of Hercules, the stamina of Atlas, the power of Zeus, the courage of Achilles, and the speed of Mercury. Captain Marvel is indeed the World's Mightiest Mortal, a rival to Superman in terms of strength, speed, and durability. Given the magical nature of his powers, the good Captain has even been able to best the Man of Steel on occasion, although the two are otherwise evenly matched.

CAPTAIN MARVEL PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
19	15	2	2	6	2	10	3

POWERS

Courage of Achilles: Enhanced Fighting 4, Enhanced Will 5, Impervious Will 10 • *23 points*

Speed of Mercury: Array (*30 points*)

- Flight 15 (64,000 MPH) • *30 points*
- Dimensional Travel 1 (Rock of Eternity) • *1 point*
- Quickness 15, Speed 15 (64,000 MPH) • *1 point*

Stamina of Atlas: Protection 4, Impervious Toughness 19; Immunity 10 (Life Support) • *33 points*

Strength of Hercules: Enhanced Strength 4, Limited to Lifting (Lifting Str23, 200,000 tons) • *4 points*

Wisdom of Solomon: Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades), Enhanced Awareness 7 • *18 points*

ADVANTAGES

Assessment, Beginner's Luck, Eidetic Memory, Great Endurance, Interpose, *Jack-of-all-trades,* Move-by Action

SKILLS

Close Combat: Unarmed 5 (+11), Expertise: Radio Host 6 (+9), Insight 2 (+12), Perception 3 (+13)

OFFENSE

INITIATIVE +2

Unarmed +11	Close, Damage 19

DEFENSE

DODGE	11	**FORTITUDE**	15
PARRY	10	**TOUGHNESS**	19
WILL	15		

POWER POINTS

ABILITIES	96	**ADVANTAGES**	3	**DEFENSES**	13
POWERS	110	**SKILLS**	8	**TOTAL**	230

COMPLICATIONS

Nemesis: Doctor Thaddeus Sivana.

Power Loss: No powers as Billy Batson. Captain Marvel can lose his powers if tricked into saying his magic word.

Secret Identity: Billy Batson. In his normal identity, Billy has **STR** 0, **STA** 1, **FGT** 2, and **AWE** 3 with corresponding adjustments to his skill ranks and defenses.

Young: Captain Marvel is really just a kid at heart, and sometimes makes foolish or impulsive choices.

SHAZAM!

Captain Marvel's greatest weakness is that Billy Batson must speak the magic word "SHAZAM" to summon the lightning that transforms him from an ordinary twelve-year-old boy into the World's Mightiest Mortal. If Billy is gagged or otherwise prevented from speaking, he cannot say his magic word. Likewise, when Captain Marvel says it, even accidentally, he transforms back into Billy Batson. This is true for all of the Marvels; Black Adam has even been defeated previously by tricking him into saying the wizard's name, depriving him of his powers. This complication also makes Captain Marvel Junior the only super hero unable to say his own name out loud! (Since his magic phrase is "Captain Marvel" and doing so would turn him back into Freddy Freeman.)

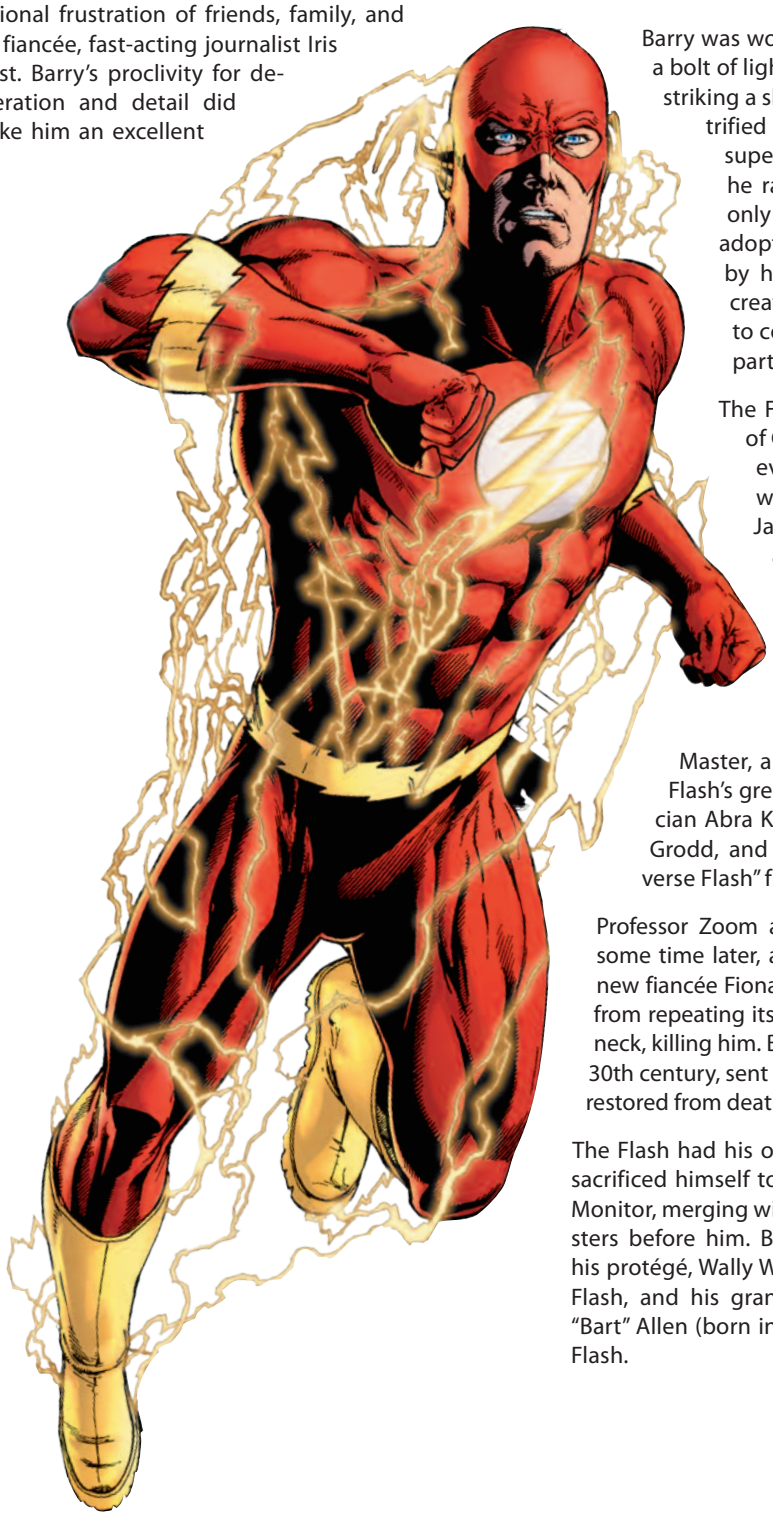
On some occasions, the Marvels have been able to use the Power of Shazam for things other than assuming their heroic identities or returning to their ordinary selves, such as speaking the word and using the Speed of Mercury to dodge *behind* someone or something so the magical lightning strikes them instead, doing Damage 19! This is a rare maneuver not listed in the Captain's game traits, better handled as a power stunt (see **Power Stunts** under **Extra Effort** for details).

In the past, attacks with both "magical" and "lightning" descriptors have also been able to trigger the transformation the same as the bolts summoned by the Marvel Family's magic words. So, for example, a villain with magical lightning powers (or similar traits like weather control) *might* be able to cause the transformation. Such a complication can certainly make things more difficult for Captain Marvel when he is transformed against his will back into Billy Batson!

THE FLASH

REAL NAME: BARTHOLOMEW "BARRY" ALLEN OCCUPATION: POLICE SCIENTIST BASE: CENTRAL CITY
AFFILIATION: JUSTICE LEAGUE OF AMERICA HEIGHT: 5 FT. 11 IN. WEIGHT: 179 LBS. EYES: BLUE HAIR: BLOND

Barry Allen developed a reputation for taking things slowly early in life, to the bemusement and occasional frustration of friends, family, and his fiancée, fast-acting journalist Iris West. Barry's proclivity for deliberation and detail did make him an excellent forensic scientist for the Central City Police Department, known for his ability to crack difficult cases.



Barry was working late one night in his lab when a bolt of lightning crashed through the window, striking a shelf of chemicals. Bathed in the electrified chemicals, he gained the power of super-speed, which he discovered when he raced on foot after a departing cab, only to find himself rushing past it! He adopted the identity of the Flash, inspired by his childhood hero Jay Garrick, and created a unique crimson costume able to compress down to fit into a tiny compartment in a ring he wore.

The Flash fought crime in the twin cities of Central and Keystone for some years, eventually marrying Iris West and working with his idol and inspiration, Jay Garrick, the original Flash. He was a founding member of the Justice League of America and a mainstay of the team. He also garnered a considerable assortment of foes, including the Rogues, a team composed of Captain Cold, the Trickster, Weather Wizard, Mirror Master, and Captain Boomerang. Among the Flash's greatest enemies were the future magician Abra Kadabra, the super-intelligent Gorilla Grodd, and Professor Zoom, the so-called "Reverse Flash" from the 25th century.

Professor Zoom apparently murdered Iris Allen and, some time later, attempted to do the same to Barry's new fiancée Fiona Webb. Desperate to prevent history from repeating itself, the Flash broke Professor Zoom's neck, killing him. Barry later learned Iris was born in the 30th century, sent to live in the past by her parents, and restored from death in that same future.

The Flash had his own experience with death when he sacrificed himself to save the multiverse from the Anti-Monitor, merging with the Speed Force like many speedsters before him. By the time he eventually returned, his protégé, Wally West, had taken up the mantle of the Flash, and his grandson and namesake Bartholomew "Bart" Allen (born in the 30th century) was the new Kid Flash.

THE FLASH PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
1	3	4	3	4	4	3	2

POWERS

Frictionless Aura: Immunity 1 (Friction Heat) • *1 point*

Run On Water: Movement 1 (Water Walking), Limited to While Moving • *1 point*

Run Up Walls: Movement 2 (Wall-crawling 2), Limited to While Moving • *2 points*

Super-Speed: Enhanced Defenses 12 (Dodge and Parry), Enhanced Advantages (Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 20, Speed 20 (2,000,000 MPH) • *91 points*

Super-Speed Stunts: Array (*20 points*)

- **Air Control:** Cone Area Move Object 10, Close Range • *20 points*
- **Air Cushion:** Burst Area Safe Fall, Affects Others • *1 point*
- **Vacuum:** Burst Area Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration • *1 point*
- **Vibration:** Insubstantial 4 • *1 point*
- **Whirlwind:** Burst Area Move Object 10, Close Range • *1 point*

EQUIPMENT

Cosmic Treadmill: Time Travel 3 • *6 points*

Costume Ring: Feature 1 (stores compressed costume) • *1 point*

ADVANTAGES

Agile Feint, Close Attack 4, Contacts, *Defensive Roll 5,* Equipment 2, *Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown,* Teamwork, Ultimate Effort (Super-Speed checks), Well-informed

SKILLS

Acrobatics 4 (+8), Athletics 6 (+7), Deception 4 (+6), Close Combat: Unarmed 2 (+10), Expertise: Forensics 8 (+12), Expertise: Law Enforcement 4 (+8), Insight 8 (+11), Investigation 8 (+12), Perception 4 (+7), Technology 8 (+12)

OFFENSE

INITIATIVE +44	
Unarmed +10	Close, Damage 1
Whirlwind	Burst Area, Grab, Dodge DC 20

DEFENSE

DODGE	16	**FORTITUDE**	9
PARRY	16	**TOUGHNESS**	8/3*
WILL	10	*Without Defensive Roll bonus.	

POWER POINTS

ABILITIES	48	**SKILLS**	28
POWERS	119	**DEFENSES**	13
ADVANTAGES	6	**TOTAL**	214

COMPLICATIONS

Enemies: The Flash has an extensive Rogues Gallery of foes out to get him.

Relationships: His wife, Iris, grandson Bart "Kid Flash" Allen, Wally West, and the greater "Flash Family."

Secret Identity: Barry Allen, Central City Police scientist.

Weakness: Extra effort involving Speed threatens to draw the Flash into the Speed Force.

THE SPEED FORCE

The Flashes (including Barry) and a number of other speedsters are empowered by an extradimensional energy known as "the Speed Force." Not everyone with superhuman speed draws from the Speed Force (Superman, for example, does not), but those empowered by it are the fastest around.

Wally West was the first modern Flash to learn about the Speed Force, although previous speedsters (like Max Mercury) knew about it, and Barry learned of it upon his death, when he passed out of the universe and into the Speed Force.

In fact, Max Mercury later revealed that Barry Allen *created* the Speed Force when he first became the Flash, generating "an electrical energy that exists in every dimension, every universe, and every era." Because of the Speed Force's trans-temporal and extradimensional nature, it has been able to empower speedsters active generations before Barry Allen was even born, and it has been shown to empower speedsters (including future Flashes) for millennia to come.

Exceeding the speed of light causes a speedster to "brush up" against the extradimensional interface between the Speed Force and physical reality, and many simply disappear into the other dimensional realm as a result.

In DC Adventures game terms, the Speed Force is a key descriptor for super-speed related powers, and provides a great way of coming up with power stunts and Alternate Effects for them. One of the Flash's tricks is a "lightspeed punch," a slam attack (see **Slam** in the **Action & Adventure** chapter) for Damage 14 (the max allowed by his power level) with up to a +2 circumstance bonus to damage for moving at full speed.

GREEN ARROW

REAL NAME: OLIVER "OLLIE" QUEEN OCCUPATION: ADVENTURER BASE: STAR CITY
AFFILIATION: JUSTICE LEAGUE OF AMERICA HEIGHT: 5 FT. 11 IN. WEIGHT: 185 LBS. EYES: GREEN HAIR: BLOND

Heir to the Queen family fortune and business empire, Oliver Queen was initially more interested in thrill-seeking political activism, which led to him being attacked while on his yacht and thrown overboard by smugglers. He managed to make it to a deserted tropical island, where he was forced to develop survival skills, including cultivating his knack for archery. When he discovered the smugglers were using the island for a base, Queen used his makeshift bow and arrows to defeat them and return to the outside world.

Inspired by his experience, he adopted the costume and name of Green Arrow and became a crime fighter, investing his considerable wealth into an arsenal of trick arrows as well as resources like the "Arrowcar" and "Arrowplane." He took on the orphaned Roy Harper as his ward and trained him as his sidekick, Speedy. Green Arrow was one of the first members invited to join the newly formed Justice League of America and served as a regular member of the team. There he met Black Canary (Dinah L. Lance) and the two of them began a long-standing romantic relationship.

Eventually, Oliver Queen lost his fortune due to his relative naiveté with business affairs and his focus on his crime-fighting alter ego. His leftist politics increasingly came to the fore, particularly while working with friend and fellow hero Hal Jordan (Green Lantern). Queen was also confronted with some harsh realities when he learned his former ward, Roy Harper, was a heroin addict.

After a time working as a liberal newspaper columnist and a failed mayoral run in Star City, Green Arrow moved to Seattle with Black Canary. He abandoned his trick arrows in favor of traditional broadhead arrows and even used deadly force against criminals on occasion. Life away from Star City and Green Arrow's new crime-fighting persona put a severe strain on Oliver and Dinah's relationship, and they eventually separated.

After infiltrating an eco-terrorist group known as the Eden Corps, Green Arrow sacrificed his life to prevent them from setting off a bomb to destroy Metropolis. A notorious ladies' man, Oliver has fathered two known children, his son Robert (with the assassin

GREEN ARROW PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	2	4	4	4	1	2	3

EQUIPMENT

Bow and Arrows: Array (*10 points*)

- **Standard Arrow:** Ranged Damage 5 • *10 points*
- **Cable Arrow:** Movement (Swinging) • *1 point*
- **Flare Arrow:** Affliction 5 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*
- **Knockout Gas Arrow:** Burst Area Affliction 3 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
- **Net Arrow:** Affliction 3 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized) • *1 point*
- **Stun Arrow:** Affliction 3 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*

ADVANTAGES

Accurate Attack, All-out Attack, Benefit 3 (wealthy), Defensive Roll 4, Equipment 3, Improved Aim, Improved Critical (Bow), Improved Disarm, Improved Initiative, Move-by Action, Power Attack, Precise Attack 2 (Ranged, Cover and Concealment), Ranged Attack 3, Quick Draw, Skill Mastery (Ranged Combat – Bow), Takedown, Taunt, Ultimate Effort (Aim), Uncanny Dodge

SKILLS

Acrobatics 4 (+8), Athletics 8 (+10), Close Combat: Unarmed 4 (+8), Deception 8 (+11), Expertise: Journalism 6 (+7), Expertise: Politics 6 (+7), Expertise: Survival 4 (+5), Insight 6 (+8), Intimidation 4 (+7), Investigation 6 (+7), Perception 6 (+8), Ranged Combat: Bow 8 (+15), Stealth 8 (+12), Vehicles 6 (+10)

OFFENSE

INITIATIVE +8

Bow +15	Ranged, Damage 5 plus others, Crit. 19-20
Unarmed +8	Close, Damage 2

DEFENSE

DODGE	14	**FORTITUDE**	7
PARRY	12	**TOUGHNESS**	6/2*
WILL	10	*Without Defensive Roll bonus.	

POWER POINTS

ABILITIES	44	**SKILLS**	42
POWERS	0	**DEFENSES**	31
ADVANTAGES	29	**TOTAL**	146

COMPLICATIONS

Beliefs: Green Arrow is an outspoken liberal, willing to defend his beliefs with action as well as words, which gets him into trouble (and no small number of arguments).

Relationships: Married to Black Canary, father of Connor Hawke, mentor of Mia Dearden (Speedy), and former mentor of Roy Harper (Arsenal).

Temper: Ollie can have a short fuse, particularly when it comes to social and political causes he believes in.

Shado) and Connor Hawke, who took on the mantle of Green Arrow for a time.

Hal Jordan, possessed by Parallax, later resurrected Oliver as part of a misguided effort to "fix" prior mistakes. Initially suffering from partial amnesia, Oliver returned to his old haunts in Star City. He adopted a new ward, Mia Dearden, who later took on the mantle of Speedy. He regained a considerable personal fortune, and even succeeded in becoming mayor of Star City for a time. He also reunited with and eventually married Black Canary, but the two have since separated again.

TRICK ARROWS

Green Arrow's arsenal of trick arrows has over the years included everything from net arrows and knockout gas arrows to boomerang arrows, exploding arrows, taser arrows, and the infamous boxing-glove arrow. A number of Green Arrow's more common trick arrows are listed as part of his standard equipment (and therefore usable any time), but the Emerald Archer's quiver is also an excellent opportunity for power stunts, pulling out just the right trick arrow for the job, much like he does in the comics. Because Green Arrow's quiver is equipment, the Gamemaster may require the expenditure of a hero point to perform power stunts for it, rather than simply using extra effort. See the **Gadgets & Gear** chapter for additional information.

Note that while Green Arrow's weapons have a relatively low rank, his considerable skill with a bow and his Power Attack advantage allows him to augment that rank somewhat by taking the appropriate penalty to his attack check, particularly against opponents he knows he can hit.

GREEN LANTERN

REAL NAME: HAROLD "HAL" JORDAN OCCUPATION: TEST PILOT; POLICE OFFICER BASE: COAST CITY
AFFILIATION: GREEN LANTERN CORPS, JUSTICE LEAGUE OF AMERICA HEIGHT: 6 FT. 2 IN. WEIGHT: 186 LBS. EYES: BROWN HAIR: BROWN

Hal Jordan's father Martin was the bravest man he knew: the kind of pilot who had "the right stuff," as they said. Still, it didn't keep his experimental plane from going down in flames. Young Hal was determined to follow his dad into the air, joining the U.S. Air Force, and eventually becoming a maverick test pilot himself. Jordan's tendency towards insubordination and recklessness got him into trouble on more than one occasion.

While he was working for Ferris Aircraft, Hal was suddenly transported to an isolated area of the desert Southwest. There he found a dying alien, Abin Sur, a member of Green Lantern Corps, an interstellar organization of law enforcers. He told the Earthman that he was chosen as the next wielder for Abin Sur's power ring, having "the ability to overcome great fear." Taking the ring, Hal became the new Green Lantern of space sector 2814 (containing Earth).

Almost immediately, he began training as a member of the Green Lantern Corps under the guidance of veteran Lanterns Kilowog and Sinestro. During this time, Jordan discovered Sinestro's dictatorial rule over his home planet of Korugar and exposed it to the Corps. Sinestro was stripped of his ring and banished to the anti-matter world of Qward, becoming a sworn enemy of the Green Lantern Corps, and of Hal Jordan in particular.

Green Lantern was one of the founding members of the Justice League of America and served regularly with the team when his other duties permitted. Hal Jordan's issues with authority sometimes got him into trouble with the masters of the Corps, the immortal Guardians of the Universe. He found a kindred (if contentious) spirit in Green Arrow (Oliver Queen). He also became good friends with the Flash (Barry Allen); the two have very different approaches to life, but a share a common background in law enforcement.

Hal Jordan's life took a terrible turn when the alien despot Mongul destroyed Coast City, murdering its millions of inhabitants. The tragedy allowed Parallax, an entity embodying fear, to infiltrate and influence Hal's psyche. As a result, he went mad and attempted to recreate Coast City. When the Guardians tried to stop him, he destroyed the Green Lantern Corps and seized the power of the Central Battery on Oa for himself. Parallax attempted to destroy the entire universe to rewrite reality, but Green Lantern's former friends and allies managed to defeat him.

Through a supreme act of will, Hal was eventually able to free himself from Parallax and restore life to his physical body, just in time to save Green Arrow and his own successor in the Corps, Kyle Rayner, from his old foe Sinestro. The rogue Green Lantern revealed he was responsible for Parallax possessing Hal in the first place, in order to degrade and humiliate him. Jordan took his place among a restored Green Lantern Corps and as one of the primary protectors of Earth.

GREEN LANTERN PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	2	2	3	5	1	3	3

POWERS

Power Ring: 132 points, Removable (–26 points) • *106 points*

AI and Database: Features 2 • *2 points*

Communication: Senses 1 (Communication Link to Central Power Battery) • *1 point*

Flight: Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation — Zero-G, Space Travel 3) • *36 points*

Force Field: Protection 12, Impervious; Immunity 10 (Life Support) • *34 points*

Force Manipulation: Array (*36 points*)

- **Force Blast:** Ranged Damage 18, Dynamic • *37 points*
- **Force Constructs:** Create 18 , Dynamic• *2 points*
- **Lifting:** Move Object 18, Dynamic • *2 points*
- **Force Bubble:** Affects Others, Burst Area, and Ranged on Immunity 10 (Life Support) • *2 points*
- **Mobile Constructs:** Create 12, Movable, Dynamic • *2 points*

Scanning Beam: Senses 6 (Analytical Auditory, Chemical, and Visual) • *6 points*

Universal Translator: Comprehend Languages 4 • *8 points*

ADVANTAGES

Fearless, Teamwork, Ultimate Effort (Will checks)

SKILLS

Athletics 4 (+6), Close Combat: Unarmed 3 (+8), Deception 4 (+7), Expertise: Law Enforcement 8 (+9), Expertise: Military 8 (+9), Insight 8 (+11), Investigation 4 (+5), Perception 4 (+7), Persuasion 4 (+7), Ranged Combat: Power Ring 7 (+10), Vehicles 12 (+15)

OFFENSE

INITIATIVE +2

Power Ring +10	Ranged, Damage 18
Unarmed +8	Close, Damage 2

DEFENSE

DODGE	12	**FORTITUDE**	10
PARRY	10	**TOUGHNESS**	14/2*
WILL	18	*Without Power Ring Protection.	

POWER POINTS

ABILITIES	42	**SKILLS**	33
POWERS	106	**DEFENSES**	38
ADVANTAGES	3	**TOTAL**	222

COMPLICATIONS

Guilt: Hal feels responsible for the terrible acts of Parallax while the fear entity controlled him.

Power Loss: The power ring needs periodic recharging and issues a warning as its power runs low.

Reputation: Hal Jordan is a maverick in nearly all aspects of his life and known for having issues with authority.

Weakness: Green Lantern power rings depend on the willpower of the wearer; the maximum rank of the ring's effects is equal to the wearer's Will rank, and moments of self-doubt or hesitation can cause the ring to fail.

IN BRIGHTEST DAY, IN BLACKEST NIGHT, NO EVIL SHALL ESCAPE MY SIGHT,
LET THOSE WHO WORSHIP EVIL'S MIGHT, BEWARE MY POWER... GREEN LANTERN'S LIGHT!

GREEN LANTERN POWER RING

Green Lantern wields one of the most powerful weapons in the universe: a power ring created by the Guardians of the Universe to tap into the green light of willpower, collected from all life in the universe, gathered and focused through the Central Power Battery on the planet Oa, headquarters of the Green Lantern Corps. The power ring is controlled by the wielder's will.

A power ring protects its wearer from harm automatically (its Force Field power), and a Green Lantern on the defensive can use Force Constructs to Create powerful barriers. The ring is equipped with an artificial intelligence, or AI, allowing it to answer questions for its wielder from a knowledge base on Oa. (The GM largely gets to determine what information the ring can provide.) Power rings are programmed to automatically seek out a suitable new wielder if their current wearer dies.

The wielder's will and imagination are the only real limits on a power ring; a wide range of power stunts is possible using the ring's effects, particularly its Force Manipulation Array and Scanning Beam (for exotic senses or scans).

MARTIAN MANHUNTER

REAL NAME: J'ONN J'ONZZ ALIASES: JOHN JONES, AMONG MANY OTHERS OCCUPATION: DETECTIVE; ADVENTURER
BASE: EARTH AFFILIATION: JUSTICE LEAGUE OF AMERICA HEIGHT: 6 FT. 7IN. WEIGHT: 300 LBS. EYES: RED HAIR: NONE

Dr. Saul Erdel's experimental teleportation beam accidentally transported the Martian J'onn J'onzz to Earth. The shock of a face-to-face encounter with a true alien gave Erdel a fatal heart attack, leaving J'onn stranded on a strange world. Using his telepathic and shapechanging abilities, he managed to blend in and conceal his true nature. He eventually adopted the identity of John Jones, a detective with the Chicago Police Department, and covertly used his Martian powers to fight crime and protect the innocent from harm.

The Martian Manhunter found his first true colleagues and friends on Earth upon joining the Justice League of America. Although initially suspicious of a telepathic, shapechanging alien who seemed to come up with a new power every week, the other members of the League came to accept J'onn as one of their own. This helped to cushion the terrible blow when he learned Dr. Erdel's device transported him not only through space, but millennia through time as well. Mars is a dead world, and J'onn's people—including his wife and child—are long gone.

J'onn chose to focus on his adopted world and "family" with the Justice League. Various incarnations of the team have relied upon him as their best strategist and organizer, including his ability to keep members in telepathic contact over great distances. He has also explored Earth, taking on many human identities of different races, genders, and nationalities, and operating in many areas of the world largely ignored by other heroes.

J'onn later learned he was not the sole survivor of the Martian race. His twin brother, Ma'alefa'ak, was a mutant born without telepathic abilities. This turned him into a sociopath incapable of empathy and he engineered H'ronmeer's Curse, a telepathic plague that wiped out Martian civilization. Malefic (as he became known on Earth) was the sole survivor, living hidden in the ruins of Mars for centuries, until he learned his missing twin was alive and living on Earth. Malefic's abilities are similar to those of the Martian Manhunter, save that he has no telepathic powers and is immune to fire.

The Justice League of America also encountered a group of White Martians, warlike cousins of the peaceful Green Martians. They escaped from exile in the dimension known as the Still Zone and attempted to deceive humanity by posing as alien super heroes called the Hyperclan (each using just one or two of their wide array of Martian powers). The League exposed their plan and used their weakness to fire to defeat and reimprison them.

J'onn has come to terms with the loss of his people, and is determined to eventually restore Mars as a living world once again, considering himself a champion of two worlds: the Red Planet of Mars and the Blue Planet of Earth.

MARTIAN MANHUNTER PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
16	10	2	2	8	3	4	3

POWERS

Flight: Flight 13 (16,000 MPH) • *26 points*

Martian Durability: Protection 3, Impervious 3, Immunity 10 (Life Support) • *16 points*

Martian Morphology: Array (*20 points*)

- **Intangibility:** Insubstantial 4, Dynamic • *21 points*
- **Density:** Protection 2, Impervious Toughness 12, Sustained, Dynamic • *2 points*
- **Invisibility:** Visual Concealment 4, Dynamic • *2 points*
- **Shapeshifting:** Morph (any form) 4, Dynamic • *2 points*

Martian Senses: Senses 7 (Extended Vision 2, Mental Awareness, Vision Penetrates Concealment) • *7 points*

Martian Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str20; 25,000 tons) • *4 points*

Martian Vision: Ranged Damage 11 (force) • *22 points*

Telepathy: Mental Communication 5, Mind Reading 11 • *42 points*

ADVANTAGES

Contacts, Great Endurance, Leadership, Power Attack, Teamwork, Trance

SKILLS

Close Combat: Unarmed 4 (+12), Insight 8 (+12), Intimidation 5 (+8), Investigation 10 (+13), Perception 8 (+12), Persuasion 5 (+8), Ranged Combat: Martian Vision 8 (+10), Stealth 4 (+6), Technology 4 (+7), Vehicles 4 (+6)

OFFENSE

INITIATIVE +2

Martin Vision +10	Ranged, Damage 11
Unarmed +12	Close, Damage 16

DEFENSE

DODGE	12	**FORTITUDE**	13
PARRY	13	**TOUGHNESS**	13
WILL	15		

POWER POINTS

ABILITIES	96	**SKILLS**	30
POWERS	144	**DEFENSES**	29
ADVANTAGES	6	**TOTAL**	305

COMPLICATIONS

Enemy: His brother, Malefic.

Power Loss: Loss of powers and reduction of Str and Sta to 2 when exposed to fire.

Prejudice: Often feels isolated among humans, a "stranger in a strange land."

BREADTH OF POWERS

The Martian Manhunter is one of the most powerful heroes in the world: the early members of the Justice League used to joke how there seemed to be no end to J'onn's powers. He is nearly as strong, fast, and tough as Superman or Wonder Woman, and also has virtually complete mental control over his physiology. He can change shape and become intangible or invisible at will. J'onn is also a powerful and skilled telepath, able to read minds, and communicate mentally over great distances. His sole weakness is fire, which robs him of his powers and renders him as vulnerable as an ordinary human.

More than just his regular set of powers, J'onn has considerable potential for power stunts, allowing him to display an even greater range of "powers" than usual. Some of his potential stunts include:

- Using his Martian Morphology array for virtually any sort of effect based on changing his physiology, from Elongation or shifting around his physical traits, to changing his size or chemical composition, or even altering the structure of his brain to affect his thinking in different ways (granting him Enhanced Insight or Perception, for example).
- Stunts involving his Telepathy, ranging from Afflictions (like Mind Control or altering memories) to Illusions (Resisted by Will and Selective).
- Stunts based off his Martian Strength, suitable for any extremely strong hero (see the Powerhouse archetype for some examples).
- Even using the psychokinetic nature of his Flight and Martian Vision for power stunts like Move Object effects or Flight that Affects Others.

NIGHTWING

REAL NAME: RICHARD "DICK" GRAYSON **ALIASES:** ROBIN **OCCUPATION:** POLICE OFFICER; CRIME FIGHTER
BASE: BLÜDHAVEN **AFFILIATION:** TEEN TITANS, PARTNER OF BATMAN
HEIGHT: 5 FT. 10 IN. **WEIGHT:** 175 LBS. **EYES:** BLUE **HAIR:** BLACK

The son of John and Mary Grayson, young Richard "Dick" Grayson was the third part of his family's circus aerialist act, "the Flying Graysons." When gangsters working for mob boss Tony Zucco attempted to extort protection money from the owner of Haley's Circus, they set an example by sabotaging the trapeze wires with acid. Dick's parents fell to their deaths during their act. When Batman investigated the murder, he felt sympathy for the boy's plight and agreed to take Grayson on as his aide and partner.

Adopting the masked identity of Robin, the Boy Wonder, Dick Grayson worked and trained alongside Batman for years, maintaining a secret identity as Bruce Wayne's ward. Robin also worked with a team of fellow young heroes and sidekicks, the Teen Titans, in several incarnations, usually as the team's leader. This experience increased his confidence and ability to both lead and work within a team.

As he grew older, Dick became increasingly restive and resentful of Batman's treatment of him as a "junior" partner, given his experience and abilities. This eventually led to an end to their partnership, and Jason Todd replaced Dick as Robin. Dick adopted the costumed identity of Nightwing, continuing to work with the Teen Titans in New York City.

Following a breakup of the Titans, Nightwing moved to the city of Blüdhaven, upriver from Gotham City, and reputed (if possible) to be even more crime-riddled. Wanting to work within the system as well as outside of it, Grayson chose to join the Blüdhaven Police Department in his secret identity, becoming a police officer. His primary foe during this time was the super-criminal Blockbuster, who became an influential crime-boss in Blüdhaven, operating from the center of a wide web of influence.

Nightwing is an extraordinarily skilled crime fighter, trained since childhood as a detective and martial artist (unarmed styles as well as *escrima* stick-fighting). He is one of the greatest living acrobats, even more skilled than his mentor, Batman, and a natural leader, able to inspire and organize a team. He uses a wide range of equipment, although somewhat less reliant on gadgets than Batman. His primary weapons are a set of throwing disks and a pair of *escrima* sticks, but he often prefers to fight unarmed. Nightwing prefers to get around either by rooftop hopping (aided by a swing cable) or on a customized motorcycle.

NIGHTWING PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	3	6	4	10	3	4	4

EQUIPMENT

Flashlight: Feature 1 (Illumination) • *1 point*

Grapple Gun: Super-Movement 1 (Swinging) • *2 points*

Mini-Tracers: Feature 1 • *1 point*

Rebreather: Immunity 2 (Suffocation), Limited • *1 point*

WEAPONS: ARRAY (*8 POINTS*)

- **Taser:** Ranged Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *8 points*
- **Escrima Sticks:** Strength-based Damage 3 • *1 point*
- **Throwing Disks:** Strength-based Ranged Damage 2 • *1 point*

VEHICLE: MOTORCYCLE • *10 POINTS*

Medium, **STR** 1, **SPD** 6, **DEF** 0, **TOU** 8; *Features:* Navigation System

ADVANTAGES

Agile Feint, Close Attack 4, Connected, Contacts, Defensive Attack, Defensive Roll 4, Equipment 5, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Jack-of-all-trades, Languages 4, Leadership, Move-by Action, Power Attack, Precise Attack (Ranged, Concealment), Quick Draw, Ranged Attack 5, Redirect, Seize Initiative, Set-up, Skill Mastery (Acrobatics), Skill Mastery (Investigation), Takedown, Tracking, Uncanny Dodge, Well-informed

SKILLS

Acrobatics 12 (+18), Athletics 10 (+13), Close Combat: Unarmed 1 (+15), Deception 8 (+12), Expertise: Criminology 10 (+13), Expertise: Streetwise 10 (+13), Insight 10 (+14), Intimidation 8 (+12), Investigation 12 (+15), Perception 10 (+14), Persuasion 6 (+10), Ranged Combat: Throwing 5 (+14), Stealth 10 (+16), Sleight of Hand 8 (+12), Technology 8 (+11), Treatment 6 (+9), Vehicles 8 (+12)

OFFENSE

INITIATIVE +10

Escrima Sticks +14	Close, Damage 6
Throwing Disks +14	Ranged, Damage 5
Unarmed +15	Close, Damage 3

DEFENSE

DODGE	14	**FORTITUDE**	8
PARRY	12	**TOUGHNESS**	6/3*
WILL	12	*Without Defensive Roll bonus	

POWER POINTS

ABILITIES	74	**SKILLS**	71
POWERS	0	**DEFENSES**	23
ADVANTAGES	45	**TOTAL**	213

COMPLICATIONS

Enemy: Blockbuster, crimelord of Blüdhaven.

Relationships: Nightwing has various past romantic relationships, but difficulty in maintaining a present one.

Rivalry: Nightwing lives in Batman's shadow, having a need to prove himself as capable as his mentor.

Secret Identity: As Richard Grayson, officer of the Blüdhaven Police Department.

GADGETS GALORE

Nightwing, like Batman and Robin, makes use of various equipment and crime fighting gadgets. Although Dick Grayson doesn't rely on equipment as much, he still has access to a lot of it. The list provided here is just an example of Nightwing's typical and often-used gear.

The Game Master may wish to allow for the reallocation of Nightwing's 25 points worth of equipment from his Equipment advantage in-between adventures or even parts of an adventure, depending on the character's access to equipment caches and similar resources. For example, in the past, Nightwing has substituted glider wings (Flight with the Gliding modifier) for his grapple gun, and swapped out different weapons in his Weapons Array. See **Batman** and **Robin** for some examples of other equipment he might use. Similarly, he has used a "Nightbird" car rather than a motorcycle on occasion.

At the least, Nightwing (and similar equipment-carrying heroes) can spend hero points to have and use alternate items of equipment as power stunts. See the **Equipment** section of the **Gadgets & Gear** chapter, particularly pages 147–148, for details.

PLASTIC MAN

REAL NAME: PATRICK "EEL" O'BRIAN OCCUPATION: ADVENTURER BASE: CHICAGO
AFFILIATION: ALL-STAR SQUADRON, FREEDOM FIGHTERS, JUSTICE LEAGUE OF AMERICA
HEIGHT: 6 FT. 1 IN. WEIGHT: 178 LBS. EYES: GOGGLES HAIR: BLACK

Orphaned at the age of 10, Patrick "Eel" O'Brian lived on the streets of Chicago or in various boys' homes, eventually falling in with a bad crowd and entering a life of crime. By 1941, he was a burglar and expert safecracker. During a heist at Crawford Chemical Works, a night security guard surprised O'Brian and his fellow gang members. The guard shot O'Brian in the shoulder and ruptured a drum of experimental acid, which got into the wound.

Narrowly managing to escape, O'Brian found his criminal compatriots had abandoned him. Fleeing from the police, he eventually lost consciousness outside of the city. He awakened at Rest Haven, a monastic spiritual retreat, tended by the monks who found him. Believing in the possibility of redemption, the monks kept O'Brian hidden from the authorities and allowed him to recuperate. He discovered the acid in his wound had given him unusual elastic properties, allowing him to stretch and mold his body in various ways. Inspired by the monks' example and wanting a way out of his life of crime, O'Brian turned over a new leaf. He adopted the identity of Plastic Man and became a force for good.

"Plas," as his friends know him, worked for the FBI during World War II, becoming a member of the All-Star Squadron and the Freedom Fighters. He continued working for the Bureau after the war, along with the lesser-known NBI (National Bureau of Investigation). His erstwhile partner in many of his investigations was the clumsy, but oh-so-lucky, Woozy Winks.

PLASTIC MAN PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	5	5	5	5	0	2	2

POWERS

Elastic Body: Immunity 32 (Fortitude effects, Mind Reading), Protection 6, Impervious • *44 points*

Shapeshifting: Elongation 9, Morph 4 (any shape, Quirk: Limited to the Same Colors), Variable 4 (physical traits, 20 power points, plus changing existing physical trait allocations) • *56 points*

ADVANTAGES

Benefit (Ambidexterity), Connected, Daze (Deception), Defensive Attack, Grabbing Finesse, Luck 2, Redirect, Taunt

SKILLS

Close Combat: Unarmed 6 (+11), Deception 12 (+14), Expertise: Law Enforcement 4 (+4), Insight 6 (+8), Investigation 6 (+6), Perception 4 (+6), Ranged Combat: Throwing 4 (+9), Sleight of Hand 6 (+11), Stealth 4 (+9)

OFFENSE

INITIATIVE +5

Unarmed +11	Close, Damage 2 (+14 grab check)

DEFENSE

DODGE	11	**FORTITUDE**	Immune
PARRY	11	**TOUGHNESS**	11
WILL	10		

POWER POINTS

ABILITIES	52	**ADVANTAGES**	9	**DEFENSES**	20
POWERS	100	**SKILLS**	26	**TOTAL**	207

COMPLICATIONS

Reputation: Plastic Man has a (well-deserved) reputation for not taking anything very seriously.

Secret: Very few know about Plastic Man's true criminal past.

Weakness: Extremes of temperature can cause Plas to melt or freeze solid (and even shatter!).

In more recent years, Plastic Man has worked from time to time with Batman, winning the Dark Knight's respect sufficiently that Batman recommended him for membership in the Justice League of America. His transformative powers and quick-witted sense of humor have both served the League well.

Plas learned he had a teenaged son, Ernie, born out of wedlock, who possessed shapeshifting and elastic powers similar to his own. He chose to not to leave the boy "orphaned" as he had been and has since become an active part of his son's life and a full-time father as well as hero.

A SLIPPERY CHARACTER

Plastic Man is well below his power level in terms of offensive abilities, for the most part. Although stretchy punches suffice for ordinary goons, he's more likely to grab and restrain tougher opponents. However, his Shapeshifting, particularly its Variable effect, gives him tremendous ... well, *flexibility.* He can transform his physical body in virtually any way imaginable. Some common things he uses his Variable points for include Extra Limbs, Flight (with Gliding, turning into a kite or parachute), Insubstantial (flowing through the smallest cracks and openings, and escaping any sort of grab or restraint), Leaping (bouncing like a spring or rubber ball), and Growth or Shrinking, to name a few.

Plas' Immunity effectively makes him ageless (and his mind is equally "stretchy," making it hard on mind readers). Although he has proven able to reform and resurrect himself from death in the past, it took an *incredibly* long time and is more likely a power stunt or a last-ditch use of the Variable effect of his Shapeshifting than a regular power, and is thus not listed among his traits.

ROBIN

REAL NAME: TIMOTHY JACKSON WAYNE **ALIASES:** RED ROBIN, TIM DRAKE **OCCUPATION:** STUDENT; CRIME FIGHTER
BASE: GOTHAM CITY **AFFILIATION:** PARTNER OF THE BATMAN, TEEN TITANS **HEIGHT:** 5 FT. 5 IN. **WEIGHT:** 125 LBS.
EYES: BLUE **HAIR:** BLACK

Tim Drake and his parents met "the Flying Graysons" at the Haley Circus when Tim was a child. Looking up to the older Dick Grayson, Tim never forgot the tragedy of the death of Dick's parents at the hands of criminals. Years later, Tim deduced that Robin, the Boy Wonder, was actually Dick Grayson, after seeing him on television performing an acrobatic maneuver Grayson performed at the circus. He reasoned that Batman must then be Grayson's guardian, Bruce Wayne. The realization about his heroes inspired Tim to study hard in school and undertake training in disciplines like martial arts, acrobatics, and criminology.

After the apparent death of Jason Todd, the second Robin, Tim sought out Dick Grayson and revealed his knowledge of his secret identity to try and convince him to become Robin again. He argued that Batman needs a partner to help rein in his darker tendencies. Grayson agreed to help, but refused to take on the mantle of Robin again. Using Robin's uniform, Tim saved Batman and Nightwing from Two-Face. Although initially reluctant, Batman eventually agreed to take Tim on and train him as his new partner.

Already a capable young man, having proven himself to both Nightwing and Batman, Tim has served admirably in the role of Robin. He was forced to take on even more responsibility when Batman was incapacitated for a time, patrolling the streets of Gotham on his own and handling some cases solo. Becoming involved with Young Justice and a new incarnation of the Teen Titans also left their mark on Tim and honed his leadership and tactical skills.

One of Robin's greatest difficulties was keeping his super hero identity a secret from his

ROBIN PL8

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	1	5	5	8	5	4	3

EQUIPMENT

Binoculars: Extended Vision 1 • *1 point*

Bo Staff: Strength-based Damage 2 • *2 points*

Costume: Protection 1 • *1 point*

Grapple Gun: Movement 1 (Swinging) • *2 points*

Mini-Tracers: Feature 1 • *1 point*

UTILITY BELT: ARRAY (*12 POINTS*)

- **Bolos:** Ranged Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized) • *12 points*
- **Batarangs:** Strength-based Ranged Damage 1 • *1 point*
- **Flash Bombs:** Ranged Burst Area Affliction 4 (Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware) • *1 point*
- **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
- **Smoke Bombs:** Cloud Area Visual Concealment Attack 4 • *1 point*
- **Tear Gas Pellets:** Ranged Cloud Area Affliction 3, Extra Condition (Resisted by Fortitude; Dazed and Visually Impaired, Stunned and Visually Disabled, Incapacitated) • *1 point*

VEHICLE: MOTORCYCLE • *11 POINTS*

Medium, **STR** 1, **SPD** 6, **DEF** 0, **TOU** 8; *Features:* Navigation System

ADVANTAGES

Beginner's Luck, Close Attack 4, Defensive Attack, Defensive Roll 3, Equipment 7, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Instant Up, Languages 3, Move-by Action, Power Attack, Precise Attack (Close; Concealment), Quick Draw, Redirect, Set-up, Takedown, Teamwork, Tracking, Uncanny Dodge

SKILLS

Acrobatics 8 (+13), Athletics 8 (+10), Close Combat: Unarmed 1 (+13), Deception 8 (+11), Expertise: Criminology 8 (+13), Expertise: Streetwise 6 (+11), Insight 8 (+12), Intimidation 6 (+9), Investigation 10 (+15), Perception 8 (+12), Persuasion 6 (+9), Ranged Combat: Throwing 7 (+12), Stealth 8 (+13), Sleight of Hand 6 (+11), Technology 6 (+11), Treatment 4 (+9), Vehicles 6 (+11)

OFFENSE

INITIATIVE +9	
Bo Staff +12	Close, Damage 4
Batarang +12	Ranged, Damage 3
Unarmed +13	Close, Damage 2

DEFENSE

DODGE	11	**FORTITUDE**	7
PARRY	11	**TOUGHNESS**	5/2*
WILL	9	*Without Defensive Roll bonus	

POWER POINTS

ABILITIES	66	**ADVANTAGES**	34	**DEFENSES**	20
POWERS	0	**SKILLS**	57	**TOTAL**	177

COMPLICATIONS

Relationships: Robin has had some romantic entanglements, but nothing long-lasting as yet.

Responsibility: To Batman and Gotham City.

Secret Identity: Timothy Wayne, Bruce's adopted son.

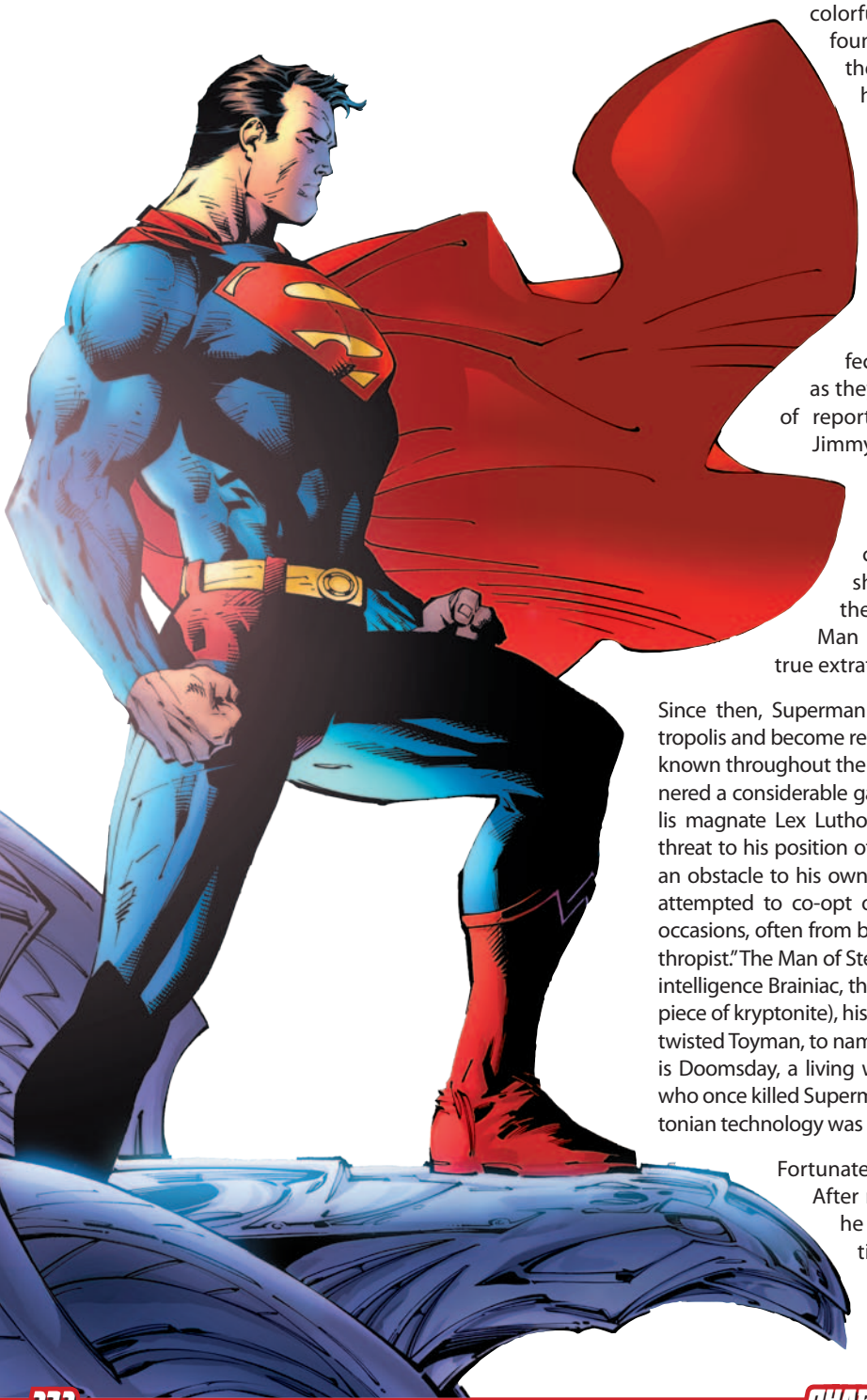
father, Jack Drake. Not long after Mr. Drake learned Tim was Robin, he was murdered by Captain Boomerang, who had been hired by the crime-broker the Calculator. Bruce Wayne legally adopted the orphaned Tim after his father's death.

Still a young man, Robin has considerable potential as a hero, already one of the best unarmed and hand-to-hand fighters in the world and a brilliant detective. He's driven by a strong sense of doing what is right and helping others in need which helps to temper the vengeful tendencies of his fellow crime fighters.

SUPERMAN

REAL NAME: CLARK JOSEPH KENT; KAL-EL (KRYPTONIAN NAME) **OCCUPATION:** JOURNALIST **BASE:** METROPOLIS
AFFILIATION: JUSTICE LEAGUE OF AMERICA **HEIGHT:** 6 FT. 3 IN. **WEIGHT:** 235 LBS. **EYES:** BLUE **HAIR:** BLACK

Rocketed from the dying planet of Krypton by his parents Jor-El and Lara, the infant Kal-El was found and adopted by Jonathan and Martha Kent of Smallville, Kansas. They named him "Clark" after Martha Kent's maiden name and raised him as their own son.



The Last Son of Krypton developed amazing powers under Earth's yellow sun: superhuman strength, speed, senses, and invulnerability among them. His adoptive parents taught him to use his powers responsibly, so the teenaged Clark Kent helped people in secret, wearing a colorful costume made from the blankets found in his escape rocket, and bearing the family crest of the House of El, to help conceal his true identity. He also took to wearing glasses made from the rocket's lenses to better separate "mild-mannered" Clark Kent from his costumed alter ego.

Clark's secret adventures came to an end when he moved to Metropolis to begin working as a reporter at the *Daily Planet*, the perfect place to find out about disasters as they happened. His very public rescue of reporter Lois Lane and photographer Jimmy Olsen splashed his image across front pages and television screens everywhere. Lois coined the name "Superman" for her mysterious rescuer (based on the similarity of his shield to the letter "S") and scored the first exclusive interview with the Man of Steel, in which he revealed his true extraterrestrial origins to the world.

Since then, Superman has been the favorite son of Metropolis and become renowned as the world's greatest hero, known throughout the galaxy and beyond. He has also garnered a considerable gallery of foes, starting with Metropolis magnate Lex Luthor, who considered the alien hero a threat to his position of most powerful man in the city and an obstacle to his own considerable ambitions. Luthor has attempted to co-opt or destroy Superman on numerous occasions, often from behind the façade of "humble philanthropist." The Man of Steel's other foes include the computer intelligence Brainiac, the mechanical Metallo (powered by a piece of kryptonite), his imperfect duplicate, Bizarro, and the twisted Toyman, to name a few. Perhaps his most deadly foe is Doomsday, a living weapon from Krypton's distant past, who once killed Superman in single combat (although Kryptonian technology was later able to revive him).

Fortunately, Superman has no lack of friends. After romantically flirting for some time, he eventually revealed his true identity to Lois Lane and proposed. Both Clark and Superman are well known to the rest of the staff at the *Daily Planet,* including editor

SUPERMAN PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
19	14	2	2	8	2	2	4

POWERS

Flight: Array (*30 points*)

- Flight 15 (64,000 MPH) • *30 points*
- Quickness 7, Speed 15 (64,000 MPH) • *1 point*

Heat Vision: Ranged Damage 15 (heat) • *30 points*

Invulnerability: Protection 4, Impervious Toughness 18; Immunity 10 (Life Support) • *32 points*

Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead]) • *15 points*

Super-Speed: Quickness 8 • *8 points*

Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str23; 200,000 tons) • *4 points*

EQUIPMENT

HEADQUARTERS: FORTRESS OF SOLITUDE • *25 POINTS*

Huge; **TOU** 20; *Features:* Communications, Computer, Concealed 3, Defense System, Hanger, Holding Cells, Infirmary, Isolated, Laboratory, Library, Living Space, Power System, Security System

ADVANTAGES

Connected, Equipment 5, Extraordinary Effort, Inspire, Interpose, Languages (Kryptonian), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 3 (+11), Expertise: Farming 4 (+6), Expertise: Krypton 8 (+10), Expertise: Journalism 10 (+12), Ranged Combat: Heat Vision 8 (+10), Perception 8 (+10), Persuasion 8 (+12), Technology 3 (+5)

OFFENSE

INITIATIVE +2

Heat Vision +10	Ranged, Damage 15
Unarmed +11	Close, Damage 19

DEFENSE

DODGE	10	**FORTITUDE**	15
PARRY	10	**TOUGHNESS**	18
WILL	15		

POWER POINTS

ABILITIES	106	**SKILLS**	26
POWERS	120	**DEFENSES**	24
ADVANTAGES	14	**TOTAL**	290

COMPLICATIONS

Power Loss: Superman loses his powers and his Str and Sta are reduced to 3 under a red sun, like that of Krypton, and other effects draining or interfering with the energies of the yellow sun can deprive him of his powers.

Relationships: Superman's closest relationship is with his wife, Lois Lane. Other important people in his life include his mother, Martha Kent, and friends and co-workers Jimmy Olsen, Perry White, and Catherine "Cat" Grant.

Responsibility: Superman feels a strong sense of responsibility to use his powers for the benefit of all.

Secret Identity: Clark Kent, mild-mannered reporter for the *Daily Planet*.

Vulnerability: Superman is as vulnerable to magic as anyone else. His Toughness is not Impervious against magical attacks.

Weakness: Kryptonite (see sidebar).

Perry White and photographer Jimmy Olsen. Superman is widely respected by the world's heroes, and a regular member of the Justice League of America.

Kal-El also discovered he is not the sole survivor of Krypton. There is his cousin, Kara, who joined the "family business" as Supergirl, the various criminals consigned to the Phantom Zone, and the inhabitants of the Kryptonian city of Kandor, shrunken and stolen from Krypton by Brainiac. There's even Kal-El's childhood pet, Krypto the Superdog, sent out into space as an early test of the rocket that brought him to Earth and later reunited with his beloved master. Superman's Kryptonian heritage is preserved in his arctic Fortress of Solitude, including various relics and technology from that vanished world.

KRYPTONITE

Superman's greatest weakness is "kryptonite," radioactive remains of his home planet of Krypton. It comes in a number of forms. Green kryptonite is by far the most common. Its radiation saps the Strength and powers of Kryptonians, leaving them impaired, disabled, and eventually debilitated in terms of Strength and power effects. Long-term exposure (usually a matter of minutes, less for a large enough amount) imposes the dying condition and may lead to death. Kryptonite radiation has far less effect on humans, little to none unless exposed over a long period of time, in which case radiation sickness or cancer can result.

WONDER WOMAN

REAL NAME: DIANA ALIASES: DIANA PRINCE OCCUPATION: AMBASSADOR, AGENT OF THE DMA BASE: WASHINGTON, DC
AFFILIATION: JUSTICE LEAGUE OF AMERICA HEIGHT: 6 FT. WEIGHT: 165 LBS. EYES: BLUE HAIR: BLACK

The Goddesses of the Olympian pantheon, led by Athena, resurrected the spirits of women who died by violence at the hands of men as the Amazons, a society of warrior-women devoted to the ideals of peace. After the Amazons were betrayed and abused by the demigod Heracles, the goddesses created a new home for them on the hidden island of Themyscira, also known as "Paradise Island."

Hippolyta, Queen of the Amazons, longed for a child, not knowing her spirit was that of a woman who perished while pregnant. She prayed to the goddesses and received a vision to go to the shore of Themyscira and fashion a child out of clay. Then the goddesses infused the clay with the spirit of Hippolyta's unborn child, blessing her with special powers and abilities. The Amazon queen named her daughter after Diana Trevor, a great heroine from the outside world who aided Themyscira in a time of need.

When the mad god Ares wished to plunge the world into war, he began by attempting to destroy Themyscira using a diverted U.S. Air Force plane piloted by Colonel Steve Trevor, Diana Trevor's son. When Col. Trevor managed to eject from his plane, Princess Diana rescued him, making him the first man on Themyscira.

Queen Hippolyta declared a tournament to choose the most skilled Amazon to bring Trevor back to Patriarch's World, but forbade Diana from entering the contest, not wishing to lose her. Diana disobeyed her mother's wishes, entering the tournament in disguise. When Diana won and revealed her true identity, Hippolyta had no choice but to bow to Amazon tradition and the will of the gods. Dressed in ceremonial armor based on Diana Trevor's W.A.C. emblems, and bearing the Lasso of Truth forged by Hephaestus from the Girdle of Gaea, Diana left Themyscira and brought Col. Trevor back to the outside world. There she thwarted Ares' plans to spark a new world war and became known as "Wonder Woman."

Since then, Diana has wholeheartedly adopted the role of Themyscira's ambassador to Patriarch's World and has become a symbol of hope for all, particularly women. Her Wonder Woman Foundation supports a number of charitable causes. More recently, Wonder Woman has adopted the secret identity of "Diana Prince," working as an agent of the Department of Metahuman Affairs, to better keep in touch with humanity and provide her an alternative to her super hero celebrity life. Due to a spell cast upon her by her foe Circe, Wonder Woman is powerless and entirely human in her Diana Prince identity, relying solely on her considerable skills and determination, which have proven more than equal to the challenge.

WONDER WOMAN PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
16	14	10	8	14	2	4	6

POWERS

Amazon Bracelets: Impervious Toughness 10, Sustained, Removable (-2 points) • *8 points*

Magic Lasso: Move Object 16 Linked to Ranged Affliction 16 (Resisted by Will; Vulnerable, Compelled), Limited to Telling the Truth, Limited Degree, Easily Removable (-16 points) • *22 points*

Quick Change: Feature 1 (change into Wonder Woman as a free action) • *1 point*

Speed of Hermes: Flight 11 (4,000 MPH) • *22 points*

Strength of Gaia: Enhanced Strength 6, Limited to Lifting (Lifting Str22; 100,000 tons) • *6 points*

EQUIPMENT

VEHICLE: INVISIBLE PLANE • *31 POINTS*

Huge, **STR** 20, **DEF** -4, **TOU** 11; *Features:* Concealment 2 (visual), Flight 11

ADVANTAGES

Animal Empathy, Attractive, Benefit (Ambassador of Themyscira), Equipment 7, Languages 2, Ranged Attack 4, Teamwork

SKILLS

Acrobatics 6 (+16), Athletics 4 (+20), Expertise: Mythology 8 (+10), Insight 10 (+14), Intimidation 4 (+10), Investigation 6 (+8), Perception 8 (+12), Persuasion 6 (+12), Ranged Combat: Lasso 2 (+14), Vehicles 4 (+12)

OFFENSE

INITIATIVE +10	
Lasso +14	Ranged, Move Object 16 (+16 grab bonus)
Unarmed +14	Close, Damage 16

DEFENSE

DODGE	16	**FORTITUDE**	14
PARRY	16	**TOUGHNESS**	14
WILL	16		

POWER POINTS

ABILITIES	148	**ADVANTAGES**	17	**DEFENSES**	20
POWERS	59	**SKILLS**	29	**TOTAL**	273

COMPLICATIONS

Enemy: Circe

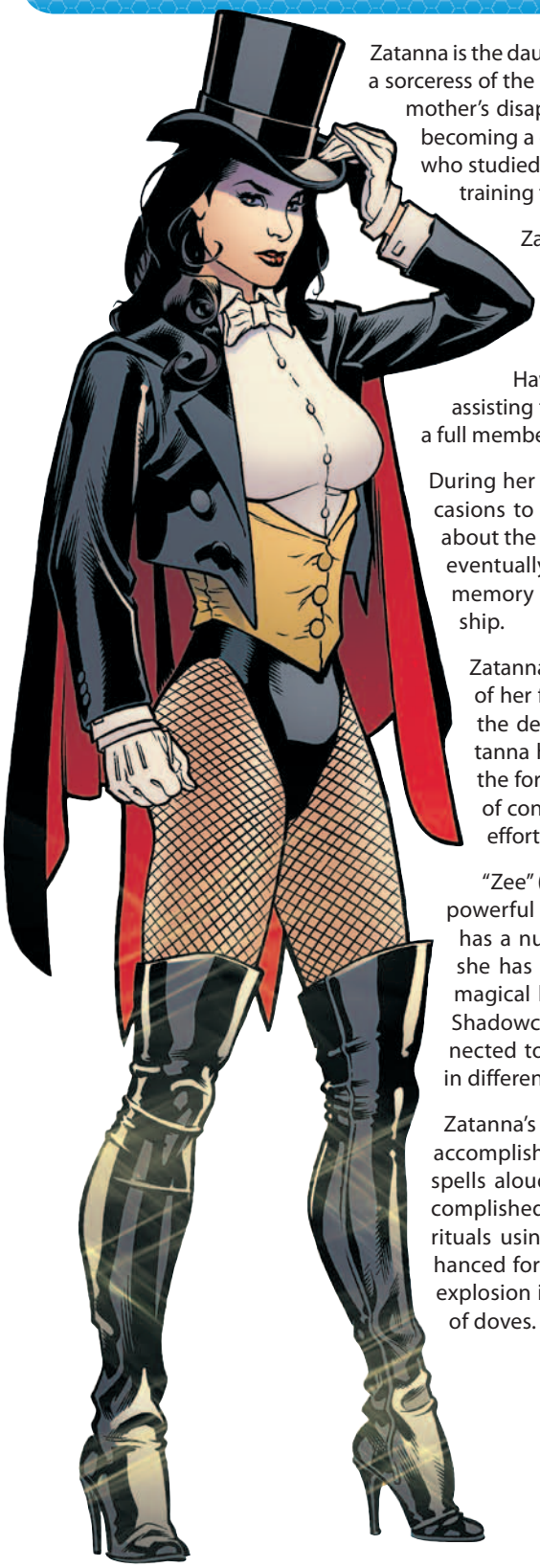
Power Loss: In her Diana Prince identity, Wonder Woman has no powers and the abilities of an ordinary (if athletic and skilled) woman. Her Str and Sta are 3 and her Dex and Agl are 4.

Responsibility: To Themyscira

Secret Identity: Diana Prince, agent of the Department of Metahuman Affairs.

ZATANNA

REAL NAME: ZATANNA ZATARA ALIASES: PRIMAK THE WITCH OCCUPATION: MAGICIAN BASE: SHADOWCREST
AFFILIATION: JUSTICE LEAGUE OF AMERICA HEIGHT: 5 FT. 7IN. WEIGHT: 137 LBS. EYES: BLUE HAIR: BLACK



Zatanna is the daughter of the stage magician Giovanni (John) Zatara and Sindella, a sorceress of the *Homo magi* offshoot of humanity. Raised by her father after her mother's disappearance, Zatanna learned from him the craft of stage magic, becoming a capable illusionist. She also befriended the young Bruce Wayne, who studied stage magic and escapology with her father during his years of training to become Batman.

Zatanna eventually awakened to her inherited mystic potential. She learned to cast spells by speaking incantations backwards, like her father. She initially used her powers to investigate her father's disappearance. This brought her into contact with several heroes, including Batman and Robin, Hawkman and Hawkwoman, the Atom, Elongated Man, and Green Lantern. After assisting the Justice League on several cases, Zatanna joined the team as a full member and served for some time.

During her time with the League, Zatanna used her magic on several occasions to erase the memories of criminals with dangerous knowledge about the team and its members, particularly their civilian identities. This eventually led to a confrontation with Batman, and Zatanna erased his memory of the incident, a decision that nearly destroyed their friendship.

Zatanna suffered a number of personal tragedies, including the death of her father Zatara, who sacrificed himself to save Zatanna's life from the demonic Great Beast. His soul was trapped in Hell, and later Zatanna had to consign it to the oblivion of the abyss rather than allow the forces of Hell to use Zatara's soul as a resource. She suffered a loss of confidence and with it her magical abilities. It took some time and effort for her to recover them both.

"Zee" (as she is known to her friends) is among the most famous and powerful of the mystical community, widely known and respected. She has a number of contacts there, including some friends of her father she has known since childhood. Zatanna inherited Zatara's library of magical lore and collection of occult artifacts, as well as the mansion Shadowcrest, initially located outside of Gotham City, but truly connected to a different dimension, allowing Zatanna's home to manifest in different places.

Zatanna's magical powers are virtually limitless in terms of what she can accomplish. Her primary limitation is that she must speak most of her spells aloud, reciting the incantations backwards, although she has accomplished some minor feats of magic without speaking and performed rituals using writing and other techniques. She is known for using enhanced forms of stage magic and misdirection, such as transforming an explosion into a burst of flower petals or a horde of demons into a flock of doves.

ZATANNA PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
0	2	2	4	2	3	4	4

POWERS

Magic: Array (*28 points*)

- **Cigam Enogeb!:** Nullify 14 (All Magic Effects) • *28 points*
- **Dnuob Won Eb!:** Ranged Affliction 9, Extra Condition, Limited Degree (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized) • *1 point*
- **Ekirts Cigam!:** Ranged Damage 14 (magic), Dynamic • *1 points*
- **O Egnahc Otserp!:** Ranged Affliction 9 (Resisted by Fortitude; Dazed, Stunned, Transformed), Cumulative • *1 point*
- **Raeppa!:** Create 9, Continuous, Subtle • *1 point*
- **Tcetorp!:** Deflect 14 • *1 point*
- **Tegrof Won:** Affliction 9 (Resisted by Will; Dazed, Stunned, Transformed—subject forgets), Progressive • *1 point*
- **Em Tropsnart!:** Teleport 14 (60 miles) • *1 point*

Mystic Senses: Senses 4 (Detect Magic, Ranged, Acute, Analytical) • *4 points*

ADVANTAGES

Artificer, Attractive, Connected, Defensive Attack, Extraordinary Effort, Fascinate (Expertise: Performance), Luck, Ritualist, Teamwork

SKILLS

Deception 8 (+12), Expertise: Magic 12 (+15), Expertise: Performance 8 (+12), Insight 8 (+12), Perception 6 (+10), Persuasion 6 (+10), Ranged Combat: Magic 4 (+8), Sleight of Hand 10 (+14), Treatment 4 (+7)

OFFENSE

INITIATIVE +2	
Magic +8	Ranged, Damage 14 plus others
Unarmed +2	Close, Damage 0

DEFENSE

DODGE	12	**FORTITUDE**	7
PARRY	8	**TOUGHNESS**	2
WILL	13		

POWER POINTS

ABILITIES	42	**ADVANTAGES**	9	**DEFENSES**	30
POWERS	39	**SKILLS**	33	**TOTAL**	153

COMPLICATIONS

Guilt: Over the death of her father, Zatara, who sacrificed himself to save her.

Power Loss: Zatanna needs to speak aloud (and backwards) to cast her spells.

MAGIC TRICKS

Zatanna's Magic power touches upon just the tip of her potential. She can do a great deal with just the listed effects, particularly Create, but she is also capable of a wide range of Magic power stunts, allowing her to whip up completely new spell effects at will. This fits in with the fact that more complex and demanding magic tends to be tiring (the fatigue associated with extra effort for power stunts). The more hero points Zatanna's player builds up, the greater the variety of spells at her fingertips without any fatigue. If the need is not immediate, Zatanna can also create and perform magical rituals, using the rules outlined in the **Powers** chapter. Her rank of Magic Expertise allows Zatanna to routinely manage rituals worth around 15 power points of effects.

Zatanna gets some opportunities to earn hero points, too, given that her defensive traits are well below her listed power level. She's capable of actively using Magic to deflect attacks, or of Creating barriers or the like, but otherwise has no special defenses, particularly when it comes to close fighting. Additionally, she cannot use Magic if she is incapable of reciting her backwards incantations, another complication that earns Zee's player hero points.

BLACK ADAM

REAL NAME: TETH-ADAM ALIASES: THEO ADAM, THE MIGHTY ADAM, KHEM-ADAM
OCCUPATION: CONQUEROR, CHAMPION BASE: KAHNDAQ AFFILIATION: JUSTICE SOCIETY OF AMERICA, THE SECRET SOCIETY
HEIGHT: 6 FT. WEIGHT: 198 LBS. EYES: BROWN HAIR: BLACK

In the ancient Middle Eastern nation of Kahndaq around the 13th century B.C.E., the hero known as the Champion chose Teth-Adam as his successor. By speaking the magic word "Shazam" he was transformed into the Mighty Adam, with powers granted by the gods: Shu (stamina), Heru (speed), Amon (strength), Zehuti (wisdom), Aton (power), and Mehen (courage).

For centuries, the Mighty Adam used his powers as a force for good, eventually serving as champion to the Pharaoh Ramses II and the Egyptian prince Khufu. When the villain Ahk-ton, a servant of Vandal Savage, conquered Adam's homeland of Kahndaq and murdered the hero's wife and children, he went mad and killed his foe. He then swore to reclaim Kahndaq, by any means necessary. Upon learning of this, the Champion—now known as the wizard Shazam—stripped Adam of his powers, placing them in a mystic scarab. Restored to his true, mortal age, the former hero turned into a mummified cadaver. Shazam had both the scarab and the body of "Khem-Adam" (Black Adam) entombed.

Thousands of years later, Theo Adam, assistant in an archeological dig led by C.C. and Marilyn Batson, discovered the tomb of Khem-Adam. Overcome with desire for the ancient scarab, Theo Adam murdered the Batsons and stole it. The wizard Shazam recruited the Batsons' young son, Billy, as his new Champion, Captain Marvel. Upon seeing Captain Marvel's costume and resemblance to C.C. Batson, Theo Adam realized he was a reincarnation of Teth-Adam. Holding the scarab and speaking the name "SHAZAM" he was transformed... into Black Adam!

Initially an enemy of Captain Marvel and the Marvel Family, Black Adam later attempted to reform and reclaim his role as a hero. He worked with the Justice Society of America for a time, and his antiquated and often brutal ideas about justice created friction with other members of the team. He eventually split from the JSA, taking several younger heroes under his guidance, to administer his own form of justice. This included overthrowing the military dictatorship ruling Black Adam's ancient homeland of Kahndaq and liberating its people.

For a time, Black Adam ruled Kahndaq. He used the mystic amulet that once held his powers to empower Adrianna Tomaz, a former slave, as the heroine Isis, and the two of them fell in love and were married. Adam also bestowed a portion of his power on Adrianna's brother, Amon, transforming him into Osiris, the third member of the "Black Marvels." Black Adam's newfound family tempered and began to soften his harsh views.

BLACK ADAM PL16

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
19	16	2	2	10	1	10	3

POWERS

Courage of Mehen: Enhanced Will 5, Impervious Will 10 • *15 points*

Swiftness of Heru: Array (*30 points*)

- Flight 15 (64,000 MPH) • *30 points*
- Dimensional Travel 1 (Rock of Eternity) • *1 point*
- Quickness 15, Speed 15 (64,000 MPH) • *1 point*

Stamina of Shu: Protection 2, Impervious Toughness 18; Immunity 10 (Life Support) • *30 points*

Strength of Amon: Enhanced Strength 4, Limited to Lifting (Lifting Str23; 200,000 tons) • *4 points*

Wisdom of Zehuti: Enhanced Awareness 7, Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades) • *18 points*

ADVANTAGES

Assessment, Beginner's Luck, Eidetic Memory, Great Endurance, Improved Initiative, *Jack-of-all-trades,* Move-by Action

SKILLS

Close Combat: Unarmed 3 (+13), Expertise: Tactics 9 (+10), Insight 2 (+12), Intimidation 8 (+11), Perception 2 (+12)

OFFENSE

INITIATIVE +6	
Unarmed +13	Close, Damage 19

DEFENSE

DODGE	11	**FORTITUDE**	16
PARRY	11	**TOUGHNESS**	18
WILL	16		

POWER POINTS

ABILITIES	112	**ADVANTAGES**	3	**DEFENSES**	11
POWERS	99	**SKILLS**	12	**TOTAL**	237

COMPLICATIONS

Power Loss: Black Adam loses his powers and reverts to his mortal form when he speaks the magic word "Shazam."

Relationship: His wife, Isis (Adrianna Tomaz)

Temper: Black Adam is infamous for his towering rages.

Things fell apart when the Horsemen of Apokolips attacked Kahndaq. Famine posed as the talking crocodile Sobek and befriended Osiris, then killed him. Isis perished from a disease inflicted by Plague, using the last of her powers to save Black Adam from the Horseman Death. His family cruelly taken from him once again, Black Adam swore vengeance. He tore through the nation of Bialya to find the escaped Death, killing everyone in his path. When he learned the Chinese government was ultimately responsible for creating the Horsemen, he attacked China, resulting in massive casualties and damage until a coalition of heroes was able to stop him. Captain Marvel (aided by a group of mystics) managed to take away his powers once again.

Black Adam later regained his powers and reunited with his wife, Isis, resurrected by the wizard Felix Faust. Together with Mary Marvel (corrupted by Eclipso and the influence of Black Adam's powers) the Black Marvels seized control of the Rock of Eternity and attempted to use its power to "cleanse" the Earth, which Isis believed to be hopelessly corrupt. The Justice Society of America and Captain Marvel were able to stop them, and the spirit of the wizard Shazam stripped both Teth-Adam and Adrianna of their powers, transforming them into immobile stone statues.

BLACK MANTA

REAL NAME: UNREVEALED OCCUPATION: PIRATE, ASSASSIN BASE: DEVIL'S DEEP
AFFILIATION: O.G.R.E., INJUSTICE LEAGUE OF AMERICA, SECRET SOCIETY
HEIGHT: 6 FT. 4 IN. WEIGHT: 240 LBS. EYES: BROWN HAIR: BROWN

The modern-day pirate known as Black Manta suffered from an unusual form of autism as a child. He was comfortable in freezing cold water, but found softer and warmer textures painful. Subjected to experimental treatments to cure him, the young man turned violent, murdering the scientist who treated him before escaping.

He later appeared, wearing an advanced black wetsuit with a specialized helmet, as head of a criminal gang. Using an advanced submarine, the Black Manta became feared as the scourge of the Seven Seas. After clashing with Aquaman on several occasions, Black Manta learned of the underwater civilization of Atlantis and became obsessed with conquering it and plundering its treasures and secrets.

After years of defeat at the hands of Aquaman, Manta sought revenge by murdering the Sea King's son, Arthur, Jr. by imprisoning him in an air-filled sphere so he would suffocate. Aquaman nearly killed Black Manta in retaliation, but showed him mercy. The villain later sold his soul to the demon Neron, who transformed him into a manta-human hybrid creature. Aquaman once again showed his old foe mercy, using the mystic power granted to him by the Lady of the Lake to not only reverse Manta's transformation, but also rewire his brain for normal functioning.

Unfortunately, Black Manta remained a murderous criminal. He betrayed and nearly killed Aquaman, and continues to plague his old foe, seeking to claim the Seven Seas and their treasures for himself alone. To achieve his goals, Manta has worked with other criminals from time to time. He was an agent of the terrorist-for-hire group O.G.R.E. (Organization for General Revenge and Enslavement), and an ally of Aquaman's evil brother, Ocean Master. He has also been a member of the Injustice League and the Secret Society.

Originally, Black Manta possessed no superhuman powers, relying entirely on his specialized diving suit. The suit provides oxygen and pressure support underwater, and grants Black Manta considerable strength and toughness. It is equipped with jet propulsion and an array of weapons, including blades, electrical blasters, and miniature torpedoes. His helmet contains a telepathic scrambler (able to block Aquaman's telepathy) and its lenses can project powerful energy beams ("manta-rays"). Manta later underwent surgery to implant artificial gills like those of his Manta-Men, allowing him to breathe underwater without his suit.

BLACK MANTA PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
8	3	4	4	6	2	2	2

POWERS

Diving Suit: Enhanced Strength 5, Protection 5, Swimming 7(60 MPH), Removable (–4 points) • *18 points*

Gill Implants: Immunity 2 (Drowning, Pressure), Movement 1 (Environmental Adaptation — Aquatic) • *4 points*

Helmet: Immunity 5 (telepathic powers), Removable (–1 point) • *4 points*

Weapons: Array (*20 points*), Removable (–4 points)

- **Electrical Blasters:** Damage 10 (electrical), Line Area • *20 points*
- **Blades:** Strength-based Damage 2 • *1 point.*
- **Helmet Eye-beams:** Ranged Damage 10 (laser) • *1 point*
- **Mini-Torpedoes:** Ranged Damage 8, Homing 4 • *1 point*

EQUIPMENT

VEHICLE: MANTA-SUB • *35 POINTS*

Gargantuan; **STR** 13, **SPD** 7, **DEF** -6, **TOU** 11; *Features:* Navigation System, Smokescreen (ink cloud), Torpedoes (Ranged Damage 8 Burst Area 5), Towing Cables

ADVANTAGES

Agile Feint, Defensive Attack, Equipment 7, Improved Aim, Minions, Move-by Action, Precise Attack (Ranged, Cover)

SKILLS

Athletics 6 (+9), Close Combat: Blades 4 (+10), Close Combat: Unarmed 6 (+12), Ranged Combat: Weapons Array 6 (+10), Technology 8 (+10)

OFFENSE

INITIATIVE +4

Blades +10	Close, Damage 10
Electrical Blasters +10	Ranged, Damage 10
Helmet Eye-beams +10	Ranged, Damage 10
Mini-Torpedoes +10	Ranged, Damage 8
Unarmed +12	Close, Damage 8

DEFENSE

DODGE	12	**FORTITUDE**	10
PARRY	12	**TOUGHNESS**	8/3*
WILL	9	*Without Diving Suit.	

POWER POINTS

ABILITIES	52	**SKILLS**	15
POWERS	45	**DEFENSES**	28
ADVANTAGES	13	**TOTAL**	153

COMPLICATIONS

Enemy: Aquaman.

Obsession: Black Manta is obsessed with defeating Aquaman and claiming the treasures of Atlantis for himself.

MINIONS OF BLACK MANTA

Black Manta's henchmen are equipped with underwater gear, including gill-implants, allowing them to breathe while submerged. They crew the Manta-Sub and board vessels at their boss' command, as well as deal with interloping heroes while Black Manta prepares a counterattack or a quick escape.

MANTA-MEN: PL4 MINIONS • 30 POINTS

Abilities: STR 1, **STA** 1, all others 0.

Powers: Gill-implants (Immunity 1 — Drowning), Movement 1 (Environmental Adaptation 1: Aquatic)

Equipment: Commlink, Diving Suits (Protection 2, Swimming 3 (4 MPH)), Goggles (Senses 1: Low-Light Vision), Spear gun (Ranged Damage 4)

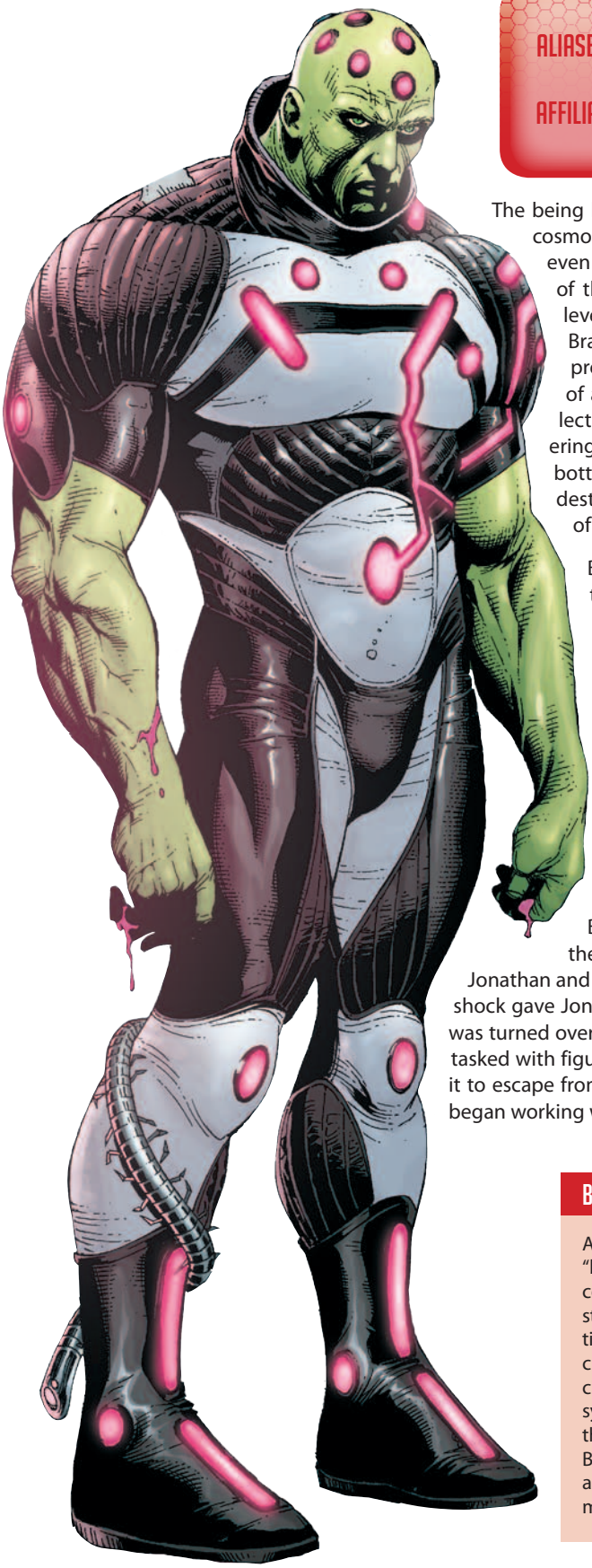
Advantages: Equipment 3

Skills: Athletics 4 (+5), Close Combat: Unarmed 4 (+4), Ranged Combat (Spear guns) 4 (+4)

Offense: Initiative +0, Spear-gun +4 (Damage 4), Unarmed +4 (Damage 1)

Defense: Dodge 4, Parry 4, Fortitude 4, Toughness 3, Will 3

BRAINIAC



REAL NAME: UNREVEALED, IF ANY
ALIASES: MILTON FINE, VRIL DOX, BRAINIAC 2.5, AND OTHERS
OCCUPATION: COLLECTOR BASE: STARSHIP
AFFILIATION: NONE HEIGHT: VARIABLE WEIGHT: VARIABLE
EYES: RED HAIR: NONE

The being known as Brainiac inspires fear throughout the known cosmos, although a great many have never actually seen him, even if they think that they have. Brainiac was originally one of the Coluans, a race of genius humanoids with eighth-level intellects. Having a remarkable twelfth-level intellect, Brainiac attempted to overthrow his own world, and was promptly exiled when he failed. Possessed of a vast array of alien technologies, Brainiac's prime function is the collection of knowledge: his probes travel the universe, gathering all of a world's information, sometimes shrinking and bottling whole cities. Once the process is complete, Brainiac destroys the original information source, ensuring the value of the knowledge he has preserved.

Brainiac shrank and stole the city of Kandor from Krypton before its destruction, although he did not destroy the planet. Many years later, nanite probes transmitted by Brainiac to Earth possessed carnival mentalist Milton Fine, vastly enhancing his powers. Fine began calling himself Brainiac and became a foe of Superman. The nanite copy of Brainiac later downloaded into other forms, including the Brainiac 2.5 android and the Kryptonian super-weapon Doomsday. Eventually, information about Earth and the Last Son of Krypton was transmitted back to the original Brainiac, who came to Earth to bottle the city of Metropolis and acquire all of Earth's knowledge before destroying the planet.

Brainiac was defeated, but at a high cost to Superman; the villain launched a missile at the Kent farm out of spite. Jonathan and Martha Kent escaped the explosion untouched, but the shock gave Jonathan a fatal heart attack. Brainiac's inert android form was turned over to the U.S. military for study, but when Lex Luthor was tasked with figuring out Brainiac's alien technology, he was able to use it to escape from military custody. Reunited with his bio-shell, Brainiac began working with Luthor to avenge his defeat at Superman's hands.

BRAINIAC'S SHIP

A considerable amount of Brainiac's power comes from his "bio-shell," a massive starship electronically linked to his computer intellect. The ship is capable of crossing interstellar distances, is more than a match for most conventional military forces, and possesses manipulative tentacles and a shrinking ray Brainiac uses to reduce and bottle cities from various planets. The ship also has a transporter system able to teleport Brainiac's android form down to the surface of a planet from orbit and retrieve it again. Brainiac pilots the bio-shell cybernetically, plugging his android body into its control systems so his computer mind becomes one with it.

BRAINIAC PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
13	11	2	3	4	12	3	3

POWERS

Android Body: Immunity 30 (Fortitude), Protection 5, Impervious Toughness 8 • *43 points*

Computer Mind: Communication 5 (Radio), Comprehend 4 (Languages, Machines), Quickness 10 (Limited to Mental Tasks) • *33 points*

EQUIPMENT

VEHICLE: BIO-SHELL • *219 POINTS*

Awesome, **STR** 20, **SPD** 14, **DEF** –10, **TOU** 20; *Features:* Extra Limbs 8, Impervious Toughness 20, Missile Battery (Ranged Damage 16, Burst Area 12), Remote Control, Shrink Ray (Ranged Shrinking Attack 20), Space Travel 3, Transporter (Teleport 15, Extended)

ADVANTAGES

Accurate Attack, Assessment, Chokehold, Diehard, Eidetic Memory, Equipment 44, Fearless, Improved Initiative, Inventor, Well-informed

SKILLS

Close Combat: Bio-Shell 2 (+6), Close Combat: Unarmed 7 (+11), Expertise: History 11 (+23), Expertise: Known Space 11 (+23), Insight 8 (+11), Intimidation 8 (+11), Investigation 6 (+18), Perception 8 (+11), Ranged Combat: Bio-Shell Weapons 6 (+9), Technology 11 (+23), Vehicles 10 (+13)

OFFENSE

INITIATIVE +6	
Unarmed +11	Close, Damage 13

DEFENSE

DODGE	10	**FORTITUDE**	11
PARRY	10	**TOUGHNESS**	16
WILL	13		

POWER POINTS

ABILITIES	102	**ADVANTAGES**	53	**DEFENSES**	24
POWERS	76	**SKILLS**	44	**TOTAL**	295

COMPLICATIONS

Obsession: Brainiac's function is the collection and preservation of knowledge and the destruction of its source.

Phobia: Brainiac is disgusted by biological life in all its forms and dislikes being outside his bio-shell.

MILTON FINE

Brainiac's nanite probes originally possessed Milton Fine, a carnival mentalist, greatly enhancing his psionic abilities, but also convincing him that he was a disembodied alien scientist possessing the body of an Earthman. As Brainiac, Fine initially relied heavily on his enhanced mental powers. Eventually, he used recombinant DNA and cybernetic enhancement to transform himself into a green-skinned, more physically powerful, figure more like the original Brainiac in appearance. A cyber-web implant also heightened his mental powers.

As Brainiac, Milton Fine had relatively low physical abilities (ranks of 2–3) but considerable Intellect and mental powers. He possessed telepathy (including Mind Reading 13) and psychokinesis (Move Object 13), along with a powerful mental blast (Perception Ranged Damage 6, Resisted by Will). He could also create mental illusions (Illusion 8, Resistable by Will) and sometimes control others' minds (Affliction).

CATWOMAN

REAL NAME: SELINA KYLE ALIASES: VARIOUS OCCUPATION: CAT BURGLAR BASE: GOTHAM CITY'S EAST END, MOBILE
AFFILIATION: NONE HEIGHT: 5 FT. 7 IN. WEIGHT: 133 LBS. EYES: BLUE-GREEN HAIR: BLACK

Selina Kyle learned life's harshest lessons early on. Her mother committed suicide when she was only a child and her abusive, alcoholic father drank himself to death not long thereafter. She was separated from her sister Magdalena (Maggie) and placed in the Sprang Hall Juvenile Center—a corrupt and abusive state home for girls. Selina later escaped and decided to take her chance on the streets of the East End of Gotham. There she first learned to steal and do what she needed to in order to survive.

By adulthood, Selina was a capable thief and cat burglar, known in the East End for sharing some of her take with the desperate and downtrodden. She learned martial arts at a back-alley dojo and even studied boxing with heavyweight champ Ted Grant (Wildcat). While posing as a dominatrix to gain information about potential targets, Selina acquired and learned to wield a cat-o'-nine-tails, which she held on to as a keepsake. It later helped inspire her career as the costumed "Catwoman," using her gymnastic and fighting skills as a cat burglar in Gotham City. The police could not catch her, but the Batman was a different matter.

Sparks flew between Catwoman and Batman right from the beginning. He attempted to convince Selina to give up her life of crime, and she was tempted (and even tried) on a number of occasions, but circumstances and the lure of the excitement and challenge of her criminal life always pulled her off the straight-and-narrow. Catwoman has been one of Batman's most capable and elusive foes (and an occasional ally), and their ongoing romantic attraction has always posed a challenge for the Dark Knight.

Catwoman has no metahuman abilities, but is a highly skilled athlete, cat-burglar, and combatant, both unarmed and wielding her signature bullwhip.

In addition to the listed equipment, you can assume Catwoman has access to a complete range of burglar's tools and similar items. She's known for carrying plastic restraints and duct-tape to bind and gag targets before she robs them, for example, and usually has a set of lockpicks on her person. While she prefers a more maneuverable motorcycle (better for the tight alleys of parts of Gotham) she has been known to drive various cars as well, often stolen.

CATWOMAN PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	3	6	6	8	3	4	4

EQUIPMENT

Cat's Claws: Strength-based Damage 2 • *2 points*

Climbing Gear: Movement 1 (Wall-crawling) • *2 points*

Bullwhip: Strength-based Damage 2, Improved Grab, Improved Trip, Reach 2 • *6 points*

VEHICLE: MOTORCYCLE • *10 POINTS*

Medium, **STR** 1, **SPD** 6, **DEF** 0, **TOU** 8; *Features:* Navigation System

ADVANTAGES

Attractive, Close Attack 2, Connected, Contacts, Defensive Attack, Defensive Roll 3, Equipment 4, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Instant Up, Move-by Attack, Precise Attack (Close, Cover), Quick Draw, Ranged Attack 3, Seize Initiative, Skill Mastery (Sleight of Hand), Takedown, Uncanny Dodge

SKILLS

Acrobatics 8 (+14), Athletics 10 (+12), Deception 10 (+14), Close Combat: Bullwhip 4 (+14), Close Combat: Unarmed 3 (+13), Expertise: Burglar 10 (+13), Insight 8 (+12), Intimidation 4 (+8), Investigation 5 (+8), Perception 8 (+12), Persuasion 10 (+14), Stealth 8 (+14), Sleight of Hand 8 (+14), Technology 4 (+7), Vehicles 4 (+10)

OFFENSE

INITIATIVE +10	
Claws +13	Close, Damage 4
Bullwhip +14	Close (Reach 2), Damage 4
Unarmed +13	Close, Damage 2

DEFENSE

DODGE	14	**FORTITUDE**	8
PARRY	14	**TOUGHNESS**	6/3*
WILL	11	*Without Defensive Roll bonus.	

POWER POINTS

ABILITIES	72	**ADVANTAGES**	28	**DEFENSES**	26
POWERS	0	**SKILLS**	52	**TOTAL**	178

COMPLICATIONS

Obsession: Selina has a difficult time resisting a thrilling challenge, especially if it involves cats or pretty, shiny baubles.

Relationship: Catwoman has strong feelings for Batman that can distract from her other goals.

PLANNING THE "PURR-FECT" CRIME

Catwoman is a foe who tries to stay one step ahead of the heroes, who usually have to do some investigating to catch up with her. Although she has a fondness for cat-themed targets (priceless Egyptian cat statues, "cat's eye" gems, and such) she doesn't focus on them exclusively, and can be quite pragmatic when it comes to picking her marks. She's fond of robbing to homes of the wealthy, stealing pretty baubles and trinkets she feels they will "never miss." Her habit of sharing the wealth in and around the East End neighborhood of Gotham has earned her a considerable reputation with the locals, who tend to look out for her, and are less likely to cooperate with any strangers (especially badges or masks) who come looking.

Make liberal uses of distractions to aid in Catwoman's getaway from initial encounters with the heroes. While she avoids the use of lethal force, Selina has no problem with "playing dirty" and may set up certain diversions in advance to get the heroes' attention and allow her time to escape. Once she has disappeared among the rooftops, she can be almost impossible to find. Among other things, Catwoman's Deception skill makes her an expert in disguise, and she has been known to adopt different guises to get close to her targets and gain their trust, as well as to escape pursuit or anyone searching for her.

CHEETAH

REAL NAME: DR. BARBARA ANN MINERVA OCCUPATION: ARCHAEOLOGIST BASE: NOTTINGHAM, ENGLAND
AFFILIATION: NONE HEIGHT: 5 FT. 9 IN. WEIGHT: 140 LBS. EYES: BROWN HAIR: AUBURN

Barbara Minerva was born to privilege in Nottingham, England, raised by nannies and servants while her parents were away on safari. In her teens, she was in a car accident that killed her parents and left Barbara lame in one leg. She pursued higher education, becoming a Ph.D. in archeology where she sought fame through the discovery and collection of rare historical artifacts and curiosities.

It was this obsession that led Dr. Minerva to seek out the hidden temple of Urzkartaga in Africa. After witnessing a rival tribe attack the followers of the plant-god and kill their guardian, a cheetah-woman, Dr. Minerva managed to convince Chuma, a priest of the temple, to help her take the power of the cheetah for herself. She murdered her colleague Dr. Leavens to offer his blood to Urzkartaga, consuming it and a combination of the plant-god's leaves and berries. Minerva gained the power she sought, but because the avatar of the Cheetah was supposed to be a virgin, and she was not, she also inherited a curse: severe addiction to the plant-god and bloodlust in her feral form.

Initially, Dr. Minerva took an interest in Wonder Woman because of her golden lasso, forged from the legendary Girdle of Gaea. When attempts to steal the lasso by guile and stealth failed, the Cheetah became more interested in seeking revenge against the Amazon princess. She has made various attempts to humiliate and destroy Wonder Woman.

Dr. Minerva went through a number of transformative events as the Cheetah, including the death of Chuma and the loss of Urzkartaga. The enchantments of Circe allowed her to retain her feline powers, and gave her the ability to appear in her human identity at will (although this is merely an illusion). A dalliance with Professor Zoom led to Cheetah seeking out and killing Priscilla Rich, who had used the Cheetah name during the 1940s. This act made Minerva "the one, true Cheetah" and unlocked even greater powers of speed than she previously possessed, making her superhumanly fast.

CHEETAH PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
7	6	7	4	8	3	5	3

POWERS

Claws: Strength-based Damage 4, Penetrating 6 • *10 points*

Heightened Senses: Senses 6 (Darkvision, Low-light Vision, Scent, Track, Ultrahearing) • *6 points*

Human Guise: Morph 1 • *5 points*

Super-Speed: Enhanced Advantage (Improved Initiative 5), Quickness 5, Speed 8 (500 MPH) • *18 points*

Tail: Extra Limbs 1 • *1 point*

ADVANTAGES

Agile Feint, All-out Attack, Defensive Roll 3, Improved Critical (Claws), Improved Trip, Instant Up, Languages 2, Power Attack, Prone Fighting, Uncanny Dodge

SKILLS

Acrobatics 8 (+15), Athletics 8 (+15), Close Combat: Claws 5 (+13), Deception 7 (+10), Expertise: Archeology 8 (+11), Insight 4 (+9), Intimidation 8 (+11), Perception 8 (+13), Stealth 8 (+15)

OFFENSE

INITIATIVE +27	
Claws +13	Close, Damage 11 (Penetrating 6), Crit. 19-20

DEFENSE

DODGE	15	**FORTITUDE**	11
PARRY	15	**TOUGHNESS**	9/6*
WILL	13	*Without Defensive Roll bonus.	

POWER POINTS

ABILITIES	86	**ADVANTAGES**	13	**DEFENSES**	28
POWERS	40	**SKILLS**	32	**TOTAL**	199

COMPLICATIONS

Bloodlust: The Cheetah is a fierce and bloodthirsty foe, sometimes losing herself to her animal instincts.

Obsession: The Cheetah is obsessed with obtaining items of historical and cultural value and with revenge on Wonder Woman.

OTHER CHEETAHS

Barbara Minerva's "predecessor" was Priscilla Rich, a Washington D.C. area debutante in the 1940s driven to adopt the costumed identity of the Cheetah by mental illness and jealousy of Hippolyta, who operated as Wonder Woman at that time. Priscilla developed a split personality around her Cheetah identity and worked for a time with a group of female super-criminals called Villainy, Inc. She possessed no superhuman powers but was a superb athlete and savage hand-to-hand fighter.

The modern Cheetah also briefly lost her name and powers to corrupt Argentinean businessman Sebastian Ballésteros, who used his considerable negotiating skills to convince Urzkartaga to abandon Minerva and invest him with the power of the Cheetah. He also became Circe's lover and, at her behest, used his wealth and resources to turn Wonder Woman's young friend Vanessa Kapatelis into a new Silver Swan. Dr. Minerva sought out a new source of power from the ancient Greek Furies, and used it to kill the usurper Ballésteros and reclaim her original powers and title.

In his Cheetah form, Sebastian Ballésteros possessed physical traits similar to Barbara Minerva's, although lacking her ranks of Super-Speed.

CIRCE

REAL NAME: CIRCE ALIASES: VARIOUS OCCUPATION: SORCERESS BASE: MOBILE AFFILIATION: NONE
HEIGHT: 5 FT. 11 IN. WEIGHT: 145 LBS. EYES: RED HAIR: PURPLE

A devoted priestess of Hecate, Circe was chosen as the vessel for her soul when the goddess began to fade into obscurity and chose to leave the realm of gods and mortals behind, although she also left a cryptic prophecy that she would one day come to reclaim what she had given. Now a godlike sorceress, Circe developed a habit of turning men into animals or animal hybrids known as "bestiamorphs." Circe hated the Amazons' philosophy of peace, and influenced Ariadne to kill Queen Hippolyta's sister Antiope following the split between the Amazons over vengeance against Heracles.

Circe dwelled for millennia on the Greek island of Aeaea, served by an ancestral cult of her bestiamorphs. When Wonder Woman visited Greece, Circe believed Hecate's prophecy was coming to pass and the Amazon would claim the goddess' soul from her, robbing her of her immortality. She attempted to destroy Wonder Woman to prevent this, but failed.

Since then, Circe has been a foe of the Amazon Princess. She has provoked war among the different pantheons of gods and forged alliances with others—such as Wonder Woman's enemy the Cheetah—to gain her revenge. She took the lost Amazon tribe of Bana Mighdall and used them to cause strife on Themyscira. She even cast a spell on New York City to transform all male super heroes into her bestiamorphs, but Wonder Woman and an alliance of super heroines defeated her.

Perhaps her most cunning scheme was posing for a time as Diana's friend Donna Milton, using magic to not only change her appearance but to conceal her identity, making her believe she truly *was* Donna Milton, thus fooling Wonder Woman's Lasso of Truth. She proved too clever for her own good, however. Her Donna Milton persona came to care for Diana as a friend and was able to use Circe's powers to save Wonder Woman from her enemies before Circe was forced to abandon the guise and her scheme. She has continued to empower Diana's enemies and seek means of humbling and destroying Wonder Woman to ensure Hecate's prophecy never comes to pass.

Circe is a powerful sorceress, as her Magic Array demonstrates. She's capable of virtually any other spell as a power stunt (given some extra effort) and often employs magical rituals as well. With her Expertise, she can routinely come up with rituals with 18 power points of effect, more with some time and effort.

CIRCE PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
0	3	2	3	3	3	4	4

POWERS

Immortality: Immunity 1 (Aging) • *1 point*

Magic: Array (*34 points*)

- **Magic Blast:** Ranged Damage 17 • *34 points*
- **Bestiamorph:** Ranged Affliction 8 (Resisted by Will; Dazed, Compelled, Transformed), Progressive • *1 point*
- **Mystic Passage:** Teleport 11 (8 miles), Accurate • *1 point*
- **Spell of Sleep:** Ranged Affliction 17 (Resisted by Fortitude; Dazed, Stunned, Asleep)• *1 point*
- **Veil of Illusion:** Illusion 8 (Visual and Auditory), Precise, Selective • *1 point*

Mystic Shield: Protection 8, Impervious, Sustained • *16 points*

ADVANTAGES

Artificer, Attractive, Daze (Deception), Fascinate (Deception), Ritualist

SKILLS

Deception 10 (+14), Expertise: Magic 15 (+18), Insight 6 (+10), Intimidation 4 (+8), Perception 4 (+8), Persuasion 10 (+14), Ranged Combat: Magic 8 (+11), Treatment 7 (+10)

OFFENSE

INITIATIVE +2	
Magic +11	Ranged, Damage 17 or others
Unarmed +3	Close, Damage 0

DEFENSE

DODGE	13	**FORTITUDE**	11
PARRY	10	**TOUGHNESS**	11/3*
WILL	16	*Without Mystic Shield.	

POWER POINTS

ABILITIES	44	**ADVANTAGES**	5	**DEFENSES**	38
POWERS	55	**SKILLS**	32	**TOTAL**	174

COMPLICATIONS

Obsession: Circe is obsessed with preventing Hecate's prophecy from coming true, and also with destroying Wonder Woman (whom she believes is connected to the prophecy).

Power Loss: Circe's Magic has no effect on, and is nullified by, the herb moly.

Relationship: Perhaps the only person Circe cares for is her daughter, Lyta.

MOLY

Although Circe's magical powers are considerable, she does have one weakness: the sacred herb moly. Said to have grown originally on the slopes of Mount Olympus, even a sprig of the herb can nullify or counter Circe's magic, and someone wearing or carrying moly is protected from Circe's spells. Ancient scrolls about Circe were bound with a cord infused with moly (to protect them from her), and the Amazons once imprisoned Circe in a garden planted with moly to nullify her powers and keep her there.

Unfortunately, moly is a rare and magical plant, impossible to cultivate in the mortal world. It is only found in magic-infused places like Themyscira, the realms of the gods, and so forth. Some preserved samples of the herb exist from ancient times, but simply finding a sample can be almost as great a challenge as using it to overcome Circe.

DARKSEID

REAL NAME: UXAS OCCUPATION: TYRANT AND CONQUEROR BASE: APOKOLIPS AFFILIATION: NONE
HEIGHT: 8 FT. 9 IN. WEIGHT: 1,815 LBS. EYES: RED HAIR: NONE

The greatest threat in the cosmos, the would-be avatar of Anti-Life, is Darkseid, unrelenting Lord of Apokolips. He desires nothing less than the degradation and destruction of all that is, and the elimination of all free will, so the universe can be remade in his image to worship and serve him for all time.

Uxas was born on the world of Apokolips, the second son of Yuga Khan and Queen Heggra. He murdered his elder brother Drax to claim the power of the Omega Force for himself, taking on a rock-like grey appearance and the new name, Darkseid. Following Yuga Khan's ill-fated attempt to unravel the secrets of the Source, which left him imprisoned, Darkseid conspired against his mother. He secretly married the sorceress Suli, who gave birth to their son Kalibak, before Heggra had DeSaad poison her. The Queen arranged for her son to marry Tiggra, mother of his other son, Orion. In return, Darkseid had DeSaad poison Heggra, and claimed the throne of Apokolips.

Darkseid secretly engineered a war between Apokolips and New Genesis. The conflict finally ended with a peace-treaty wherein the ruling gods each gave their sons to be raised by the other. Highfather of New Genesis adopted Orion, while Darkseid placed Highfather's son in Granny Goodness' orphanage, where he was named "Scott Free." Orion was raised to defend the values of New Genesis against his father's evil, while Scott eventually escaped using the skills he developed as Mister Miracle. A prophecy claims Darkseid will meet his end at Orion's hands, the two of them fighting to the finish in the fire-pits of Armaghetto.

Since his ascent to power on Apokolips, Darkseid has been obsessed with the Anti-Life Equation, a means to extinguish all free will throughout the cosmos. It has led him to wars of conquest and various schemes to uncover its secrets so he might use it to spread his power and influence throughout the universe.

DARKSEID PL16

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	19	2	2	12	8	5	7

POWERS

Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 10 • *21 points*

Omega Force: Array (*56 points*)

- **Destruction:** Ranged Damage 20, Dimensional 3, Homing 12, Reversible • *56 points*
- **Pain:** Ranged Affliction 20 (Resisted by Fortitude; Dazed, Stunned), Concentration, Dimensional 3, Homing 12, Reversible, Limited to Two Degrees • *1 point*
- **Transportation:** Ranged Teleport Attack 20 (4,000 miles), Dimensional 3, Homing 12, Reversible • *1 point*

ADVANTAGES

Benefit 10 (Lord of Apokolips), Fearless, Power Attack, Takedown

SKILLS

Close Combat: Unarmed 2 (+14), Deception 8 (+15), Insight 8 (+13), Intimidation 14 (+21), Perception 4 (+9), Ranged Combat: Omega Beams 10 (+12), Technology 4 (+12), Vehicles 4 (+6)

OFFENSE

INITIATIVE +2	
Omega Beams +12	Ranged, Damage 20 plus others
Unarmed +14	Close, Damage 18

DEFENSE

DODGE	12	**FORTITUDE**	19
PARRY	12	**TOUGHNESS**	19
WILL	13		

POWER POINTS

ABILITIES	146	**ADVANTAGES**	13	**DEFENSES**	18
POWERS	79	**SKILLS**	27	**TOTAL**	293

COMPLICATIONS

Arrogance: Darkseid is supremely arrogant and confident in his position as a god.

Obsession: With discovering the Anti-Life Equation and extinguishing free will throughout the cosmos.

Darkseid's point total does not take into account all the resources he commands as ruler of Apokolips. In addition to his considerable personal powers, Darkseid has legions of fanatically loyal followers at his command, including Parademons, dog-soldiers, and the other gods of Apokolips, as well as access to the most advanced technology in the known universe, including a vast arsenal of weapons and "Boom Tubes" able to cross the universe (Space Travel 3).

THE OMEGA EFFECT

Darkseid's greatest weapon is "the Omega Effect," which he can project as beams of energy from his eyes. The Omega Effect is capable of seeking out targets at great distances and homing in on them. Popular belief says they are unavoidable, although particularly fast, agile, or cunning targets have managed it.

The Omega Effect can destroy or transport targets at Darkseid's will, although it is difficult to tell at a glance which effect has occurred. Darkseid is known for using the Omega Effect to seek out and summon certain beings into his presence or to banish them to the mines or dungeons of Apokolips. All consequences of the Omega Effect are Reversible as well, including the ordinarily deadly ones, meaning Darkseid can (and does) disintegrate underlings who displease him, only to restore them some time later when he has further need of them.

At lower levels, Darkseid can use his Omega Effect merely to cause excruciating pain to torment and punish those who displease him, rather than giving them the relative mercy of immediate destruction.

GORILLA GRODD

REAL NAME: GRODD OCCUPATION: CONQUEROR BASE: MOBILE
AFFILIATION: INJUSTICE LEAGUE, SECRET SOCIETY, SIMIAN SCARLET, TARTARUS
HEIGHT: 6 FT. 6 IN. WEIGHT: 600 LBS. EYES: GREY HAIR: BLACK

Every family has its black sheep, every society its outcasts. For the peaceful simian civilization of Gorilla City, it's Grodd. Long ago, an alien starship crashed in central Africa. Its pilot granted great intelligence to a tribe of apes, and two of their members, Grodd and Solovar, developed telepathic and telekinetic powers as well. When human explorers stumbled upon the hidden Gorilla City, Grodd used his powers to influence them to kill the alien, allowing Grodd to eventually take control of the city. Solovar was able to mentally contact and warn the Flash, who defeated Grodd and thwarted his plan to extend his power to the whole world.

Since then, Grodd has been a sworn enemy of both Solovar and the Scarlet Speedster. He attempted to regain control over Gorilla City on a number of occasions, and used his "force of mind" powers against the Flash as well. Grodd's stated ambition has always been the subjugation—and often elimination—of the human race and the "elevation" of apes and other animals to their "rightful" place as rulers of the Earth, with himself as their undisputed leader, of course.

Among other schemes, Grodd has attempted to "devolve" humans into apes, to extend his telepathic control over all humanity, and to raise the intelligence of other animal species to create an army to overthrow human dominance of the world. He was eventually successful in engineering Solovar's assassination with the aid of a cabal of fellow simians from

GORILLA GRODD PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
9	6	4	4	6	8	5	3

POWERS

Ape Senses: Senses 2 (Low-Light Vision, Acute Smell) • *2 points*

Telekinesis: Perception Range Move Object 5, Subtle 2 • *17 points*

Telepathy: Array (*25 points*)

- **Mind Reading 12:** Subtle • *25 points*
- **Mind Control:** Perception Range Affliction 8 (Resisted by Will; Dazed, Compelled, Controlled), Subtle • *1 point*
- **Thought Projection:** Area Mental Communication 5 • *1 point*

ADVANTAGES

All-out Attack, Benefit (Ambidexterity), Defensive Roll 3, Fast Grab, Inventor

SKILLS

Acrobatics 8 (+12), Athletics 6 (+15), Deception 8 (+11), Close Combat: Unarmed 7 (+13), Expertise: Gorilla City 8 (+16), Insight 6 (+11), Intimidation 8 (+11), Perception 5 (+10), Stealth 4 (+8), Technology 8 (+16), Vehicles 4 (+8)

OFFENSE

INITIATIVE +4

Unarmed +13	Close, Damage 9

DEFENSE

DODGE	13	**FORTITUDE**	11
PARRY	13	**TOUGHNESS**	9/6*
WILL	13	*Without Defensive Roll bonus.	

POWER POINTS

ABILITIES	84	**SKILLS**	37
POWERS	46	**DEFENSES**	29
ADVANTAGES	7	**TOTAL**	203

COMPLICATIONS

Hatred: Grodd has sworn revenge against Gorilla City and the Flash for past slights.

Obsession: With extending his influence over the world.

Prejudice: Grodd considers simians far superior to "primitive" humans.

Gorilla City who were opposed to Solovar's desire to establish open relations with the outside world.

Grodd has worked with a number of different groups to further his goals. He has been involved with alliances like the Injustice League and the Secret Society of Super-Villains, his own Simian Scarlet cabal in Gorilla City, and even the short-lived Tartarus, a group of enemies of the Titans (including Wally West as the Flash). His considerable ego and disdain for *Homo sapiens* nearly always leads to a falling out with his erstwhile allies, however.

Grodd has escaped capture and death on a number of occasions by using the telepathic trick of transferring his consciousness into other bodies, usually at the last moment. Circumstances have even forced him on occasion to inhabit a human form, although he has always sought to restore his true (and more "noble") simian shape whenever possible. This ability appears rarely enough to be considered a last-ditch Telepathy "power stunt" for Grodd. Whatever his outward form, Grodd retains his formidable intellect and mental powers, along with his drive to subjugate all creatures to his will.

GORILLA TECH

In addition to the traits listed, Grodd has considerable Intellect, Technology skill, and the Inventor advantage, along with access to Gorilla City's scientific advances. This means he often has various inventions or devices at his disposal, either stolen from Gorilla City or built using the resources available to him. The GM should feel free to assign Grodd technology suitable for the story at hand, particularly if one of his schemes is based around it.

A common device for the sinister simian is some kind of "De-Evolution" technology: a ray, morphogenic gas, or similar item able to transform humans into apes. This is an Affliction with dazed, compelled (the victim is increasingly dominated by ape-like impulses), and transformed effects, either Ranged, Area, or both, and often Cumulative or Progressive as well.

THE JOKER

REAL NAME: UNKNOWN OCCUPATION: CRIMINAL BASE: GOTHAM CITY AFFILIATION: NONE
HEIGHT: 6 FT. 5 IN. WEIGHT: 192 LBS. EYES: GREEN HAIR: GREEN

The Clown Prince of Crime, the Harlequin of Hate, the Joker is the Batman's archnemesis and one of the most dangerous psychotics to ever menace the world. His chilling laughter has been the last sound many of his victims have heard.

The Joker's true history remains largely uncertain, even to him: "Sometimes I remember it one way, sometimes another..." he said, "If I'm going to have a past, I prefer it to be multiple choice! Ha ha ha!" Some versions claim he was an engineer at a chemical plant who tried his hand at stand-up comedy, only to miserably flop. Desperate to support his pregnant wife, he turned to crime, only to have his wife and unborn child die in a random accident. Others say he was a two-bit criminal who came up with a scheme to hit the big time using the identity of "the Red Hood." Maybe he was a gangster in the Gotham underworld who worked his way to the head of a mob, only to become bored and look for thrilling new ways to commit crimes.

The one fateful event in the Joker's past that seems certain is his first confrontation with Batman. It resulted in a plunge into a vat of chemicals that bleached the criminal's skin chalk-white, turned his hair green, and his lips ruby red, making him look much like a clown. His defeat and disfigurement drove the Joker mad.

Since then, the Joker has menaced Gotham City and remained a thorn in Batman's side. He has frequently gone on murderous crime-sprees before being locked up in Arkham Asylum, his insanity making him incompetent to stand trial in court. The Joker is responsible for many of the greatest tragedies in Batman's life, including crippling Barbara Gordon (the first Batgirl) and killing Jason Todd (the second Robin). He is a constant test of Batman's devotion to his own code of conduct, even to the point of deliberately trying to drive the Dark Knight and others (like Commissioner Gordon) to murder and madness, simply to prove they are no better than him.

The Joker often surrounds himself with hired henchmen or controls some criminal gang. He's known for supplanting gang leaders by killing them off and taking over their operations. During one of his many stints at Arkham, the Joker gained a sidekick and would-be girlfriend: Dr. Harleen Quinzel, a therapist who became romantically obsessed with the Joker and adopted the costumed identity of Harley Quinn to help him. The Joker has also worked with super-criminal gangs like

THE JOKER PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	4	3	4	7	6	5	5

EQUIPMENT

Lapel Flower: Array (*10 points*)

- **Joker Venom:** Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *10 points*
- **Squirting Acid:** Damage 5 (acid), Secondary Effect • *1 point*

Joy Buzzer: Damage 8 (electricity) • *8 points*

Marbles: Cone Area Affliction 8 (Resisted by Dodge; Hindered, Prone), Limited Degree • *8 points*

Weapon: Typically a pistol (Damage 4) or similar back-up weapon • *8 points*

ADVANTAGES

All-out Attack, Close Attack 3, Daze (Deception), Defensive Roll 2, Equipment 7, Fascinate (Deception), Improved Initiative, Improved Trip, Luck, Move-by Action, Redirect, Set-up, Skill Mastery (Deception), Taunt

SKILLS

Acrobatics 4 (+7), Athletics 4 (+6), Close Combat: Lapel Flower 2 (+12), Deception 12 (+17), Insight 8 (+13), Intimidation 12 (+17), Perception 10 (+15), Ranged Combat: Guns 6 (+10), Sleight of Hand 8 (+12), Stealth 8 (+11), Technology 4 (+10), Vehicles 4 (+8)

OFFENSE

INITIATIVE +7	
Lapel Flower +12	Close, Affliction 10 or Damage 5
Pistol +10	Ranged, Damage 4
Unarmed +10	Close, Damage 2

DEFENSE

DODGE	15	**FORTITUDE**	7
PARRY	11	**TOUGHNESS**	6/4*
WILL	13	*Without Defensive Roll bonus.	

POWER POINTS

ABILITIES	72	**ADVANTAGES**	23	**DEFENSES**	27
POWERS	0	**SKILLS**	41	**TOTAL**	163

COMPLICATIONS

Enemy: Batman.

Madness: The Joker is completely insane, and therefore prone to irrational behavior.

Trademark: The Joker's ego compels him to taunt, leave clues, and otherwise make it clear he is responsible for his crimes.

the Injustice League on occasion, mainly to keep Batman's super hero allies out of the way and ensure he gets a shot at the Dark Knight himself.

Although possessing no superhuman abilities, the Joker has a brilliant and devious mind and uses a wide array of comedy- and joke-themed devices in his crimes. He is most infamous for his "Joker venom," a chemical concoction able to induce fits of hysterical laughter and, in high enough doses, paralysis or even death, leaving a rictus smile frozen on the victim's face.

Some of the Joker's traits are a bit lower than his power level indicates. He typically also has various thugs at his disposal to run interference and the GM may wish to treat them like the Sacrifice modifier of Summon (see the **Powers** chapter), allowing the Clown Prince of Crime to shift effects calling for a resistance check to one of his minions instead, letting them take the fall so he can get away. The Joker is also a master of using Deception to feint and stage surprise attacks, leaving heroes vulnerable and using his Set-up advantage to pass that benefit on to an ally or minion, laughing all the while.

LEX LUTHOR

REAL NAME: ALEXANDER "LEX" LUTHOR OCCUPATION: FORMER CEO OF LEXCORP, CRIMINAL BASE: METROPOLIS
AFFILIATION: NONE HEIGHT: 6 FT. 2 IN. WEIGHT: 210 LBS. EYES: GREEN HAIR: BALD (FORMERLY RED)

Lex Luthor rose from humble beginnings to become famous, and then infamous, around the world. Born and raised in the farming community of Smallville, Lex was both brilliant and arrogant from a very young age. Disgusted by his drunken and abusive father Lionel, and with surroundings he considered beneath him, Lex swore he'd find his way out of Smallville one day to make his fortune. That opportunity came when his father died suddenly of heart failure when Lex was a teen, conveniently right after a large life insurance policy was taken out in his name.

Leaving Smallville behind without a second thought, Lex made his way to Metropolis, where he parlayed his technical brilliance and small fortune into a series of educational degrees, followed by the creation of a tech-company named "LexCorp." Although much of LexCorp's success was based on Luthor's genius, he was also entirely willing to use underhanded or illegal tactics to further his own interests. LexCorp became a multi-billion dollar company, making Lex the wealthiest man in the Metropolis. He enjoyed considerable influence and a public reputation as an entrepreneur and philanthropist.

That changed when Superman made his first public appearance in Metropolis. Luthor immediately took offense at the idea of some garishly costumed stranger becoming the hero of "his" city. When Luthor engineered a fake terrorist incident to get Superman's attention and tried to hire him, the Man of Steel turned him down flat. Luthor's ego was deeply wounded. He swore vengeance on Superman and promised to show him who was the real power in Metropolis.

Since then, Lex Luthor has been the Man of Steel's greatest nemesis, and has come close to killing him on a number of occasions. He was originally always careful to ensure he could not be directly connected to his crimes or attempts on Superman's life, maintaining his public persona as a pillar of the Metropolis business community. He later used means ranging from posing as his own son to blaming his crimes on rogue clones or evil duplicates from parallel worlds to help avoid answering for his crimes.

Luthor ran for President of the United States on a platform of technological progress and won, but remained true to form. He framed Bruce Wayne for murder and, although he coordinated the efforts of Earth's heroes and the U.S. military to repel an alien invasion, he kept foreknowledge of it to himself, and secretly traded for weapons with Darkseid. Luthor's presidency collapsed when he attempted to use a kryptonite asteroid headed towards Earth to turn public opinion against super heroes, Superman in particular. A ranting confession caught on tape forced Luthor out of office and into hiding.

Since then, the criminal genius has been involved with the Injustice League and the Secret Society and made further attempts to gain his revenge on Superman, Metropolis, and the world in general. While Lu-

LEX LUTHOR PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	2	2	3	3	11	3	4

ADVANTAGES

Benefit 5 (wealth and resources), Connected, Defensive Attack, Defensive Roll 2, Eidetic Memory, Inspire 2, Improvised Tools, Inventor, Languages 2, Leadership, Seize Initiative, Set-up, Skill Mastery (Technology), Ultimate Effort (Technology), Well-informed

SKILLS

Deception 8 (+12), Expertise: Business 7 (+18), Expertise: Science 12 (+23), Insight 7 (+10), Intimidation 4 (+8), Investigation 7 (+18), Perception 6 (+9), Persuasion 6 (+10), Ranged Combat: Guns 4 (+7), Technology 13 (+24), Vehicles 6 (+8)

OFFENSE

INITIATIVE +2	
Pistol +7	Ranged, Damage 3
Unarmed +3	Close, Damage 2

DEFENSE

DODGE	10	**FORTITUDE**	6
PARRY	8	**TOUGHNESS**	4/2*
WILL	14	*Without Defensive Roll bonus	

POWER POINTS

ABILITIES	60	**ADVANTAGES**	22	**DEFENSES**	28
POWERS	0 (see sidebar)	**SKILLS**	40	**TOTAL**	150

COMPLICATIONS

Arrogance: Luthor is supremely arrogant, confident in his own abilities and in need of recognition for them.

Enemy: Superman.

Obsession: Luthor is obsessed with humbling and destroying Superman.

thor was jailed for a time, authorities tried to get him to study different dangerous and alien technologies. This allowed him the opportunity to make good his escape once again.

The vast majority of Luthor's power level comes from his massive Intellect and Technology ranks, sufficient for him to routinely accomplish the near-impossible with a small circumstance bonus or the use of his Ultimate Effort. His traits and point totals do not account for his astounding range of inventions, which vary constantly. The GM should feel free to give Luthor whatever plot devices are needed for the current adventure, and have him come up with others virtually at a whim.

LUTHOR'S WARSUIT

One of Lex Luthor's common devices is an advanced battlesuit, incorporating alien technology (probably from Apokolips) along with his own designs. The Warsuit has the following effects:

With the armor, Luthor is nearly Superman's physical equal, able to take on the Man of Steel in direct combat. Given that the armor's Blasters often have the "kryptonite" descriptor, the criminal genius has a considerable edge.

The Warsuit typically has the effects listed here. It effectively raises Luthor to PL18 and 281 points, much closer in power to Superman.

WARSUIT: REMOVABLE (–28 POINTS) • *110 POINTS TOTAL*

Armor: Protection 12, Impervious • *24 points*

Blasters: 35-point Array

- Ranged Damage 16, Accurate 3 • *35 points*
- Ranged Damage 11, Multiattack, Accurate 2 • *1 point*
- Line Area Damage 11 • *1 point*

Combat Computer: Enhanced Close Combat: Unarmed 9, Enhanced Ranged Combat: Blasters 5 • *7 points*

Exoskeletal Enhancement: Enhanced Strength 14 • *28 points*

Life Support System: Immunity 10 (Life Support) • *10 points*

Thrusters: Flight 15 (64,000 MPH), Space Travel 1 • *32 points*

PROMETHEUS

REAL NAME: UNKNOWN ALIASES: RETRO OCCUPATION: HERO KILLER BASE: THE GHOST ZONE
AFFILIATION: INJUSTICE GANG HEIGHT: 6 FT. 1 IN. WEIGHT: 180 LBS. EYES: BROWN HAIR: WHITE

Once there was a boy who loved his parents and the exciting adventures they took him on. They taught him all kinds of clever things and made sure he kept his head down, which, considering they were notorious criminals on a multi-state crime-spree, is most likely what managed to save his life. When the authorities finally cornered the couple and their son, they chose not to be taken alive.

The police found the boy, his hair turned white from shock, in a mad rage. He swore that all law-enforcers and so-called "heroes" would pay one day.

Running away from foster care, he dug up the loot his parents left behind and used their underworld connections to disappear. He traveled the world, learning the skills he would need to carry out his chosen mission. He mastered infiltration, psychology, stealth, and technology. Eventually, he even sought out a mysterious order of Himalayan monks who were said to worship evil itself. Gaining the favor of the order's leader, he learned their secret: an ancient alien starship buried beneath the monastery. Killing the monk, who was really one of the aliens in disguise, he gained the Cosmic Key to the Ghost Zone, an extradimensional realm of nothingness. There he built "a crooked house" as the perfect lair for his schemes.

Prometheus began his war on super heroes by attempting to wipe out the Justice League, posing as "Retro," the winner of a contest to become a League member for a day and visit the Watchtower. He succeeded in overcoming several members of the League, but was thwarted by the unexpected appearance of Catwoman (who had snuck onto the Watchtower to rob it) and by Steel managing to hack into his electronic systems. He escaped by vanishing into the Ghost Zone.

Prometheus worked with an incarnation of Luthor's Injustice Gang to try to take down the League again. After losing to Batman (who downloaded the physical skills and coordination of Professor Stephen Hawking into his helmet), Prometheus was locked into a state of amnesia by the Martian Manhunter. During this time his erstwhile protégé, named Chad Graham, took up Prometheus' identity, weapons, and mission. Graham, however, lacked his namesake's intellect and considerable training, and proved ineffectual compared to his mentor.

PROMETHEUS PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	3	5	5	9	6	5	4

POWERS

Cosmic Key: Array (*28 points*), Easily Removable (–8 points)

- Dimensional Travel Attack 14 (the Ghost Zone), Perception Ranged, Limited to Close Distance • *28 points*
- Dimensional Travel 1 (the Ghost Zone), Affects Others • *1 point*

Gauntlets: Array (*10 points*), Removable (–2 points)

- **Bullets:** Ranged Damage 5 • *10 points*
- **Darts:** Neuro-Toxin, Ranged Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*

Helmet: Removable (–10 points) • *40 points total*

Neural Download: Variable 2 (10 points), Limited to Enhanced Skills and Advantages, Move Action (to swap out discs) • *12 points*

Distracting Devices: Array (*37 points*)

- **Neural Chaff:** Burst Area Reaction Affliction 9 (Resisted by Fortitude; Dazed, Stunned), Cumulative, Subtle, Limited to Two Degrees • *37 points*
- **Disorienting Strobe:** Cone Area Reaction Affliction 11 (Resisted by Will; Impaired, Disabled), Subtle, Limited to Two Degrees, Sight-Dependent • *1 point*

Nightstick: Strength-based Damage 6, Easily Removable (–2 points) • *4 points total*

Suit: Removable (–3 points) • *12 points total*

Armor: Protection 5 • *5 points*

Holographic Projector: Morph 2 (humanoids) • *10 points*

ADVANTAGES

Assessment, Benefit 2 (wealth), Close Attack 5, Contacts, Daze (Deception), Defensive Attack, Defensive Roll 2, Evasion, Hide in Plain Sight, Improved Defense, Improved Initiative, Improvised Tools, Instant Up, Inventor, Jack-of-all-trades, Languages 3, Move-by Action, Power Attack, Precise Attack (Ranged, Cover), Quick Draw, Ranged Attack 6, Redirect, Seize Initiative, Skill Mastery (Deception), Startle, Takedown, Trance, Uncanny Dodge, Well-informed

SKILLS

Acrobatics 8 (+13), Athletics 10 (+13), Deception 12 (+16), Expertise: Super Heroes 12 (+18), Expertise: Underworld 12 (+18), Insight 11 (+16), Intimidation 10 (+14), Investigation 12 (+18), Perception 10 (+15), Persuasion 5 (+12), Stealth 10 (+15), Sleight of Hand 8 (+13), Technology 10 (+16), Vehicles 8 (+13)

OFFENSE

INITIATIVE +9	
Cosmic Key	Dodge DC 24, Dimensional Travel
Gauntlets +11	Ranged, Damage or Affliction 5
Nightstick +14	Close, Damage 9
Unarmed +14	Close, Damage 3

DEFENSE

DODGE	12	**FORTITUDE**	10
PARRY	12	**TOUGHNESS**	10/8*
WILL	16	*Without Defensive Roll bonus.	

POWER POINTS

ABILITIES	80	**SKILLS**	69
POWERS	86	**DEFENSES**	28
ADVANTAGES	42	**TOTAL**	305

COMPLICATIONS

Arrogance: In spite of his complex plans, Prometheus has a need for his targets to *know* who is responsible for their downfall and to confront them directly.

Obsession: Prometheus is obsessed with humiliating and destroying super heroes.

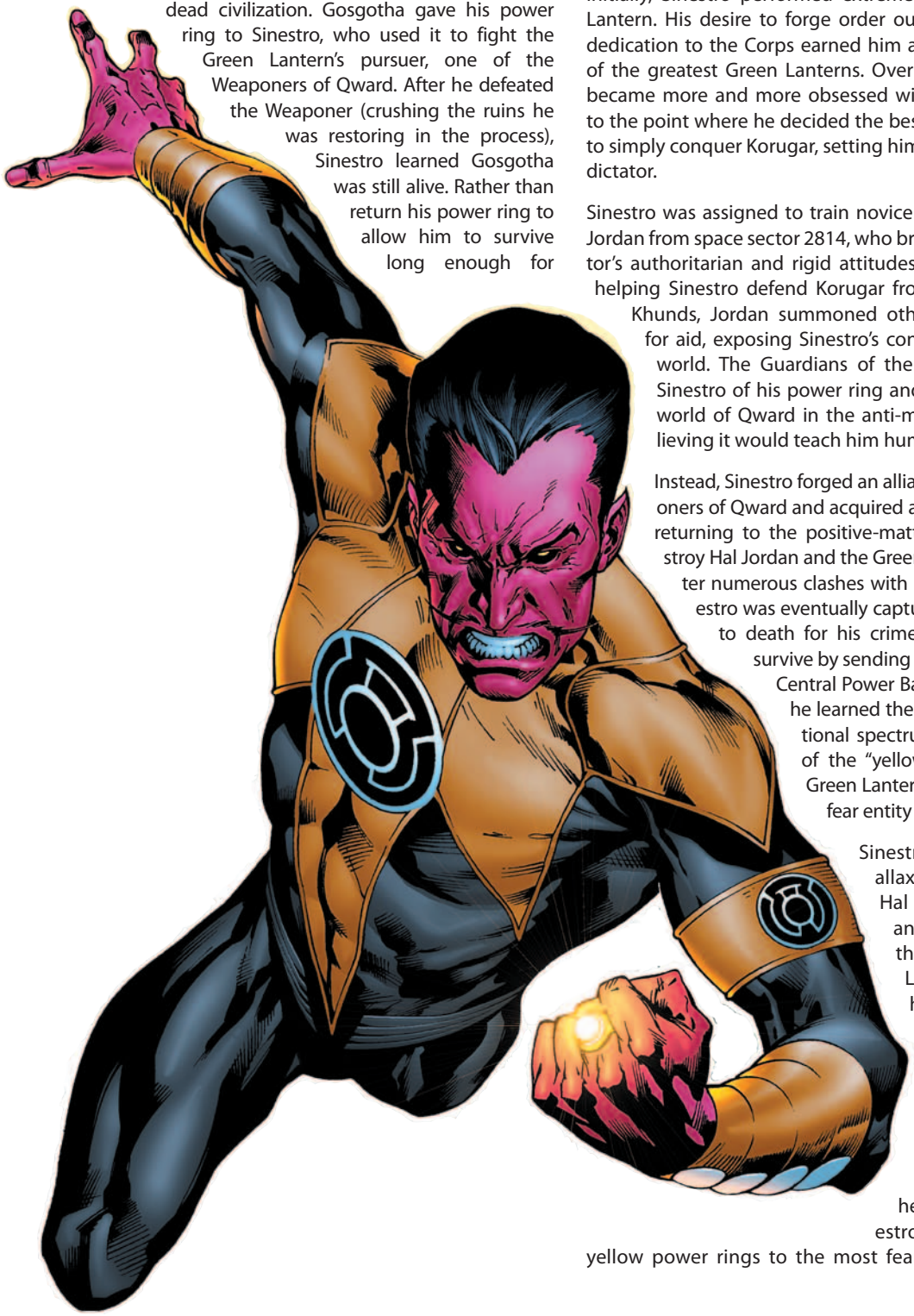
When Prometheus regained his memory, he learned of Chad Graham's impersonation. Rescuing Graham from the heroes pursuing him, he transported them both to the Ghost Zone, where he set the imposter on fire, killing him. He did, however, thank Graham for doing him the favor of ruining his reputation in the heroic community. Now they believed Prometheus was no real threat to them, and would therefore never see him coming. This allowed Prometheus to murder thousands of people and maim Roy Harper (Red Arrow) before Green Arrow killed him. Of course, knowing Prometheus, it is yet to be seen if even his death is just another part of his larger plan.

Prometheus' basic traits are deceptive. As his power level and point total make clear, he's capable of taking on *much* more capable opponents. His devices serve to level the playing field (even tipping it in his favor). His helmet can download various skills and advantages to boost his offensive and defensive abilities to the limit, while his strobes or "neural chaff" impair or distract his opponents, making it difficult for them to act against him. He usually studies his foes well in advance, preparing various traps against them (suitable for awarding players hero points when they're triggered... and they're going to need them against Prometheus!).

SINESTRO

REAL NAME: SINESTRO OCCUPATION: CRIMINAL AND WOULD-BE CONQUEROR BASE: INTERSTELLAR SPACE
AFFILIATION: THE SINESTRO CORPS HEIGHT: 6 FT. 7 IN. WEIGHT: 205 LBS. EYES: BLACK HAIR: BLACK

An anthropologist on the planet Korugar in space sector 1417, Sinestro encountered the dying Green Lantern Prohl Gosgotha while unearthing the ruins of a long-dead civilization. Gosgotha gave his power ring to Sinestro, who used it to fight the Green Lantern's pursuer, one of the Weaponers of Qward. After he defeated the Weaponer (crushing the ruins he was restoring in the process), Sinestro learned Gosgotha was still alive. Rather than return his power ring to allow him to survive long enough for help to arrive, Sinestro chose to keep it and allow Gosgotha to die, taking his place in the Green Lantern Corps.



Initially, Sinestro performed extremely well as a Green Lantern. His desire to forge order out of chaos and his dedication to the Corps earned him a reputation as one of the greatest Green Lanterns. Over time, however, he became more and more obsessed with imposing order, to the point where he decided the best way to do so was to simply conquer Korugar, setting himself up as absolute dictator.

Sinestro was assigned to train novice Green Lantern Hal Jordan from space sector 2814, who bristled at his instructor's authoritarian and rigid attitudes. In the process of helping Sinestro defend Korugar from invasion by the Khunds, Jordan summoned other Green Lanterns for aid, exposing Sinestro's conquest of his home world. The Guardians of the Universe stripped Sinestro of his power ring and exiled him to the world of Qward in the anti-matter universe, believing it would teach him humility.

Instead, Sinestro forged an alliance with the Weaponers of Qward and acquired a yellow power ring, returning to the positive-matter universe to destroy Hal Jordan and the Green Lantern Corps. After numerous clashes with his archenemy, Sinestro was eventually captured and sentenced to death for his crimes. He managed to survive by sending his essence into the Central Power Battery on Oa, where he learned the nature of the emotional spectrum, and the source of the "yellow impurity" in the Green Lanterns' power rings: the fear entity Parallax.

Sinestro engineered Parallax's possession of Hal Jordan, corrupting and bringing down the "greatest Green Lantern" as part of his revenge. He eventually freed himself from the Central Battery on Oa and returned to the anti-matter universe, where he founded the Sinestro Corps: offering yellow power rings to the most fearsome and vicious

SINESTRO PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	2	2	3	5	1	3	3

POWERS

Power Ring: 126 points, Removable (–25 points) • *104 points*

AI and Database: Features 2 • *2 points*

Communication: Senses 1 (Communication Link to Sinestro Corps) • *1 point*

Flight: Flight 14 (32,000 MPH), Movement 4 (Space Travel 3, Zero-G Adaptation 1) • *36 points*

Force Field: Protection 12, Impervious; Immunity 10 (Life Support) • *34 points*

Force Manipulation: Array (*34 points*)

- **Force Blast:** Ranged Damage 17, Dynamic • *34 points*
- **Force Constructs:** Create 17, Dynamic • *2 points*
- **Lifting:** Move Object 17, Dynamic • *2 points*
- **Force Bubble:** Affects Others, Burst Area, and Ranged on Immunity 10 (Life Support), Dynamic • *2 points*
- **Mobile Constructs:** Create 11, Movable, Dynamic • *2 points*

Scanning Beam: Senses 6 (Analytical Auditory, Chemical, and Visual) • *6 points*

Universal Translator: Comprehend Languages 4 • *8 points*

ADVANTAGES

All-out Attack, Inspire

SKILLS

Athletics 4 (+6), Close Combat: Unarmed 3 (+8), Deception 7 (+10), Expertise: Law Enforcement 8 (+10), Insight 8 (+11), Intimidation 8 (+11), Investigation 4 (+5), Perception 4 (+7), Persuasion 4 (+7), Ranged Combat: Power Ring 8 (+11)

OFFENSE

INITIATIVE +2	
Power Ring +11	Ranged, Damage 17
Unarmed +8	Close, Damage 2

DEFENSE

DODGE	12	**FORTITUDE**	10
PARRY	10	**TOUGHNESS**	14/2*
WILL	17	*Without Power Ring Protection	

POWER POINTS

ABILITIES	42	**SKILLS**	29
POWERS	104	**DEFENSES**	37
ADVANTAGES	2	**TOTAL**	212

COMPLICATIONS

Enemy: Green Lantern Corps.

Obsession: Sinestro is obsessed with his particular idea of order, and the enforcement of that order, throughout the cosmos.

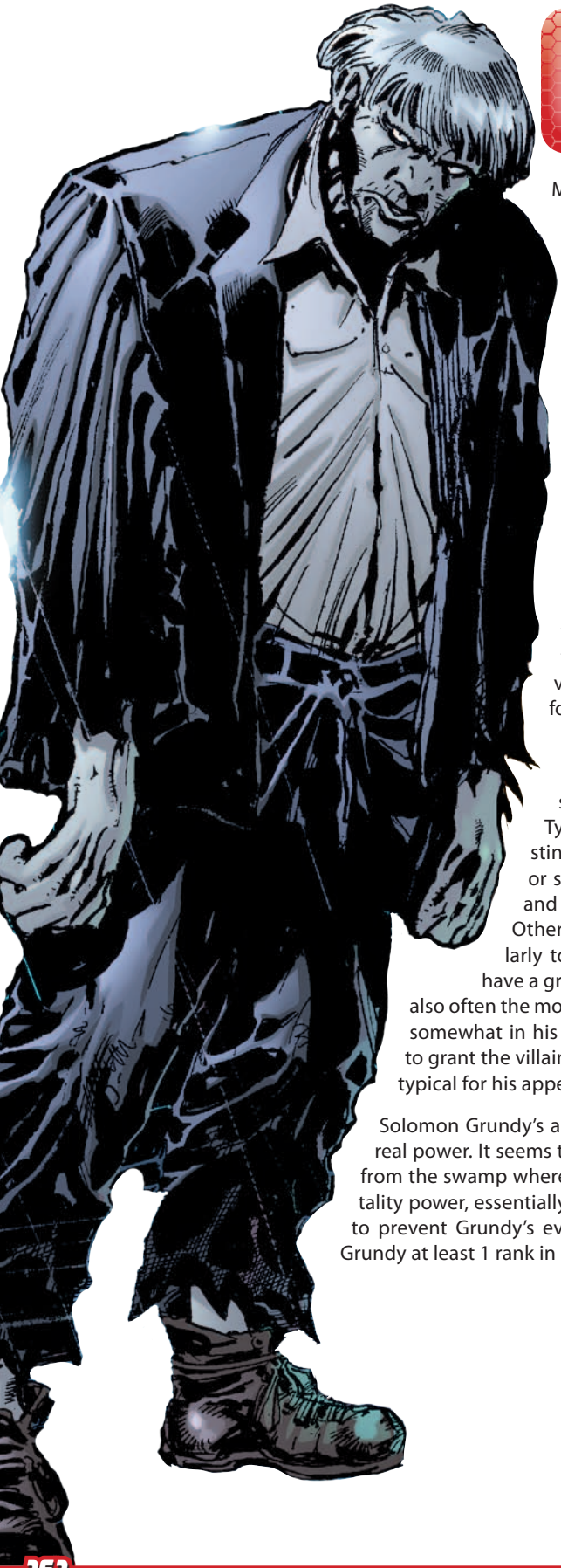
Power Loss: The power ring needs periodic recharging and issues a warning when its power runs low.

criminals in the universe. He led his corps in a war against the Green Lanterns, ultimately defeated by Kyle Rayner and his old foe, Hal Jordan. Still, Sinestro claimed the measures undertaken by the Guardians of the Universe to fight his Corps—namely permitting Green Lanterns to employ lethal force—were only making the Green Lantern Corps more like his own, enforcing order through fear throughout the cosmos.

Sentenced to death once again, Sinestro escaped due to the intervention of his own Corps and the Red Lanterns, who sought to capture him for their leader, Atrocitus. Blue Lantern Saint Walker claimed Sinestro's survival was vital for stopping the coming of the Blackest Night, and the master of the yellow light of fear proved instrumental as part of the alliance against the Black Lanterns and their master, Nekron.

IN BLACKEST DAY, IN BRIGHTEST NIGHT,
BEWARE YOUR FEARS, MADE INTO LIGHT,
LET THOSE WHO TRY TO STOP WHAT'S RIGHT,
BURN LIKE MY POWER ... SINESTRO'S MIGHT!

SOLOMON GRUNDY



REAL NAME: NONE OCCUPATION: NONE BASE: MOBILE
AFFILIATION: INJUSTICE SOCIETY, INJUSTICE LEAGUE, SECRET SOCIETY
HEIGHT: 7 FT. 5 IN. WEIGHT: 517 LBS. EYES: WHITE HAIR: WHITE

Many years ago, vain and wealthy merchant Cyrus Gold was murdered, his body dumped into Slaughter Swamp near Gotham City. Mystical forces in the swamp attempted to transform Gold into a new incarnation of Earth's plant elemental, but because Gold did not die by fire as required, the process was only partially successful.

Decades later, a massive, shambling figure rose from the swamp, killing a pair of escaped convicts and stealing their clothes. He adopted the name Solomon Grundy from the children's rhyme ("Solomon Grundy, born on a Monday...") and embarked on a series of crimes in Gotham. The first Green Lantern (Alan Scott) confronted Grundy, who was resistant to his power ring, being a creature of plant matter. The creature was defeated and apparently destroyed when hurled beneath a train.

However, the undead Grundy rose from the murky waters of the swamp again and again over the years, fighting Green Lantern and his teammates in the Justice Society. He worked with various incarnations of the Injustice Society and, years later, fought Gotham City's protector, Batman.

Solomon Grundy has been destroyed numerous times over the past several decades, each time eventually reappearing, sometimes slightly different in personality, attitude, and looks. Typically, Grundy is a nearly mindless creature, driven by base instincts like greed and anger. He hides out in swamps, wilderness, or sewer tunnels, stealing more out of habit than any real need, and sometimes working at the behest of some new "friend" or ally. Other incarnations have shown the potential for empathy (particularly towards a pretty female face) and even kindness. Some even have a greater degree of intellect and sophistication, although they are also often the most cruel and evil. Solomon Grundy's power level has also varied somewhat in his different incarnations, allowing a DC Adventures Gamemaster to grant the villain a higher or lower power level than given here (which is fairly typical for his appearances).

Solomon Grundy's ability to return from the dead is more of a plot device than a real power. It seems to take considerable time before the creature rises once again from the swamp where he was "born," typically longer than specified for the Immortality power, essentially only in-between stories. Plus nothing thus far has been able to prevent Grundy's eventual resurrection. Still, if the GM wishes, assign Solomon Grundy at least 1 rank in Immortality to reflect this capability.

SOLOMON GRUNDY PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	20	0	0	6	-2	0	0

POWERS

Impenetrable Hide: Impervious Toughness 10 • *10 points*

Soulless: Immunity 5 (Control Effects) • *5 points*

Unliving: Immunity 30 (Fortitude) • *30 points*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, Power Attack

SKILLS

Close Combat: Unarmed 4 (+10), Intimidation 8 (+8)

OFFENSE

INITIATIVE +0	
Unarmed +10	Close, Damage 18

DEFENSE

DODGE	8	**FORTITUDE**	Immune
PARRY	8	**TOUGHNESS**	20
WILL	9		

POWER POINTS

ABILITIES	84	**ADVANTAGES**	4	**DEFENSES**	19
POWERS	45	**SKILLS**	6	**TOTAL**	158

COMPLICATIONS

Gullible: Grundy is often fooled into helping out a new "friend."

THE MANY LIVES OF SOLOMON GRUNDY

Solomon Grundy has risen from apparent death and destruction many times, sometimes changed from his prior form. In particular, he is sometimes stronger (Strength 19 or even 20) or more intelligent (Intellect –1 or even 0). Likewise, he is sometimes weaker, reducing his Strength and Stamina by 1–2 ranks. Grundy has demonstrated a degree of Regeneration at times and—as previously mentioned—essentially has a plot-driven degree of Immortality.

Although immune to most mortal concerns, Grundy has demonstrated the ability to feel pain and discomfort (which may be more a matter of Will for the creature than Fortitude). The GM may permit some Fortitude resisted effects to work on Grundy as Will resisted because of this, depending on the effect and its descriptors. Similarly, Grundy's degree of resistance to control effects and mental powers varies, although he is often easily taken in by those he believes are his friends or allies.

In some instances, Grundy has been driven to pursue Cyrus Gold's unfinished business, going after descendants of his enemies in that life, or even his own progeny. When he possesses sufficient intelligence, he sometimes seeks to put an end to his cycle of death and rebirth, either enhancing his power to become truly unkillable or ending his half-life existence once and for all. Thus far, he has not been successful at either.

VANDAL SAVAGE

REAL NAME: VANDAR ADG ALIASES: TOO NUMEROUS TO RECOUNT OCCUPATION: CONQUEROR BASE: MOBILE
AFFILIATION: THE ILLUMINATI, TARTARUS, SECRET SOCIETY HEIGHT: 5 FT. 10 IN. WEIGHT: 170 LBS. EYES: BROWN HAIR: BLACK

Fifty thousand years ago, primitive humans were witness to a fireball from the heavens crashing to Earth, a meteor. Vandar Adg, then a tribal hunter, was exposed to the strange energies of the meteor and transformed by them. While his contemporaries in the Blood Tribe grew older and died, Vandar remained as young and vital as the day he encountered the meteor.

Gifted with immortality, Vandar Adg became history's greatest unrecorded conqueror. He founded the cabal known as the Illuminati to destroy one of the lost cities of Atlantis, and controlled that conspiracy across the centuries. He claims to have ruled hundreds of different places and times under a variety of names and guises, and has advised and aided other rulers in history ranging from Erik the Red and Napoleon to Otto von Bismarck and Adolf Hitler. He has always been forced to move on after a number of years, lest the truth about his nature become known.

In the 20th century, the immortal conqueror now known as Vandal Savage came into conflict with the Justice Society of America. They thwarted Savage's efforts to aid the Nazis during World War II and ruined his own schemes of world conquest, and withstood Savage's attempts to avenge these slights against him. Still, he has nothing if not time, and has gloated about how many of his foes have succumbed to mortality (although he refers to Hawkman as "the cockroach" for his seemingly unstoppable reincarnation).

In more recent years, Savage has come into conflict with many of the world's greatest heroes. He developed the black market drug velocity-9, capable of giving users temporary super-speed, but the Flash stopped its distribution. He used black-market Rocket Red suits to deliver a nuclear payload that obliterated Montevideo in Uruguay, a plot connected with his far-future self aiding the Tyrant Sun, Solaris, to come into being in the present. He has similarly renewed attacks on the Justice Society of America, attempting to wipe out their bloodlines and legacies to ensure they do not survive for future generations.

Savage's longevity has in no way prevented him from procreating. In the past he has used occult rituals to sacrifice members of his own bloodline to ensure his continued vitality and survival. His daughter, Scandal Savage, is a member of the Secret Six, and he has no doubt had various other children throughout history (along with numerous modern descendants).

VANDAL SAVAGE PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
4	5	2	2	11	4	4	5

POWERS

Immortal: Immortality 15, Immunity 1 (Aging) • *31 points*

EQUIPMENT

Sword: Strength-based Damage 3 • *3 points*

Savage typically has access to a considerable amount of other equipment based on his resources.

ADVANTAGES

Accurate Attack, All-out Attack, Benefit 6 (wealth and resources), Chokehold, Close Attack 2, Connected, Contacts, Defensive Roll 2, Diehard, Fascinate (Intimidation), Fast Grab, Fearless, Great Endurance, Improved Disarm, Improved Grab, Improved Initiative, Improved Hold, Improved Smash, Inventor, Jack-of-all-trades, Languages 5, Leadership, Power Attack, Prone Fighting, Ranged Attack 8, Skill Mastery (Expertise: History), Startle, Takedown, Uncanny Dodge, Weapon Bind, Weapon Break, Well-informed

SKILLS

Athletics 8 (+12), Deception 8 (+13), Expertise: History 18 (+22), Expertise: Magic 6 (+10), Expertise: Tactics 12 (+16), Insight 8 (+12), Intimidation 8 (+13), Investigation 6 (+10), Perception 8 (+12), Persuasion 6 (+10), Stealth 6 (+8), Technology 8 (+12), Treatment 7 (+11), Vehicles 7 (+9)

OFFENSE

INITIATIVE +6	
Sword +13	Close, Damage 7
Unarmed +13	Close, Damage 4

DEFENSE

DODGE	12	**FORTITUDE**	12
PARRY	13	**TOUGHNESS**	7/5*
WILL	14	*Without Defensive Roll bonus	

POWER POINTS

ABILITIES	74	**ADVANTAGES**	50	**DEFENSES**	29
POWERS	31	**SKILLS**	58	**TOTAL**	242

COMPLICATIONS

Arrogant: Savage has an extremely high opinion of himself, which sometimes blinds him to flaws in his own schemes.

Selfish: Having lived so long, Savage is willing to do or sacrifice virtually anything (or anyone) to avoid death.

Savage considers no one his equal, but has worked with groups from time to time, from the Injustice Society to a modern incarnation of the Secret Society. He also has the resources of his own Illuminati to call upon, as well as various underground and apocalyptic cults (some of which see him as a legendary mystical figure). For a time, Savage organized the group Tartarus against the Titans (naming it for the netherworld where the mythic Titans were imprisoned). He sees all such alliances as temporary arrangements, as is virtually everything in the life of a man who has watched civilizations rise and fall for tens of thousands of years. Even if Vandal Savage cannot defeat his foes, he remains certain that he will eventually outlast them.

Savage's offensive traits are below his power level, given that he often augments them with various weapons. He is a highly skilled and brutal hand-to-hand fighter, capable of picking up a person with one hand and choking them. Still, Savage generally prefers to let various underlings do his dirty work, and he has considerable resources at his command, accumulated literally across the history of civilization.

SUPPORTING CHARACTERS

The following pages include a selection of characters to populate the locations the heroes visit in your series. The supporting cast archetypes are broken up into four categories: Civilians, in which you'll find your typical "man on the street" characters; Public Servants, which includes government agents of all kinds as well as the police; Trained Combatants, for those times you need a "normal" character with some combat ability; and Underworld Figures, which include combat-ready thugs, career criminals, and even crime lords. The Gamemaster can change and adapt these characters as needed to fill different roles.

CIVILIANS

BYSTANDER — PL0

STR 0, **STA** 0, **AGL** 0, **DEX** 0, **FGT** 0, **INT** 0, **AWE** 0, **PRE** 0 **Equipment:** cell phone. **Advantages:** Equipment 1. **Skills:** Expertise: Choose One 4 (+4), Expertise: Current Events 2 (+2), Expertise: Pop Culture 2 (+2). **Offense:** Init +0, Unarmed +0 (Damage 0). **Defense:** Dodge 0, Parry 0, Fort 0, Tou 0, Will 0. **Totals:** Abilities 0 + Powers 0 + Advantages 1 + Skills 4 + Defenses 0 = 5 points

The bystander represents the everyday people that populate the world. The sort of character a super-villain or other criminal might take hostage or otherwise endanger. Customize the bystander by choosing an expertise such as a profession or trade skill.

REPORTER — PL1

STR 0, **STA** 0, **AGL** 0, **DEX** 0, **FGT** 0, **INT** 2, **AWE** 2, **PRE** 1 **Equipment:** Camera, computer, digital recorder, smart-phone. **Advantages:** Contacts, Equipment 1. **Skills:** Deception 4 (+5), Expertise: Current Events 4 (+6), Expertise: Pop Culture 2 (+4), Expertise: Streetwise 2 (+4), Expertise: Writing 4 (+6), Investigation 2 (+4), Perception 4 (+6), Persuasion 4 (+5), Stealth 4 (+4), Vehicles 2 (+2). **Offense:** Init +0, Unarmed +0 (Damage 0). **Defense:** Dodge 0, Parry 0, Fort 0, Tou 0, Will 2. **Totals:** Abilities 10 + Powers 0 + Advantages 2 + Skills 16 + Defenses 0 = 28 points

In a world filled with super heroes and super-villains, there are always reporters around to get the latest story—or just get in the way. The reporter archetype can also be used for any other type of professional by swapping out the Expertise specialties for others.

SCIENTIST — PL1

STR 0, **STA** 0, **AGL** 0, **DEX** 1, **FGT** 0, **INT** 4, **AWE** 1, **PRE** 0 **Equipment:** Camera, smart-phone. **Advantages:** Equipment 1. **Skills:** Expertise: Current Events 2 (+6), Expertise: Pop Culture 2 (+6), Expertise: Science 6 (+10), Technology 6 (+10), Vehicles 2 (+3). **Offense:** Init +0, Unarmed +0 (Damage 0). **Defense:** Dodge 0, Parry 0, Fort 0, Tou 0, Will 2. **Totals:** Abilities 12 + Powers 0 + Advantages 1 + Skills 9 + Defenses 1 = 23 points

Scientists are specialists in their chosen field. This archetype can be used as anything from an archaeologist to zoologist, or for anything with a lot of knowledge about a particular subject, such as a professor.

PUBLIC SERVANTS

GOVERNMENT AGENT — PL4

STR 1, **STA** 2, **AGL** 1, **DEX** 1, **FGT** 3, **INT** 2, **AWE** 2, **PRE** 2 **Equipment:** Light pistol, camera, cell phone, computer, handcuffs. **Advantages:** Defensive Roll, Equipment 2. **Skills:** Athletics 4 (+5), Deception 2 (+4),Expertise: Behavioral Sciences 3 (+5), Expertise: Civics 2 (+4), Expertise: Current Events 2 (+4), Expertise: Government Agent 3 (+5), Expertise: Streetwise 2 (+4), Intimidation 4 (+6), Investigation 6 (+8), Perception 3 (+5), Persuasion 3 (+5), Ranged Combat: Chosen Weapon 4 (+5), Technology 2 (+4), Vehicles 4 (+5). **Offense:** Init +1, Unarmed +3 (Damage 1), Pistol +5 (Ranged Damage 3). **Defense:** Dodge 5, Parry 5, Fort 3, Tou 3/2, Will 3. **Totals:** Abilities 28 + Powers 0 + Advantages 3 + Skills 22 + Defenses 8 = 61 points

Government agents include members of organizations like the FBI, CIA, DEA, ATF, and even the DEO. Government agents usually have good selection of skills and combat abilities.

POLICE CHIEF — PL3

STR 0, **STA** 0, **AGL** 0, **DEX** 1, **FGT** 1, **INT** 2, **AWE** 2, **PRE** 3 **Equipment:** Light pistol, cell phone, handcuffs. **Advantages:** Connected, Equipment 2. **Skills:** Athletics 2 (+2), Expertise: Streetwise 6 (+8), Expertise: Current Events 4 (+6), Expertise: Police Officer 6 (+8), Insight 8 (+10), Intimidation 4 (+7), Investigation 6 (+8), Perception 6 (+8), Ranged Combat: Pistol 2 (+3), Treatment 2 (+4), Vehicles 4 (+5). **Offense:** Init +0, Unarmed +1 (Damage 0), Pistol +3 (Ranged Damage 3). **Defense:** Dodge 3, Parry 3, Fort 2, Tou 0, Will 4. **Totals:** Abilities 13 + Powers 0 + Advantages 3 + Skills 25 + Defenses 9 = 55 points

Police chiefs may be dedicated public servants or corrupt politicians on the take, depending on the location and the style of your series.

POLICE OFFICER — PL4

STR 2, **STA** 2, **AGL** 1, **DEX** 1, **FGT** 3, **INT** 0, **AWE** 1, **PRE** 1 **Equipment:** Bulletproof vest (+4 Toughness vs. Ballistic), light pistol, tonfa, cell phone, handcuffs. **Advantages:** Equipment 3. **Skills:** Athletics 3 (+5), Expertise: Current Events 2 (+2), Expertise: Streetwise 3 (+3), Expertise: Police Officer 4 (+4), Insight 4 (+5), Intimidation 2 (+3), Investigation 2 (+2), Perception 4 (+5), Ranged Combat: Pistols 4 (+5), Treatment 2 (+2), Vehicles 4 (+5). **Offense:** Init +1, Unarmed +3 (Damage 2), Tonfa +3 (Damage 3), Pistol +5 (Ranged Damage 3). **Defense:** Dodge 2, Parry 4, Fort 4, Tou 6/2, Will 2. **Totals:** Abilities 22 + Powers 0 + Advantages 3 + Skills 17 + Defenses 5 = 47 points

This archetype focuses primarily on uniformed beat cops. Detectives, undercover, and plainclothes officers have more ranks in Investigate and often in other social skills like Persuasion and Intimidation.

SWAT OFFICER PL5

STR 2, **STA** 2, **AGL** 2, **DEX** 2, **FGT** 4, **INT** 0, **AWE** 1, **PRE** 1 **Equipment:** Submachine gun, riot gear (+4 Toughness), tonfa, cell phone, handcuffs. **Advantages:** Close Attack 2, Equipment 4. **Skills:** Athletics 3 (+5), Expertise: Current Events 2 (+2), Expertise: Streetwise 4 (+4), Expertise: Police Officer 5 (+5), Expertise: Tactics 5 (+5), Intimidation 4 (+5), Perception 2 (+3), Ranged Combat: Submachine Gun 4 (+6), Stealth 4 (+6), Treatment 3 (+3). **Offense:** Init +2, Unarmed +6 (Damage 2), Tonfa +6 (Damage 3), SMG +6 (Ranged Damage 4, Multiattack). **Defense:** Dodge 4, Parry 4, Fort 6, Tou 6/2, Will 3. **Totals:** Abilities 28 + Powers 0 + Advantages 6 + Skills 18 + Defenses 8 = 60 points

SWAT (Special Weapons And Tactics) squads are made up of police officers with special training in squad-level tactics and weapon-use. They deal with serious criminal threats, including metahuman criminals.

TRAINED COMBATANTS

MILITANT PL4

STR 1, **STA** 1, **AGL** 1, **DEX** 1, **FGT** 1, **INT** 1, **AWE** 1, **PRE** 1 **Equipment:** Light pistol, 9 points of equipment as needed. **Advantages:** Equipment 3. **Skills:** Close Combat: Unarmed 4 (+5), Deception 4 (+5), Expertise: Choose One 3 (+4), Expertise: Demolitions 6 (+7), Intimidation 3 (+4), Ranged Combat: Pistol 4 (+5), Technology 4 (+5), Vehicles 4 (+5). **Offense:** Init +1, Unarmed +5 (Damage 1), Pistol +5 (Ranged Damage 3). **Defense:** Dodge 4, Parry 4, Fort 4, Tou 1, Will 2. **Totals:** Abilities 16 + Powers 0 + Advantages 3 + Skills 16 + Defenses 10 = 45 points

This archetype represents any sort of militant from militia members to terrorists—anyone who's trained and ready to kill or die for their cause. More capable militant leaders are super-villains in their own right, often possessing advanced equipment or powers.

SOLDIER PL5

STR 1, **STA** 2, **AGL** 1, **DEX** 1, **FGT** 5, **INT** 0, **AWE** 0, **PRE** 0 **Equipment:** Assault rifle, body armor (+3 Toughness), 17 points of other equipment. **Advantages:** Equipment 7, Ranged Attack 4. **Skills:** Athletics 4 (+5), Expertise: Soldier 4 (+4), Expertise: Tactics 4 (+4), Intimidation 2 (+2), Perception 2 (+2), Vehicles 2 (+3). **Offense:** Init +1, Unarmed +5 (Damage 1), Assault Rifle +5 (Ranged Damage 5, Multiattack). **Defense:** Dodge 5, Parry 5, Fort 5, Tou 5/2, Will 1. **Totals:** Abilities 20 + Powers 0 + Advantages 11 + Skills 9 + Defenses 8 = 48 points

This archetype covers the typical infantryman or enlisted soldier. Specialists and officers have appropriate additional training (and skills).

UNDERWORLD FIGURES

CRIME LORD PL4

STR 0, **STA** 1, **AGL** 1, **DEX** 0, **FGT** 2, **INT** 3, **AWE** 2, **PRE** 4 **Equipment:** Bulletproof vest (+4 Toughness vs. Ballistic), heavy pistol, cell phone. **Advantages:** Benefit 5 (Millionaire, Status: Crime Lord), Connected, Equipment 3, Well-Informed. **Skills:** Expertise: Criminal 8 (+11), Expertise: Streetwise 6 (+9), Expertise: Current Events 2 (+5), Intimidation 6 (+10), Perception 2 (+4), Persuasion 4 (+8), Ranged Combat: Pistols 4 (+4). **Offense:** Init +1, Unarmed +2 (Damage 0), heavy pistol +4 (Ranged Damage 4). **Defense:** Dodge 3, Parry 3, Fort 3, Tou 5/1, Will 5. **Totals:** Abilities 26 + Powers 0 + Advantages 10 + Skills 16 + Defenses 8 = 60 points

Sitting on top of the criminal underworld are the crime lords. These are men and women who've come up through the ranks and now run the show. Physically a crime lord is no match for a hero, but their connections, resources, and knowledge of the underworld can be problematic. The crime lord presented here is a fairly small fish; Gamemasters should make any changes needed to increase the crime lord's power and influence for the series.

CRIMINAL PL2

STR 1, **STA** 0, **AGL** 2, **DEX** 1, **FGT** 1, **INT** 1, **AWE** 0, **PRE** 1 **Equipment:** Leather jacket (+1 Toughness), light pistol, knife, cell phone. **Advantages:** Equipment 2. **Skills:** Athletics 4 (+5), Expertise: Choose One 4 (+5), Expertise: Streetwise 4 (+5), Expertise: Current Events 2 (+3), Perception 4 (+4), Stealth 6 (+8), Technology 4 (+5), Vehicles 4 (+5). **Offense:** Init +2, Unarmed +1 (Damage 1), Knife +1 (Damage 2, Crit. 19-20), Pistol +2 (Ranged Damage 3). **Defense:** Dodge 3, Parry 3, Fort 2, Tou 1/0, Will 0. **Totals:** Abilities 14 + Powers 0 + Advantages 2 + Skills 16 + Defenses 5 = 37 points

This archetype represents run-of-the-mill career criminals. Gamemasters should shuffle the criminal's skill ranks around to specialize as needed.

GANG LEADER PL2

STR 1, **STA** 0, **AGL** 2, **DEX** 1, **FGT** 1, **INT** 1, **AWE** 0, **PRE** 1 **Equipment:** Leather jacket (+1 Toughness), light pistol, knife, cell phone. **Advantages:** Equipment 2. **Skills:** Athletics 4 (+5), Deception 4 (+5), Expertise: Choose One 4 (+5), Expertise: Streetwise 4 (+5), Expertise: Current Events 2 (+3), Perception 4 (+4), Stealth 6 (+8), Technology 4 (+5), Vehicles 4 (+5). **Offense:** Init +2, Unarmed +1 (Damage 1), Knife +1 (Damage 2, Crit. 19-20), Pistol +2 (Ranged Damage 3). **Defense:** Dodge 3, Parry 3, Fort 2, Tou 1/0, Will 0. **Totals:** Abilities 14 + Powers 0 + Advantages 2 + Skills 18 + Defenses 5 = 39 points

Useful as the leader of a small gang of criminals or thugs. Give the gang leader more ranks in Deception, Expertise, and Persuasion if he leads a larger gang. For an even more influential gang leader, use the crime lord archetype.

STREET INFORMANT PL2

STR 0, **STA** 0, **AGL** 1, **DEX** 1, **FGT** 1, **INT** 1, **AWE** 1, **PRE** 1 **Equipment:** Leather jacket (+1 Toughness), knife, light pistol, cell phone. **Advantages:** Contacts, Equipment 2. **Skills:** Athletics 4 (+4), Expertise: Criminal 4 (+5), Expertise: Streetwise 6 (+7), Expertise: Current Events 4 (+5), Perception 4 (+5), Stealth 2 (+3), Vehicles 4 (+5). **Offense:** Init +1, Unarmed +1 (Damage 0), Knife +1 (Damage +1, Crit. 19-20), Pistol +1 (Ranged Damage 3). **Defense:** Dodge 3, Parry 3, Fort 2, Tou 1/0, Will 1. **Totals:** Abilities 12 + Powers 0 + Advantages 3 + Skills 14 + Defenses 6 = 35 points

Street informants are the eyes and ears of the underworld. They know what's going down on the streets. They're not the most physically capable or violent members of the criminal element, but they're useful contacts and can fill the role of street toughs and gang members.

THUG PL3

STR 2, **STA** 2, **AGL** 1, **DEX** 1, **FGT** 2, **INT** 0, **AWE** 0, **PRE** -1 **Equipment:** Leather jacket (+1 Toughness), light pistol, cell phone. **Advantages:** Equipment 2. **Skills:** Athletics 4 (+6), Expertise: Choose One 4 (+4), Expertise: Criminal 2 (+2), Expertise: Streetwise 4 (+4), Expertise: Current Events 2 (+2), Intimidation 4 (+3), Stealth 2 (+3), Vehicles 4 (+5). **Offense:** Init +1, Unarmed +2 (Damage 2), Pistol +1 (Ranged Damage 3). **Defense:** Dodge 1, Parry 2, Fort 4, Tou 3/2, Will 0. **Totals:** Abilities 14 + Powers 0 + Advantages 2 + Skills 13 + Defenses 2 = 31 points

Thugs can be used as muggers, gangsters, gang members, and henchmen for super-villains. They can also be used as any type of hired muscle from a bodyguard to security guards.

ANIMALS

The sample animals presented below are provided as references for shapeshifters and summoners. More animals are included in DC Adventures: *Heroes & Villains, Vol. II*.

DOLPHIN PL3

STR 1, **STA** 1, **AGL** 3, **DEX** 1, **FGT** 2, **INT** –2, **AWE** 1, **PRE** –2 **Powers:** Senses 4 (Accurate Hearing, Low-Light Vision, Ultra-Hearing), Swimming 4 (8 MPH). **Skills:** Athletics 8 (+9), Close Combat: Unarmed 2 (+4), Perception 8 (+9). **Offense:** Init +3, Unarmed +4 (Damage 1). **Defense:** Dodge 4, Parry 4, Fortitude 5, Toughness 1, Will 3. **Totals:** Abilities 10 + Powers 8 + Skills 9 + Defenses 9 = 36 points

A standard bottle-nose dolphin.

SHARK PL4

STR 2, **STA** 1, **AGL** 2, **DEX** 1, **FGT** 4, **INT** –4, **AWE** 1, **PRE** –4 **Powers:** Damage 1 (Strength-Based), Protection 3, Senses 2 (Low-Light Vision, Acute Smell), Swimming 4 (8 MPH). **Advantages:** All-out Attack, Power Attack. **Skills:** Athletics 4 (+6), Close-Combat: Bite 1 (+5), Perception 5 (+6). **Offense:** Init +2, Bite +5 (Damage 3), Slam +4 (Damage 2). **Defense:** Dodge 4, Parry 4, Fortitude 5, Toughness 4, Will 3. **Totals:** Abilities 6 + Powers 10 + Advantages 2 + Skills 5 + Defenses 8 = 31 points

For a giant shark, add Growth to the desired level and alter the shark's abilities appropriately.

WHALE PL8

STR 12, **STA** 12, **AGL** 0, **DEX** 0, **FGT** 2, **INT** –3, **AWE** 1, **PRE** –3 **Powers:** Growth 12 (Permanent, Innate; +6 Intimidate, -6 active defenses), Protection 1, Senses 4 (Accurate Auditory, Low-light Vision, Ultra-hearing), Swimming 5 (16 MPH). **Skills:** Athletics 2 (+14), Close Combat: Unarmed 2 (+4), Perception 10 (+11). **Offense:** Init +0, Unarmed +2 (DC 27). **Defense:** Dodge -4, Parry -2, Fort 12, Tou 13, Will 4. **Totals:** Abilities -6 + Powers 35 + Advantages 0 + Skills 7 (14 ranks) + Defenses 7 = 43

A roughly 50-foot long humpback or sperm whale. For larger whales such as the blue whale, or smaller whales like the orca, adjust the ranks of Growth.

APE PL5

STR 6, **STA** 4, **AGL** 3, **DEX** 1, **FGT** 3, **INT** –4, **AWE** 1, **PRE** –1 **Powers:** Growth 4 (Permanent, Innate, –2 active defenses included), Protection 2, Senses 2 (Low-light, Acute Smell). **Skills:** Athletics 6 (+12), Perception 6 (+7). **Offense:** Init +3, Unarmed +3 (Damage 6). **Defenses:** Dodge 3, Parry 3, Fortitude 6, Toughness 6, Will 2. **Totals:** Abilities 10 + Powers 13 + Skills 6 + Defenses 7 = 36 points

HAWK PL4

STR –2, **STA** 0, **AGL** 3, **DEX** 0, **FGT** 3, **INT** –4, **AWE** 2, **PRE** 0 **Powers:** Flight 4 (30 MPH; Wings), Senses 2 (Extended: Vision, Low-light Vision), Shrinking 8 (Permanent, Innate; +8 Stealth, +4 active defenses). **Skills:** Close Combat: Unarmed 4 (+7), Perception 6 (+8). **Offense:** Init +3, Unarmed +7 (Damage -2). **Defense:** Dodge 7, Parry 7, Fortitude 2, Toughness 0, Will 2. **Totals:** Abilities 8 + Powers 15 + Skills 5 + Defenses 2 = 30

LION PL6

STR 5, **STA** 2, **AGL** 3, **DEX** 1, **FGT** 4, **INT** –4, **AWE** 1, **PRE** 0 **Powers:** Growth 2 (Permanent, Innate, –1 active defenses included), Protection 4, Senses 2 (Low-light Vision, Acute Smell). **Skills:** Close Combat: Claws 3 (+7), Perception 5 (+6), Stealth 8 (+11). **Offense:** Init +3, Unarmed +7 (Damage 5). **Defenses:** Dodge 6, Parry 6, Fortitude 6, Toughness 6, Will 3. **Totals:** Abilities: 16 + Powers 11 + Skills 8 + Defenses 13 = 48 points

WOLF PL3

STR 2, **STA** 2, **AGL** 2, **DEX** 0, **FGT** 3, **INT** –4, **AWE** 2, **PRE** –2 **Powers:** Senses 3 (Low-light Vision, Acute Smell, Track). **Advantages:** Improved Trip. **Skills:** Perception 4 (+5), Stealth 4 (+6). **Offense:** Init +2, Unarmed +3 (Damage 2). **Defenses:** Dodge 4, Parry 4, Fortitude 4, Toughness 2, Will 2. **Totals:** Abilities 10 + Advantages 1 + Powers 3 + Skills 4 + Defenses 5 = 23 points

The wolf may also be used to represent other large canines.

GLOSSARY

Following are a collection of important terms used throughout DC Adventures. The definitions of these terms are taken from the text found earlier in this book. For the clearest explanation of what each term means it may be best to refer to the complete text in which the term was introduced.

ability rank: The numerical rating of an ability, from –5 to 20 or more, with an average of 0.

ability: One of eight basic character traits: Strength (Str), Stamina (Sta), Dexterity (Dex), Agility (Agl), Fighting (Fgt), Intellect (Int), Awareness (Awe), and Presence (Pre).

absent: Entirely lacking a particular ability. Absent abilities impose specific penalties greater than just a low (negative) rank in an ability. For example, absent Strength indicates a character unable to exert any physical force.

accurate sense: A sense you can use to pinpoint something's location precisely enough to target it in combat. Vision is the only natural accurate sense for humans. Other accurate senses are available from the Senses effect.

accurately perceive (also accurately sense): To perceive something with an accurate sense.

action: A character activity. There are standard, move, and free actions and you can trade a "higher" type of action for a "lower" type, such as a standard for a move action.

acute sense: A sense able to discern fine details about a subject. Human visual and auditory senses are normally acute.

advantage: A character trait involving a specific benefit or enhancement. Some advantages allow characters to overcome certain limitations (changing how certain maneuvers work, for example) while others add a new capability.

adventure: A story for players to experience, like a single issue of a comic book.

alternate effect: One power or effect that may be substituted for another, but not usable at the same time, giving a power different options or "settings."

archetype: A pre-generated character representing a particular type commonly seen in comic book stories.

array: A collection of alternate effects making up a single power.

asleep: A combined condition. While asleep, a character is defenseless, stunned, and unaware. A hearing Perception check with three or more degrees of success wakes the character and removes all these conditions, as does any sudden movement (such as shaking the sleeping character) or any effect allowing a resistance check.

attack bonus: The total modifier applied to an attack check.

attack check: A check to determine if an attack hits. To make an attack check, roll d20 and add the appropriate modifiers for the attack type. An attack hits if the check result is equal to or greater than the target's appropriate defense. A natural 20 on an attack check *always* hits, while a natural 1 *always* misses.

attack: Any of numerous actions intended to harm, disable, or neutralize an opponent. An attack is usually a standard action and involves a check versus a target's defense.

blind: A combined condition. The character cannot see, so everything effectively has full visual concealment from him. He is hindered, visually unaware, and vulnerable, and may be impaired or disabled for activities where vision is a factor.

bonus: A positive modifier to a die roll.

bound: A combined condition. A bound character is defenseless, immobile, and impaired.

character(s): A fictional individual in the game. The players control *player characters,* while the Gamemaster controls all *non-player characters* (NPCs), including adversaries and supporting cast.

check(s): A method of deciding the outcome of an action. Checks are based on a relevant character ability, skill, power, or other trait. To make a check, roll d20 and add any relevant modifiers to get a check result. If the check result equals or exceeds the difficulty class of a task or the result of an opponent's check, it succeeds. If it does not, it fails.

circumstance modifier: A value added to, or subtracted from, checks to reflect circumstances, making the check easier (a circumstance bonus) or harder (a circumstance penalty). Circumstance modifiers are +/-2 (for a bonus or penalty) and +/-5 (for a major bonus or penalty).

close attack: An attack used in close (hand-to-hand or melee) combat.

combined condition: a set of basic conditions tied to a common descriptor. They're essentially a kind of "shorthand" for talking about a group of basic conditions that go together in a particular circumstance.

comparison check(s): A comparison of the trait ranks of two characters to determine which is higher. The character with the higher rank wins the check.

complication: A story or background element about a character that poses difficulties. Players are awarded hero points for roleplaying and dealing with characters' complications.

concealment: Conditions making someone or something difficult to perceive, and therefore aim at. Concealment

imposes a circumstance penalty on attack checks: –2 for partial concealment and –5 for total concealment.

condition: A game term describing a character's overall health and state of being.

construct: A non-living being, having an absent Stamina, but still possessing other abilities. Constructs include things like robots and the undead.

controlled: A controlled character has no free will; the character's actions each turn are dictated by another, controlling, character.

countering: The use of one effect to block or eliminate another, requiring an opposed power check between the two effects. Countering normally requires a readied action, unless using a hero point to counter immediately as a reaction.

critical hit (also crit): An especially successful attack inflicting additional damage. To score a critical hit, an attacker must first score a *threat* (usually a natural 20 on an attack check, depending on the attack being used) and the attack total must equal or exceed the target's Defense. A critical hit does +5 damage over the attack's normal damage, or you may add an effect, or use an alternate effect.

critical success: An especially successful use of a skill which grants an additional degree of success. To score a critical success, the skill user must roll a 20 on the die when making a check. Determine the degree of success normally and then increase it by one degree.

damage bonus: A modifier used to determine the damage of an attack.

damage: An effect that causes a character harm. Damage is resisted by Toughness.

damage condition: A condition imposed by a damage effect.

dazed: A condition. A dazed character is limited to free actions and a single standard action per turn, although the character may use that action to perform a move, as usual. Stunned supersedes dazed.

deaf: A combined condition. The character cannot hear, giving everything total auditory concealment from him. This may allow for surprise attacks on the unaware character (see **Surprise Attack** in the **Action & Adventure** chapter). Interaction with other characters is limited to sign-language and lip-reading. (See **Interaction Skills** in the **Abillities** chapter.)

debilitated: A condition. The character has one or more abilities lowered below –5. (See **Debilitated Abilities** in the **Abilities** chapter.)

defense class: The difficulty for an attack check, based on a particular defense, plus 10.

defense: A trait measuring how capable a character is at avoiding certain hazards, based on the Agility, Awareness, Stamina, and Fighting abilities. Defenses include: Dodge, Will, Fortitude, Toughness, and Parry.

defenseless: A condition. A defenseless character has active defense bonuses of 0. Attackers can make attacks on defenseless opponents as routine checks. If the attacker chooses to forgo the routine check and make a normal attack check, any hit is treated as a critical hit. Defenseless characters are often prone, providing opponents with an additional bonus to attack checks.

degree(s) of failure: A measure of the failure of an action. Every five points a check result is under the required Difficulty Class is a degree of failure.

degree(s) of success: A measure of the success of an action. Every five points a check result is over the required Difficulty Class is a degree of success.

descriptor: A term describing the nature of a power. A descriptor may define how certain power effects appear or function.

difficulty class (DC): The number a player must equal or exceed for a check to succeed.

disabled: A condition. A disabled character is at a –5 circumstance penalty on checks. If the penalty applies to specific checks, they are added to the name of the condition, such as Attack Disabled, Fighting Disabled, Perception Disabled, and so forth. Debilitated, if it applies to the same trait(s), supersedes disabled.

duration: How long an effect lasts. There are five durations: instant, concentration, sustained, continuous, and permanent. Instant effects occur and end in the same turn. Concentration effects require a standard action each round to maintain. Sustained effects require a free action each round to maintain. Continuous effects require no action to maintain. Permanent effects also require no action to maintain, but cannot be turned off.

dying: A combined condition. A dying character is incapacitated (defenseless, stunned, and unaware) and near death. When the character gains this condition, immediately make a Fortitude check (DC 15). If the check succeeds, nothing happens. With two degrees of success, the character stabilizes, removing this condition. If the check fails, the character remains dying. Three or more *total* degrees of failure mean the character dies; so three failed Fortitude checks or one or two checks adding up to three degrees. Dying characters make a Fortitude check each round until they either die or stabilize. Another character can stabilize a dying character with a successful Treatment check (DC 15) or use of a Healing effect (see the **Powers** chapter).

effect: An aspect of a power with a particular defined game effect.

entranced: A combined condition. An entranced character is stunned, taking no actions other than paying attention to the entrancing effect. Any obvious threat automatically breaks the trance. An ally can also shake a character free of the condition with an interaction skill check (DC 10 + effect rank).

exhausted: A combined condition. Exhausted characters are near collapse. They are impaired and hindered. Characters recover from an exhausted condition after an hour of rest in comfortable surroundings.

extra: A power modifier that enhances a power, increasing its cost.

extra effort: Players can use extra effort to improve a hero's abilities in exchange for the hero suffering some fatigue. (See page 19.)

fail: Achieve an unsuccessful result for a check or other die roll.

fatigued: A condition. Fatigued characters are hindered. Characters recover from a fatigued condition after an hour of rest.

flat: A modifier that increases or decreases an effect's total cost by a set or "flat" value, rather than increasing or decreasing its cost per rank of the effect.

flaw: A power modifier that limits a power, reducing its cost.

free action: A minor activity, requiring very little time and effort.

Gamemaster (GM): The player who portrays characters not controlled by the other players, makes up the story setting for the game, and serves as the referee for game play.

graded check(s): A check where degree of success or failure is counted.

hero (also super hero or player character): A character controlled by a player, one of the main protagonists of an adventure or series.

hero points: Points players can spend to gain bonuses with particular actions.

hindered: A condition. A hindered character moves at half normal speed (–1 speed rank). Immobile supersedes hindered.

immobile: A condition. Immobile characters have no movement speed and cannot move from the spot they occupy, although they are still capable of taking actions unless prohibited by another condition.

impaired: A condition. An impaired character is at a –2 circumstance penalty on checks. If the impairment applies to specific checks, they are added to the name of the condition, such as Attack Impaired, Fighting Impaired, Perception Impaired, and so forth. If it applies to the same trait(s), disabled supersedes impaired

incapacitated: A combined condition. An incapacitated character is defenseless, stunned, and unaware. Incapacitated characters generally also fall prone, unless some outside force or aid keeps them standing.

melee weapon: A handheld weapon designed for close combat.

minion: A minor NPC with less influence on the story than the main characters. Minions are subject to special rules regarding their abilities, particularly in combat, that make them easier to defeat.

modifier: Any bonus or penalty applied to a die roll.

move action: An action intended to move a distance or to manipulate or move an object or the equivalent.

natural: A natural result on a roll is the actual number appearing on the die, not the modified result obtained by applying modifiers to that number.

non-player character (NPC): A character controlled by the Gamemaster (as opposed to a character controlled by a player).

normal: A condition. The character is unharmed and unaffected by other conditions, acting normally.

opposed check(s): A check where the Difficulty Class is set by another character's check result; the two checks are compared and the character with the higher check result wins.

paralyzed: A combined condition. A paralyzed character is defenseless, immobile, and physically stunned, frozen in place and unable to move, but still aware and able to take purely mental actions, involving no physical movement whatsoever.

partial modifier: A modifier that applies to only *some* of an effect's ranks and not others. A modifier must apply to at least one rank, and may apply to as many ranks as the effect has.

penalty: A negative modifier to a die roll.

player: You, your *Gamemaster*, or one of your friends playing the game.

player character (PC, also hero): A character controlled by a player, one of the main protagonists of an adventure or series.

power level (also level or PL): A limit on overall power and ability in a series, also sometimes used to describe the overall power of a character (*e.g.* a level 11 hero, a power level 15 villain, etc.).

power modifier: An increase or decrease in a power's capabilities, also increasing or decreasing its cost.

power points: Points allocated to a character's different traits during character creation, also awarded for advancement.

power stunt: An alternate effect acquired temporarily through extra effort (see page 19).

power: A superhuman trait, like the ability to fly or shoot blasts of energy. Powers are made up of one or more effects with various descriptors defining the power's nature.

prone: A combined condition. A prone character is lying on the ground, receiving a –5 circumstance penalty on close attack checks. Opponents receive a +5 circumstance bonus to close attack checks but a –5 penalty to ranged attack checks (effectively giving the prone character total cover against ranged attacks). Prone characters are hindered. Standing up from a prone position is a move action.

range: The distance over which an effect works. There are five ranges: Personal, Close, Ranged, Rank, and Perception. Personal range effects work only on the user. Close range effects work only on subject the user touches. Ranged effects work over a distance, usually a maximum of (rank x 100 feet). Rank range effects have a distance set by the specific effect's rank. Perception range effects work over any distance where the user can accurately perceive the subject of the effect.

ranged attack: Any attack made at a distance.

ranged weapon: An energy, projectile, or thrown weapon designed for attacking at a distance.

rank: A measure of a character's level of ability with a skill or power.

resistance check: A roll made with a defense to avoid or reduce harm. Most Resistance checks are DC 10 plus the effect rank.

restrained: A combined condition. A restrained character is hindered and vulnerable. If the restraints are anchored to an immobile object, the character is immobile rather than hindered. If restrained by another character, the restrained character is immobile but may be moved by the restraining character.

round: A roughly six-second unit of game time used to manage fast-paced action.

routine check(s): A check for an action taken under routine circumstances, where the character is not under any time pressure. Rather than rolling the die, add 10 to the modifier for the check to get the check result.

scene: A portion of an adventure, like a chapter of a story.

series: A linked collection of adventures, forming the backdrop against which the characters interact and participate in the setting, like an ongoing comic book or television series.

stack: Combine for a cumulative effect. If modifiers do not stack, it is specified in the rules. In most cases, modifiers to a given check stack. If the modifiers of a particular roll do *not* stack, only the best bonus or worst penalty applies. Sometimes there is a limit to how high a stacked bonus or penalty can be.

staggered: A combined condition. A staggered character is dazed and hindered.

standard action: An action intended to do or act upon something. You can perform a single standard action per round.

stunned: A condition. Stunned characters cannot take any actions, including free actions.

surprised: A combined condition. A surprised character is stunned and vulnerable, caught off-guard and therefore unable to act and less able to avoid attacks.

target (also subject): The intended recipient of an attack, action, or power.

threat range: All natural die roll results constituting a critical threat when rolled for an attack check. For most attacks, the threat range is a natural roll of 20. Some attacks have greater threat ranges.

threat: A possible critical hit. The attack check result of a threat must equal or exceed the target's defense for the threat to constitute a critical hit.

toughness: A measure of a character's ability to resist and endure physical harm. Toughness checks are DC 15 plus the effect rank.

trained/training: Having at least 1 rank in a skill.

trait: Any of a character's game-defined qualities: abilities, skills, advantages, and powers are all traits.

transformed: A condition. Transformed characters have some or all of their traits altered by an outside agency. This may range from a change in the character's appearance to a complete change in trait ranks, even the removal of some traits and the addition of others! The primary limit on the transformed condition is the character's power point total cannot increase, although it can effectively decrease for the duration of the transformation, such as when a powerful super hero is turned into an otherwise powerless mouse or frog (obviously based on considerably fewer power points).

unarmed attack: A close attack made with no weapon in hand.

unaware: A condition. The character is completely unaware of his surroundings, unable to make interaction or Perception checks or perform any action based on them. If the condition applies to a specific sense or senses, they are added to the name of the condition, such as visually unaware, tactilely unaware (or numb), and so forth. Subjects have full concealment from all of a character's unaware senses.

untrained: Having no ranks in a skill. Some skills cannot be used untrained.

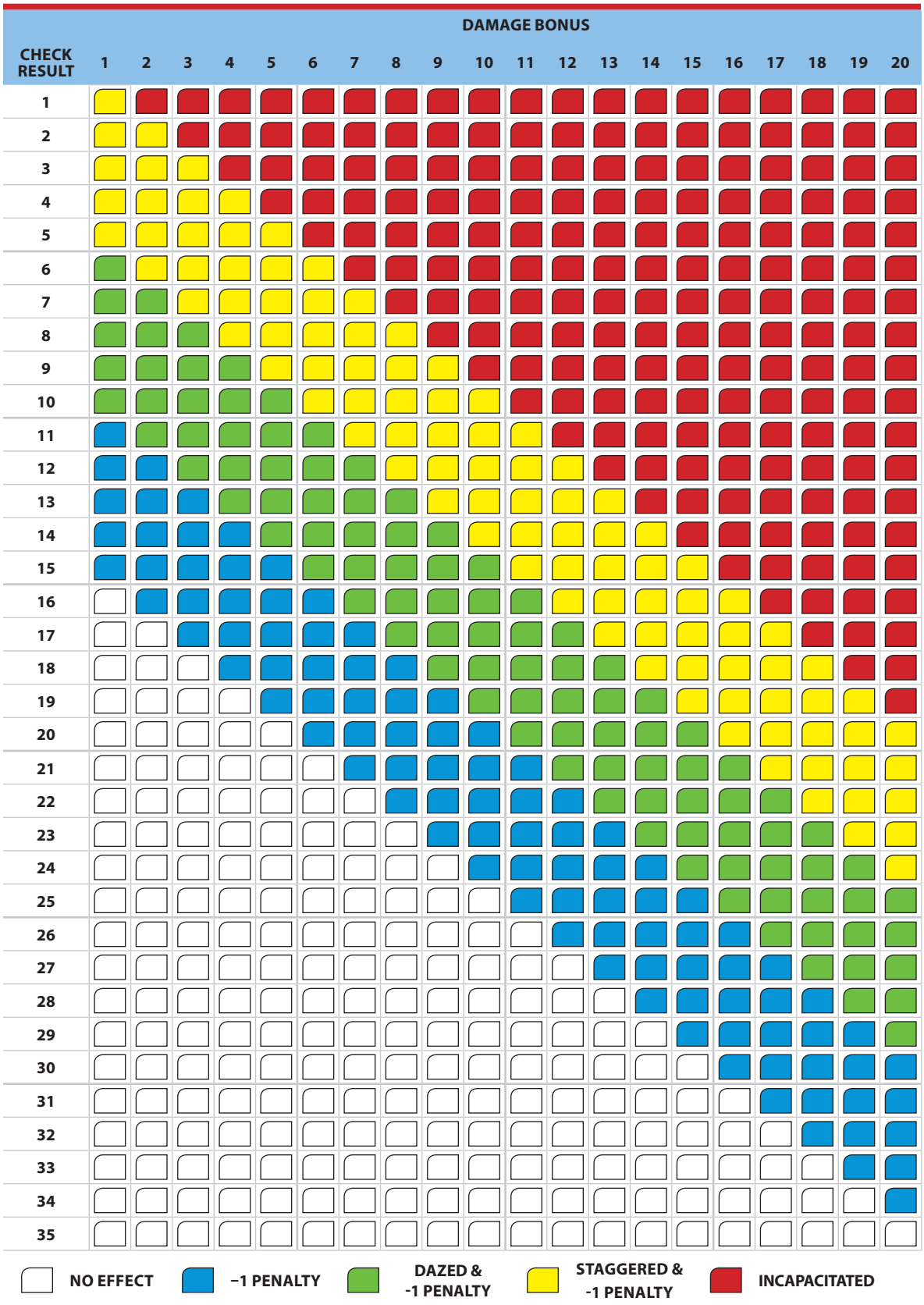
villain (also super-villain): An adversary controlled by the Gamemaster.

vulnerable: A condition. Vulnerable characters are limited in their ability to defend themselves, halving their active defenses (round up the final value). Defenseless supersedes vulnerable.

weakened: A condition. The character has temporarily lost power points in a trait. See the **Weaken** effect in the **Powers** chapter for more. Debilitated supersedes weakened.

REFERENCE TABLES

DAMAGE RESISTANCE MATRIX



MEASUREMENTS TABLE—METRIC

RANK	MASS	TIME	DISTANCE	VOLUME
–5	750 grams	1/8 second	15 cm	.0008 m^3
–4	1.5 kg	1/4 second	50 cm	.0017 m^3
–3	3 kg	1/2 second	1 m	.0035 m^3
–2	6 kg	1 second	2 m	.007 m^3
–1	12 kg	3 seconds	4 m	.014 m^3
0	24 kg	6 seconds	8 m	.025 m^3
1	50 kg	12 seconds	16 m	.05 m^3
2	100 kg	30 seconds	32 m	.1 m^3
3	200 kg	1 minute	64 m	.2 m^3
4	400 kg	2 minutes	125 m	.4 m^3
5	800 kg	4 minutes	250 m	.8 m^3
6	1600 kg	8 minutes	500 m	1.7 m^3
7	3.2 tons	15 minutes	1 km	3.5 m^3
8	6 tons	30 minutes	2 km	7 m^3
9	12 tons	1 hour	4 km	15 m^3
10	25 tons	2 hours	8 km	30 m^3
11	50 tons	4 hours	16 km	60 m^3
12	100 tons	8 hours	32 km	120 m^3
13	200 tons	16 hours	64 km	250 m^3
14	400 tons	1 day	125 km	500 m^3
15	800 tons	2 days	250 km	1,000 m^3
16	1,600 tons	4 days	500 km	2,000 m^3
17	3.2 ktons	1 week	1,000km	4,000 m^3
18	6 ktons	2 weeks	2,000 km	8,000 m^3
19	12 ktons	1 month	4,000 km	15,000 m^3
20	25 ktons	2 months	8,000 km	30,000 m^3
21	50 ktons	4 months	16,000 km	60,000 m^3
22	100 ktons	8 months	32,000 km	120,000 m^3
23	200 ktons	1.5 years	64,000 km	250,000 m^3
24	400 ktons	3 years	125,000 km	500,000 m^3
25	800 ktons	6 years	250,000 km	1 million m^3
26	1,600 ktons	12 years	500,000 km	2 million m^3
27	3,2000 ktons	25 years	1 million km	4 million m^3
28	6,400 ktons	50 years	2 million km	8 million m^3
29	12,500 ktons	100 years	4 million km	15 million m^3
30	25,000 ktons	200 years	8 million km	30 million m^3
+1	x2	x2	x2	x2

SIZE RANK MODIFIERS

SIZE RANK	HEIGHT/ LENGTH	ACTIVE DEFENSE	STEALTH	INTIMIDATION	STR	STA	SPEED
3	250 ft.	–10	–20	+10	+20	+20	+2
2	120 ft.	–8	–16	+8	+16	+16	+2
1	60 ft.	–6	–12	+6	+12	+12	+1
0	30 ft.	–4	–8	+4	+8	+8	+1
–1	15 ft.	–2	–4	+2	+4	+4	+0
–2	6 ft.	0	0	0	0	0	+0
–3	3 ft.	+2	+4	–2	–1	0	+0
–4	1 ft.	+4	+8	–4	–2	0	–1
–5	6 in.	+6	+12	–6	–3	0	–1
–6	3 in.	+8	+16	–8	–4	0	–2
–7	1 in.	+10	+20	–10	–5	0	–2

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DC ADVENTURES

HERO: _____ PLAYER: _____

IDENTITY: _____ ❍ SECRET ❍ PUBLIC

GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____

GROUP AFFILIATION: _____ BASE OF OPERATIONS: _____ POWER LEVEL: _____

POWER POINT TOTALS: ABILITIES _____ + POWERS _____ + ADVANTAGES _____ + SKILLS _____ + DEFENSES _____ = _____

STRENGTH	AGILITY	FIGHTING	AWARENESS
STAMINA	DEXTERITY	INTELLECT	PRESENCE

DEFENSE

DODGE (AGL)

PARRY (FGT)

FORTITUDE (STA)

TOUGHNESS (STA)

WILL (AWE)

OFFENSE

INITIATIVE

NOTES

ADVANTAGES

SKILLS

POWERS & DEVICES

GEAR & EQUIPMENT

COMPLICATIONS

POWER POINTS

HERO POINTS

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