



HEROES

ROLE
PLAYING
REFERENCE

Hardware
Handbook

Hardware Handbook

by Troy Denning

Gadgets cannot use their attributes in any manner except:

- moving and stopping mass (Physical attributes)
- gathering and analyzing information, then responding in predetermined ways (Mental attributes)
- affecting the emotions of intelligent beings (Mystical attributes)

AP PURCHASE CHART

Total APs Purchased	Action Attribute	Other Attribute	Power	Skill
1	5	4	3	2
2	10	8	6	4
3	20	16	12	8
4	30	24	18	12
5	40	32	24	16
6	60	48	36	24
7	80	64	48	32
8	100	80	60	40
9	120	96	72	48
10	160	128	96	64
11	200	160	120	80
12	240	192	144	96
13	280	224	168	112
14	320	256	192	128
15	400	320	240	160
16	450	360	270	180
17	500	400	300	200
18	550	440	330	220
19	600	480	360	240
20	650	520	390	260
21	700	560	420	280
22	800	640	480	320
23	900	720	540	360
24	1000	800	600	400
25	1100	880	660	440
26	1200	960	720	480
27	1300	1020	780	520
28	1500	1200	900	600
29	1750	1400	1050	700
30	2000	1600	1200	800
31	2250	1800	1350	900
32	2500	2000	1500	1000
33	2750	2200	1650	1100
34	3000	2400	1800	1200
35	3500	2800	2100	1400
36	4000	3200	2400	1600
37	4500	3600	2700	1800
38	5000	4000	3000	2000
39	5500	4400	3300	2200
40	6000	4800	3600	2400
per AP over 40	+500	+400	+300	+200

STANDARD COSTS CHART

Highest AP	\$ Amount	Highest AP	\$ Amount
1	10	42-43	20B
2-3	20	44-45	50B
4-5	50	46-47	100B
6-7	100	48-49	200B
8-9	200	50-51	500B
10-11	1K	52-53	1T
12-13	5K	54-55	5T
14-15	10K	56-57	10T
16-17	50K	58-59	20T
18-19	250K	60-61	50T
20-21	1M	62-63	100T
22-23	5M	64-65	200T
24-25	10M	66-67	500T
26-27	20M	68-69	1Q
28-29	50M	70-71	5Q
30-31	100M	72-73	10Q
32-33	200M	74-75	20Q
34-35	500M	76-77	50Q
36-37	1B	78-79	100Q
38-39	5B	80-81	200Q
40-41	10B	82-83	500Q

OMNI—GADGET CONSTRUCTION TABLE

Class A	 one shift to the right (+1)
Class B	 one shift to the right (+1)
Class C	 two shifts to the right (+2)
Class D	 two shifts to the right (+2)

MINIATURIZATION TABLE

APs	Object
-1	breadbox
-2	boombox
-3	one volume of an encyclopaedia
-5	walkie-talkie
-6	pistol
-8	superball
-10	ballpoint pen
-12	D10 from DC Heroes
-16	plain wedding ring
-18	frozen pea

MULTIPLE GADGETEERS BONUS

Number of Gadgeteers	Column Shifts	Number of Gadgeteers	Column Shifts
2	1	61-90	11
3	2	91-125	12
4-5	3	126-170	13
6-8	4	171-250	14
9-12	5	251-370	15
13-15	6	371-500	16
16-22	7	501-750	17
23-30	8	751-1000	18
31-45	9	1001-1500	19
46-60	10	1501-2000	20

MODIFICATIONS TABLE

Item to be installed	AV/EV
Physical attribute	Total APs of Physical attributes
Mental attribute	Total APs of Mental attributes
Mystical attribute	Total APs of Mental and Mystical attributes
Power	Total APs of all powers and link attribute for power to be installed
Skill	Total APs of all skills and link attribute for skill to be installed

In the DC Universe, heroes and villains use thousands of strange and wonderful gadgets in their struggles against each other. *Hardware Handbook* contains descriptions of as many of these heroic tools as possible, but of course it is impossible to include every gadget that has appeared (or will appear) in the DC Universe. Therefore, this book also presents new and revised rules for building gadgets. With these rules, you can build and use the thousands of gadgets that we could not include in this book. More importantly, Players (and Gamemasters) can build gadgets from their own fertile imaginations.

But what of the Gadgetry rules in the original DC Heroes? The rules presented in *Hardware Handbook* are optional rules. They are easier to use and represent a more realistic approach to building gadgets. We highly recommend that you use these rules, but if you prefer the old rules, don't panic. We have included a simple process for converting gadgets from the revised system to the old system, and vice versa (see "Chapter 1: Converting Old Gadgets to New"). The choice is yours.

Hardware Handbook

HARDWARE HANDBOOK

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Ace Archer, acetylene arrow, acid arrow, adhesive bandage arrow, airbag arrow, Aqualad, arrow lines, Bat Computer, Bat-torpedo, Batarang, Batboat, Batcopter, Batcuffs, Batline, the Batman, Batmobile, Batplane, Bgtzl, Blue Blood, blunt-ended arrow, bola arrow, Botany Lab, Brainiac 5, Brainiac 5's force field belt, Bruce Wayne, the Caped Crusader, cargo T-Barge, Central Security Station, Changeling, clamp arrow, Combat Disk, Computo, contra-energy, cryonic arrow, Cyborg, Danielle Foccart, Dark Circle, Dark Circle blaster, Dark Circle ray blaster, Dark Circle Mother Ship, DeSaad, Detention Center, disintegrator platform, disorientation arrow, distorter, distortion bands, drill arrow, element 152, electric arrow, elevator spots, Emerald Archer, explosive arrow, extinguisher arrow, feedback arrow, flare arrow, Flash, flash arrow, Flash's ring, Flight Ring, Gadgetry Lab, Gif'dishpan Cruiser, Gizmoid, glue arrow, Gotham, grappling hook arrow, Green Arrow, handcuff arrow, Hawk, hologram projector, Holojector, Hyper-Time Bubble, inerttron, Inner Circle, intensifier, Invisible Kid, Jack Edison, Jacques Foccart, Jericho, jet arrow, Joker, Khundian, Khundian Cyborg's blaster, Khundian Cyborg, Khundian hand blaster, Khundian sonic stunner, Khundian Cruiser, knock-out gas arrow, Kryptonian, Kryptonite, Legion Academy, Legion Arsenal, Legion HQ, the Legion of Super Heroes, Legion Reservist, Legionnaires, Legionnaire's computer, Lex Luthor, magnetized arrow, Man of Steel #3, Mark 494 Cruiser, Mark 594 Cruiser, McCauley recoilless rifle, Metropolis, Midvale Orphanage, Mission Monitor Board Room, Mon El, Mon-El's uniform, Multi-Lab, net arrow, Neutralizer Pods, Nightwing, oil slick arrow, Oliver Queen, omni-gadget arrow, ordinary arrow, parachute arrow, personnel T-Barge, Phantom Girl, power siphon, Professor Vultan, putty arrow, Querl, Quislet, Quislet's exploration vehicle, reconnaissance arrow, Robin, S.T.A.R. Labs, S.T.A.R. Kilotrax computer, Saturn Girl, Science Police, Science Police Ark, Science Police Blitzler, Science Police laser pistol, Science Police laser rifle, Science Police Light Cruiser, Science Police Patrol Ship, Shadow Lass, silver iodide arrow, Skycycle, smoke arrow, SP, Speedy, Speedy's bola arrow, Speedy's bow, St. Elmo's Fire, stink arrow, Storage Tesseract, stun arrow, stun bomb, subsonic arrow, Superboy, Superboy's uniform, Supergirl, Supergirl's uniform, Superman, Swamp Thing #53, T-Helicopter, T-Jet, T-Jet elevators, T-Submarine, Takronian, tear gas arrow, the Teen Titans, Telepathic Ear Plug, Tellus, Tellus' life support device, Time Beacon, Time Bubble, time bubble technology, Time Chamber, Time Cube, Time Trapper, Time Viewer, Titan beeper, Titan's computer, Titan's Tower, Transuit, Triplicate Girl, UP, UP Freighter, UP Passenger Transport, Validus, Victor Stone, vortex arrow, white sound generator, Wildfire, Wildfire's containment suit, Wonder Girl, Wonder Girl's bracelets, Wonder Girl's lasso, Wrist Rockets, Zymyr (and any component thereof) are trademarks of DC Comics Inc., used under license by Mayfair Games Inc.



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Preface

When I was asked to revise the Gadgetry rules for DC Heroes, I jumped at the opportunity. Of all the game systems with which I have worked (a larger number than I sometimes like to recall), DC Heroes is the most ambitious. Suffice it to say that for more reasons than my editor will allow me to list, I think it also one of the most successful. Unfortunately, I have always felt that a key side-system, namely the Gadgetry section, is unplayable. Given the magnitude of the undertaking, this is not something which I hold against the talent of the original designers. However, making the Gadgetry section as playable and thorough as the rest of the game seemed a worthy undertaking, and one which I would enjoy a great deal. I said yes.

And then they told me what else I would have to design: enough gadgets to fill a 96-page book. Needless to say, I hesitated—but not because it would be difficult to find enough gadgets to fill the book. To the contrary, the difficulty would lie in selecting, from the tens of thousands of gadgets in the DC Universe, the few hundred gadgets most worthy of inclusion in the volume. Such a choice is necessarily subjective, and therefore subject to endless criticism and debate. Was this a fate to which I should willingly submit, even for art?

Okay, so I'm exaggerating: I didn't hesitate at all. I just picked four of my favorite heroes (or hero groups) and started writing. The result is a book that contains over 275 gadgets used by the Batman, the Teen Titans, Green Arrow, and the Legion of Super-Heroes. Some of these gadgets are updated versions of previously published gadgets; others are completely new. I would have included a lot more gadgets, but there just wasn't room. I am especially saddened that we could not include gadgets used by villains such as the Joker, Lex Luthor, DeSaad, and hundreds more. But, as the saying claims, that's the way the cookie crumbles.

On the brighter side, we *were* able to include a section of generic gadgets which should prove especially handy for reference during play: everything from scissors to nuclear submarines. My thanks to editor Jonatha (no, I didn't leave off the last *n*; Jonatha is female) Caspian for designing these items. And, while we could not include every gadget used by every hero in the book, we think we covered the gadgets most important to the game. The list of the gadgets in Titan's Tower even includes descriptions of commonplace items found in many buildings, such as elevators and swimming pool pumps.

In revising the Gadgetry rules, I had three concerns:

1. The old rules were not balanced. With little effort, a relatively weak Character could build a gadget capable of defeating Superman in a common slugfest.
2. The old Gadgetry rules were ambiguous and contradictory. Unless a gadget's purpose was straightforward and simple, GMs often felt lost when it came time to rule on the feasibility of building a particular item.
3. Play would come to a halt when someone wanted to build a gadget. The old Gadgetry rules were so cumbersome that building any gadget might require an hour or more of real time; consequently, most GMs either ignored the Gadgetry rules or would not allow their Players to build a gadget during a play session.

The old rules' balance problem was caused by the fact that while creating a Superman-like Character cost thousands of Hero Points, one could build a comparable gadget with a minimum expenditure of Hero Points. We corrected this problem by making the cost of building a gadget and creating a similar Character approximately equal. I should note here that the Hero Point costs for building a gadget reflect the research expenditure of time, psychic energy, and money involved in developing the prototype. They do not reflect the item's value on the open market. (It is one thing to buy a car and quite another to design and build it.) Special thanks are due to Greg Gorden for all his comments, but especially for his work on the Standard Cost Chart, and on the usage of charges. Charges? I'll get to that in a bit.

To correct the ambiguity problem, we found it necessary to start with the basics of gadgets and build from the ground up. We adopted a purpose-oriented approach which defined from the moment of conception exactly what a gadget was designed to accomplish. Next, we carefully defined exactly what a gadget's attributes could do. If the gadget's purpose did not fall within the narrow parameters of any attribute's capability, it would be necessary to bestow powers or skills upon the gadget.

Making the rules less ambiguous will go a long way toward making the Gadgetry rules more playable. In addition, we have revised the energy consumption rules to make it easier for Players to keep track of how many "charges" their gadgets have. And we have eliminated "Duration" altogether. The revised gadgetry building procedure will make it practical to build a gadget during the heat of a play session; the process requires a little simple addition, consulting a table for costs and another for column modifiers, and one die roll. We have added a new subskill to gadgetry, "Repair Gadget." And we have included rules covering an attempt to use gadgets improperly.

Another important difference between the old Gadgetry rules and the new is that it is now possible to build gadgets with Mystical attributes. While this blurs the line between the skills of Occultist and Gadgetry to some extent, the change was necessary. It allows Player Characters to build a greater range of gadgets and closes some loopholes in the old rules. The gadgeteer's ability to create occult objects is severely limited, however; the gadget cannot have Mystical attributes greater than those of its creator. This means, in effect, that a gadgeteer cannot create a gadget that can perform any mystic action which s/he could not perform.

Finally, we even included rules for converting old gadgets to the new rules, and vice versa, in case you prefer the old rules but like our new gadgets. Originally, I had hoped that the rules revision would require only four or five pages of clarifications. Instead, the revision takes twenty pages over two chapters. I guess I found out why the Gadgetry rules needed to be revised: it's not easy to design a game mechanic which allows you to build both a slingshot and a starship. Aside from a few unavoidable stretches in the fabric of reality, I think we did a good job. I hope you'll agree.



The New Basics of Gadgets

This section explains the basic theory of gadgets, including changes made to make the Gadgetry skill more workable. "Chapter 2: Using Gadgetry Skill" explains how to use the Gadgetry skill to build and identify gadgets. But read this chapter, "The New Basics of Gadgets", first so that you understand the mechanics behind the changes.

The Basics of Gadgets

A gadget is a tool designed to accomplish a specific task (or tasks). Gadgets can rarely accomplish tasks for which they were not designed; a gadget's purpose must always be considered when discussing the gadget or attempting to use it. For example, a nail is a gadget used to bind two pieces of wood together; it cannot bind two steel I-beams together. A hammer is a gadget used to drive nails; it cannot drive screws. A car is a gadget used to move human beings (and their cargo) from one point to another on the ground; it cannot carry them through a lake or over an ocean. So, we always describe a gadget in terms of the specific task(s) it is designed to accomplish.

But how well can a gadget do its task? And what are its limits? To answer these questions, we must define a gadget in terms of its attributes, powers, and skills, just as we would define a Character. For gadgets, each attribute measures a specific ability. The paragraphs below explain the relationship of each attribute to how gadgets function.

Physical Attributes

All gadgets must have 0 APs or more in each Physical attribute: DEX, STR, and BODY. *If a gadget does not have Physical attributes, it does not exist*—it's as simple as that. Note that a gadget can have 0 APs in any (or all) of its Physical attributes; a gadget with 0 APs in all of its Physical attributes still exists, but it certainly isn't very sturdy. Gadgets possessing only Physical attributes may be attacked only by assaults affecting BODY. Attacks affecting MIND or SPIRIT have no effect on gadgets without Mental or Mystical attributes.

A gadget possessing 1 AP or more in each Physical attribute, and possessing a movement power such as Running, Flying, or Swimming, is capable of independent locomotion. Note that merely possessing the ability to move does not, by itself, mean that a gadget can *decide* to move. A gadget capable of independent locomotion will not move until some agency with at least 1 AP of INT activates this ability.

Dexterity (DEX) measures a gadget's ability to move quickly and accurately. A gadget uses its DEX as its Acting Value for a Physical action check involving movement.

Gadgets with a DEX of 0 APs can never move under their own locomotion, and must be carried or pushed. Note that DEX does not give a gadget the ability to move on its own initiative. If judgement or decision-making is involved, a Character (or other agent with an INT of at least 1 AP), must activate the gadget. In cases where analysis is involved, as in a car chase, a Character (or other intelligent agent) must guide the gadget. Note that gadgets with an INT of 1 AP or greater are capable of performing this function for themselves.

When operating a gadget, a Character may substitute his DEX for that of the gadget.

The gadget's DEX is its Opposing Value when defending against an action check. If the gadget has a DEX of 0, any Character operating the gadget may substitute his DEX for the gadget's DEX when defending against an action check.

Strength (STR) measures a gadget's ability to move or stop a mass. A gadget may also use its STR as its Effect Value when making an action check to move or stop a mass (either its own mass or the mass of some other item). A gadget may not use its STR as its Effect Value when the action check does not involve moving or stopping a mass.

In order to move itself, a gadget must have a movement power, such as Running, Flying, or Swimming. *Gadgets without a movement power may use their STR to move other objects, but not themselves.*

Body (BODY) measures a gadget's ability to withstand physical stress. Determine damage against a gadget normally; that is, reduce the gadget's BODY 1 AP for each RAP when a Physical action check is made to damage it. *A gadget does not recover BODY APs like a Character does; it must be repaired (see "Chapter 2: Repairing Gadgets").*

A gadget with less than 0 APs of BODY no longer functions. *A gadget is completely destroyed when its BODY APs are reduced to less than the negative value of its original BODY APs.* Thus, a gadget with an original BODY of 0 is completely destroyed (and cannot be repaired) when it receives one RAP of damage.

A gadget capable of independent locomotion must possess at least 1 AP of BODY in order to withstand the stress of movement. A gadget without at least 1 AP of BODY immediately breaks down when it moves (or is moved).

The gadget's BODY is its Resistance Value when defending against a Physical action check.

Mental Attributes

A gadget using any Mental attribute, or power or skill with a Mental attribute link, must have 0 APs or more in each Mental attribute: INT, WILL, and MIND. Gadgets possessing Mental attributes may be assaulted with any form of attack that affects either BODY or MIND.

(In some instances, a gadget may be assigned a power with a Mental attribute link, yet not rely on any type of mental capacity for its function. In such cases, you may decide that the gadget is an exception to this rule and does not require Mental attributes to possess its Mental power. For example, a typical blowtorch has a limited power of Flame Control, yet does not rely upon any mental capacity to utilize this power. It does not need to have Mental attributes to have Flame Control.

Use your discretion in such instances. Generally, if the use of the power does not involve gathering information, drawing conclusions, or make use of some type of conductive circuitry such as wire or microwaves, you can rule that its use does not involve a mental capacity.)

A gadget with at least 1 AP in each Mental attribute possesses artificial intelligence. Such a gadget possesses self-awareness; it can reason for itself, direct its own investigations, ask itself questions, and draw conclusions from the data it compiles. Despite its self-awareness, however, a gadget possessing artificial intelligence will normally act only to achieve goals set for it by its programmer. In rare cases, when a careless programmer gives such a gadget conflicting goals, it will malfunction and behave as if it has over-ridden its programmer's goals. Artificially intelligent gadgets malfunctioning in such a manner can be very dangerous, and often require the intervention of a hero.

Intelligence (INT) is a gadget's ability to gather and collate information. INT also gives a gadget the ability to activate a sequence of events on the basis of pre-programmed instructions.

INT is the gadget's Acting Value when making an action check involving analysis, judgement, or decision-making. The gadget's INT is also its Opposing Value when defending against a Mental action check.

Willpower (WILL) is a gadget's ability to draw conclusions from the information it gathers. It is also the gadget's Effect Value when making an action check involving analysis, judgement, or decision-making. If a gadget has a WILL of 0 APs, a Character may substitute his WILL for the gadget's when it makes a Mental action check.

Mind (MIND) measures a gadget's ability to withstand Mental stress. Determine damage against the gadget normally; that is, reduce the gadget's MIND 1 AP for each RAP when an action check to damage its MIND is made. *In order to recover lost MIND APs, the gadget must be repaired* (see "Chapter 2: Repairing Gadgets").

A gadget with less than 0 APs of MIND can no longer use any Mental attribute, or any power or skill with a Mental attribute link. A gadget's Mental attributes (and any Mental powers or skills) are completely destroyed when its MIND APs are reduced to less than the negative value of its original MIND APs.

The gadget's MIND is its Resistance Value when defending against a Mental action check.

Mystical Attributes

A gadget using any Mystical ability, or any power or skill with a Mystical attribute link, must have 0 APs or more in each Mystical attribute: INFL, AURA, and SPIRIT. A gadget possessing Mystical attributes may be attacked Physically, Mentally, or Mystically.

In some cases, a gadget may be assigned a power with a Mystical attribute link, yet have that power due to a well-known principle of engineering or physics. Use your discretion to rule whether or not the power in question is an exception to the rule requiring a gadget to have Mystical attributes if it possesses Mystical powers. For example, a rain-making machine which functions by seeding clouds with silver iodide would have limited Weather Control powers. Since it is a well-known fact of physics and chemistry that spreading silver iodide in clouds can cause rain, the rain-making machine does not need Mystical attributes to have its Weather Control powers. As a general guideline, unless the Player can explain how the Mystical power works using commonly known scientific principles, you may rule that the gadget *does* require Mystical attributes.

Gadgets possessing Mystical attributes are very rare, for they are very difficult to build. The following restrictions apply to any gadget possessing Mystical attributes:

1. Each Mental attribute must equal or exceed the corresponding Mystical attribute. That is, the gadget's INT must equal or exceed its INFL, its WILL must equal or exceed its AURA, and its MIND must equal or exceed its SPIRIT.
2. The gadget's Mystical attribute(s) cannot exceed the same Mystical attribute(s) of the builder.
3. A gadget may not possess a Mystical power that its builder did not possess.

Gadgets with at least 1 AP in each Mystical attribute have free wills and possess motivations independent of their inventors' motivations. Such gadgets are very dangerous, for their thought processes are alien to those of human beings; consequently, they are highly unpredictable.

Influence (INFL) is a gadget's ability to affect a target's emotions. It is the gadget's Acting Value when making an action check to force an intelligent being to perform some task against its own wishes. INFL is also the gadget's Opposing Value when defending against a Mystical attack.

Aura (AURA) is a gadget's ability to project its emotions (or those of its operator) into a target's mind. It is the gadget's Effect Value when making an action check to force an intelligent being to perform against its own wishes.

Spirit (SPIRIT) is a gadget's ability to withstand Mystical stress. It is the gadget's Resistance Value when defending against a Mystical action check. Determine damage against the gadget normally; that is, reduce the gadget's SPIRIT 1 AP for each RAP when an action check is made to damage its SPIRIT. *A gadget does not recover SPIRIT APs.* Lost SPIRIT APs must be recovered through repair (see "Chapter 2: Repairing Gadgets").

Mystical attributes, or any powers or skills with a Mystical link, of a gadget with a SPIRIT less than 0 APs no longer function. *If a gadget is reduced to less than the negative value of its original SPIRIT, it explodes with an AV/EV equal to the APs remaining in its BODY attribute.*

Gadgets as Characters

A gadget with 1 AP or more in each attribute possesses independent locomotion, artificial intelligence, and free will. In other words, it possesses all the traits of a living Character. Such gadgets can be considered Characters if you wish. They earn Hero Points normally and can spend those Hero Points to add or enhance attributes, powers, or skills as if they were normal Characters.

However, whenever a Gadget-Character spends Hero Points to improve itself, it is always assumed that the improvement is technological in nature. The Gadget-Character must pay the dollar cost for the improvement in addition to the Hero Point cost. In addition, the new power, attribute, or skill is not automatically considered added to the Gadget-Character; someone must use his or her Gadgetry skill to install the improvement (See "Chapter 2: Modifications of Existing Gadgets").

Finally, the Gadget-Character does not recover damage like normal Characters. Instead, damage to the Gadget-Character must be repaired (see "Chapter 2: Repairing Gadgets"). As with all gadgets, if the Gadget-Character's Resistance attribute (BODY, MIND, or SPIRIT) falls below 0, no attributes in the affected class will function (Physical attributes for BODY, Mental attributes for MIND, and Mystical attributes for SPIRIT), nor will powers or skills with attribute links to the affected class function.

Otherwise, Gadget-Characters follow all the normal rules for Characters. They spend Hero Points normally, push automatic actions normally, receive the appropriate Standard Awards, etc.

Gadgets and Powers and Skills

Gadgets use their attributes in very specific ways. Gadgets use Physical attributes to move and stop. They use Mental attributes to gather and analyze information, responding in predetermined ways. And, very rarely, gadgets use Mystical attributes to affect the emotions of intelligent beings. Gadgets cannot use their attributes in any other manner.

This is an important concept, so we will repeat it:

Gadgets cannot use their attributes in any manner except:

- moving and stopping mass (Physical attributes)
- gathering and analyzing information, then responding in predetermined ways (Mental attributes)
- affecting the emotions of intelligent beings (Mystical attributes)

Of course, these limitations are not as great as they seem at first glance. For example: a hammer uses its Physical attributes to move a small mass (a nail) with great force, a computer uses its Mental attributes to analyze the velocity and trajectory of a rocket, then fires a control thruster and steers it toward the moon, and DeSaad's Dream Machine frightens a man into insanity.

There are an infinite number of ways to use a gadget's attributes to create an infinite number of effects.

But suppose you want to make a block of ice? You could build a complicated contraption that freezes water by exposing it to a very high wind. However, it might be simpler to give a gadget the power of Ice Production.

In addition to attributes, gadgets sometimes possess powers and skills. Remembering that we define a gadget by the task it was designed to accomplish, there will be plenty of times when the ability to move and stop a mass just does not get the job done. In such instances, a gadget may possess a power or skill. Gadgets can possess any power or skill in the *Powers & Skills* book; that is, they can providing the gadget possesses the link attribute for that power or skill.

A note on skills is important here: most gadgets do not possess the full range of subskills under any given skill. This is obvious under a purpose-oriented approach; most gadgets only need to accomplish specific tasks. Therefore a gadget is assigned only those subskills it needs to accomplish its task. Further, gadgets do not earn the AP bonus for specialization (see the *Player's Manual*, page 33) given to Characters who take only specific subskills, *unless* the gadget is a Character.

A gadget may possess any number of powers or subskills, at any level of APs (see "Chapter 2: Using Gadgetry Skill" for builders' limitations). As with Characters, the APs of the power or subskill equal the AV/EV, but a gadget's automatic power or subskill (or attributes) cannot be pushed (unless the gadget is a Character). A gadget cannot spend Hero Points to increase the AV/EV of its standard powers or subskills, either (unless it is a Character).

Powers and subskills may be linked to a gadget's attributes. The rules for linked powers and subskills are the same for gadgets as they are for Characters:

1. The APs of the power or subskill are the same as the APs of the attribute to which they are linked.
2. Reduction of the attribute reduces the APs of the power or subskill.
3. Powers or subskills which are not linked at the time the gadget is built may not be linked later.

If a gadget's attributes are improved through rebuilding or repair (see "Chapter 2: Repairing Gadgets"), linked powers or subskills are also improved. The Batman Option is not available for gadgets. See "Chapter 2: Linking" for the costs and procedure of building gadgets with linked powers and subskills.

Just as with Characters, gadgets using automatic powers (or performing automatic actions) are not required to make an action check.

One final note: we noticed that there were a few things that ordinary gadgets can do that weren't covered (or would require special uses) with the powers and skills currently available. Appendix A of this book is a section on new powers. Some of the gadgets in this book use these new powers.

Energy

Gadgets are mechanical devices, and as such require energy in order to function. Without energy, they cease to function. Most gadgets draw their energy from an internal reservoir (i.e., a fuel tank or battery). As the gadget burns this energy, it drains its reservoir.

The amount of energy in a gadget's reservoir is expressed as a number of charges. *One charge is burned each time a dice roll is required when the gadget is using its attributes or Standard powers or skills. If a gadget uses Automatic powers, it burns one charge for each AP of time its powers are used.* A gadget may use more than one attribute, power, or skill during one AP.

Note that it is far more efficient for a gadget to use an attribute, power, or skill continuously than it is to start and stop several times. This reflects the energy expenditure involved in initially charging up.

A gadget never burns a charge for using an attribute as an OV or RV to defend against any type of action check. It is perfectly possible for a gadget to be attacked without spending any of its own energy. However, the use of Skin Armor (or other defensive power or skill) does burn an energy charge.

When a vehicle uses its movement power to carry cargo, it burns a charge for using the movement power, but not for using its STR to move the mass of the cargo. The energy required to move the mass of the cargo is considered part of the energy spent on the movement power. In other words, a gadget does not have to pay twice for moving the same piece of cargo.

For example, the T-Submarine has 61 energy charges. The Teen Titans set off in the submarine to visit Atlantis. The journey requires roughly 13 APs of time. The sub uses its Swimming power to carry the Titans to Atlantis, and its Sealed Systems power to keep them alive. Along the way, its Passive Sonar will alert them to other undersea traffic in the area. Thus, the sub uses three powers for 13 APs; the total charges burned is 39.

Charges also express the relationship between the gadget's purpose and the nature of its energy supply. For example, a jet plane and an automobile might both have 13 charges, which means they could both conceivably use their powers for 13 APs. Though the jet plane would burn a lot more energy than the car, it would burn the same number of charges. The difference lies in the varying efficiencies between jet fuel and gasoline, as well as the comparative amounts of fuel each gadget can store. In other words, *the number of charges reflects the ratio between the amount of energy a gadget consumes and the amount of energy it carries in its reservoir.*

Most gadgets rely on regular infusions of energy, but a few (very few) either generate their own energy internally

from an inexhaustible supply of fuel, or gather it from the environment continuously. For such gadgets, the charges are the number of APs of time the gadget can function before needing repair.

Some gadgets draw their supply of energy from the user (for example, a gadget that is thrown). Such gadgets have an NA (not applicable) designation in place of the number of charges.

Note on Energy: In play, energy charges should be much easier to incorporate than "Uses" and "Duration." However, some gadgets with only a few powers may be able to function for extremely long periods of time without refueling. For example, a plane with 30 charges and the single power of Flight could conceivably stay airborne for more than a year.

While this is not a realistic situation, it is one that should occur only very rarely in actual play, which is usually measured in seconds and hours. In order to develop a simple system for keeping track of a gadget's energy supply, allowing each gadget an adequate but not endless supply of energy, we had to make some compromises. This is one of those compromises. We feel it will not affect normal play, but it is something you should know. If a situation does arise where excessive charges become a problem, you can usually find some additional power or skill the gadget in question must constantly use in order to achieve its purpose. In the example, the plane might need to use Radar Sense at all times while in the air, as well as Flight; suddenly its years of Flight time drop to a day.

Recharging

After a gadget burns up all of the charges in its energy reservoir, it ceases to function, and must be refueled. Refueling normally requires 1 AP of time for each attribute, power, or skill a gadget possesses. Spending less time refueling will normally recharge the gadget's energy reservoir only partially. For instance, a gadget with STR, BODY, and two powers takes 4 APs to recharge fully. Adjust the time required for refueling as you see fit.

In some cases, Characters concerned about the amount of time required to recharge their gadget make reload packs. Reload packs are gadgets designed to recharge other, specific gadgets quickly. Reload packs normally consist of a container designed to dispense fuel into the gadget efficiently. They usually have 0 APs of DEX and STR, and just enough BODY APs to hold the fuel. Reload packs cut the time required to refuel a gadget by 5 APs, but it always requires at least one combat phase (0 APs) to reload a gadget.

Omni-Gadgets

An omni-gadget, as the name suggests, is a multi-purpose device. At the time of its creation, the omni-gadget's exact purpose remains unknown. In other words, unlike normal gadgets, *an omni-gadget is not designed to accomplish a specific task*. It is designed to accomplish a task which will be defined only at the moment of use.

Because the inventor of an omni-gadget possesses, at best, only a vague idea of the task the gadget will be called upon to perform, s/he cannot give the gadget specific attributes or powers. Instead, s/he gives the omni-gadget a range of attributes or powers. These ranges, called "classes," are listed below:

A.....	Physical Attributes
B.....	Mental Attributes
C.....	Powers
D.....	The ability to substitute its own APs for its user's attributes.

An omni-gadget has a certain number of APs in each class of attributes or powers it possesses. For example, an omni-gadget might possess 15 in APs class A, 8 APs in class C, and not possess classes B or D. *All omni-gadgets must possess class A*, but the inventor can assign 0 APs to this class. (Note that such an omni-gadget would be very fragile, and might not be capable of sustaining a power at high AP levels.)

When the possessor wants to use the omni-gadget, s/he simply assigns the APs in each class to the desired attributes or powers and pays the Hero Point cost for these attributes and powers. For example, a hero possessing an omni-gadget with 6 APs in class A and 5 APs in class C wants to haul bystanders out of a river into which the villain has thrown them. The hero might assign the omni-gadget's class A APs like this:

DEX: 0 STR: 4 BODY: 2

and give the omni-gadget 5 APs of Swimming for class C. The cost, using the AP Purchase Chart, is the total of the gadget's APs (DEX, STR, BODY, and power) plus the base cost of the power. This omni-gadget will cost 61 Hero Points if used as described: it may save the lives of several innocents. Note that when using class A and B omni-gadgets, values must be assigned to each attribute in the class. (This value may be 0, just as for regular gadgets.)

The user of an omni-gadget with class C APs may assign the omni-gadget's class C APs to one or more powers, and the omni-gadget is then considered to possess that power(s) at the number of APs assigned to it. However, in order to use a power with a Mental attribute link in this manner, the omni-gadget must possess 0 APs or more in class B. An example is an omni-gadget used as a signalling device. Zero APs are assigned to class B so that the INT attribute exists, and the power of Telepathy can be used. Note that an omni-gadget may always use a power with a Physical attribute link because it must automatically possess 0 APs or more in class A, and an omni-gadget may never use a power with a Mystical attribute link.

A class D omni-gadget is capable of substituting its class D APs for the APs in one or more of its user's attributes. The hero may divide the APs as s/he wishes among his or her attributes, splitting the APs among several attributes, or concentrating the APs in only one or two attributes. Class D APs may always be substituted for Physical attributes, but can only be substituted for Mental attributes if the omni-gadget possesses 0 APs or more in Class B. Class D APs may never be substituted for Mystical attributes.

Note that these APs are substituted *for* the user's attribute APs; *never add class D APs to the APs of a user's attribute*. In addition, only class D APs may be assigned to a user's attributes; an omni-gadget's APs from class A, B, or C can never be assigned to a user's attributes.

For example, a normal man with the following stats:

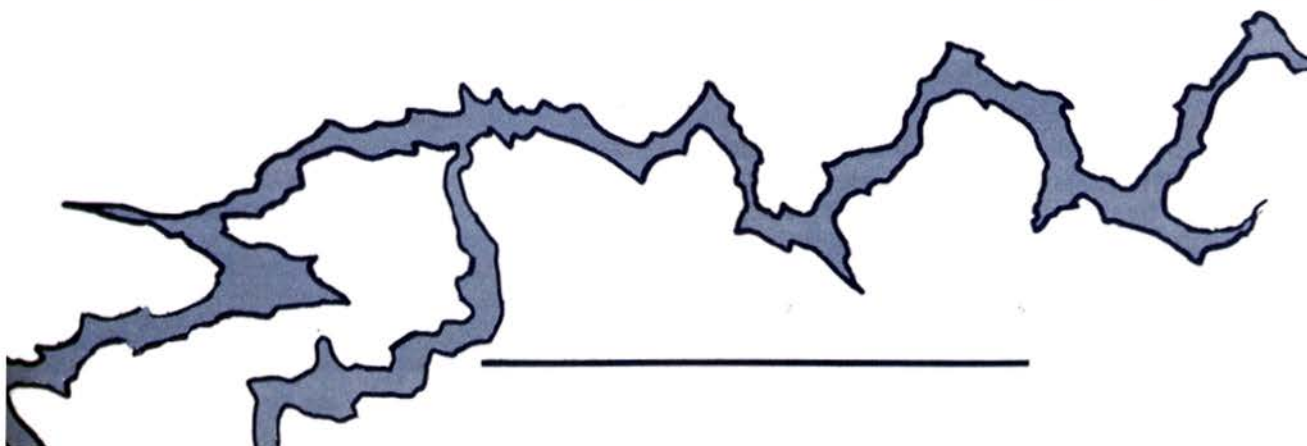
DEX: 2 STR: 2 BODY: 2
INT: 2 WILL: 2 MIND: 2
INFL: 2 AURA: 2 SPIRIT: 2

wants to catch a falling plane. He happens to possess an omni-gadget with 18 class D APs. He might assign 7 APs to his DEX and 11 APs to his STR, giving him the following attributes:

DEX: 7 STR: 11 BODY: 2
INT: 2 WILL: 2 MIND: 2
INFL: 2 AURA: 2 SPIRIT: 2

The cost of this omni-gadget is the total cost of the two substituted attributes, plus whatever the class A attributes might be: remember, all omni-gadgets possess class A.

Omni-gadgets are not required to possess any class of attributes or powers other than class A. *Omni-gadgets can never possess or use skills, Mystical attributes, or powers that have a Mystical attribute link*. The installation of skills, Mystical attributes, and powers with a Mystical attribute link requires a great deal of concentration and time. Because omni-gadgets are designed for quick conversion, it is impossible for a gadgeteer to design





IMPROPER GADGET USE TABLE

Relationship of task to gadget's purpose	Suitability of gadget for task	Difficulty of task on Universal Modifiers Chart
Very Close (simple variation of original purpose)	Very Close (gadget possesses attributes needed for task, and its physical form is suited for task)	Easy Example: Using a wood chisel to chip ice
Moderately Close (complex variation of gadget's original purpose)	Very Close	Challenging Example: Using a screwdriver to chisel wood
Not Close (completely different than gadget's original purpose)	Very Close	Strenuous Example: Using a wood chisel to turn a screw
Very Close	Moderately Close (gadget possesses attributes needed for task, but its physical form is not suited for task)	Average Example: Using pliers to turn a screw
Moderately Close	Moderately Close	Extreme Example: Using a plastic knife to turn a screw
Not Close	Moderately Close	Pushing the Limit Example: Using a crowbar to turn a screw
Very Close	Not Close (gadget does not possess attributes needed for task)	Difficult Example: Using a crescent wrench to drive a nail
Moderately Close	Not Close	Herculean Example: Using a crowbar jack up a car
Not Close	Not Close	Beyond the Limit Example: Using a kitchen knife to break concrete

omni-gadgets with skills, Mystical attributes, or powers with a Mystical attribute link. (Of course, this means an omni-gadget cannot have a free will.)

It can be very costly to use an omni-gadget: most heroes either build omni-gadgets with a small number of APs, or use their omni-gadgets only in perilous situations. It is important to note that *just because the omni-gadget has APs available, the hero need not use the maximum number* if the gadget can accomplish its task with fewer.

Like regular gadgets, omni-gadgets burn energy. They use their charges in the same manner as regular gadgets. However, *omni-gadgets may never be recharged*. After it depletes its energy reservoir, an omni-gadget falls apart and is entirely useless. This reflects the abnormal stress to which omni-gadgets are subject.

Using Gadgets Improperly

No matter how many times s/he has been warned about the danger, sooner or later every Character attempts to use a gadget to accomplish some task for which it was not designed. When this occurs, you must use your own judgement and the Universal Modifiers Chart (located on the *Gamemaster's Screen*) to determine the outcome of such a foolish act.

All attempts to use gadgets improperly require an action check. If the attempt would normally be considered an automatic action, use the Character's Acting and Effect Values as the Opposing and Resistance Values as well (so that s/he must roll an "11" for his or her base chance to succeed). Then use the Universal Modifiers Chart to adjust the difficulty of the roll.

Two factors deserve consideration when determining how difficult the task should be:

1. The relationship of the task being attempted to the task the gadget was originally designed to accomplish.
2. The suitability of the gadget for accomplishing the task at hand.

Each factor weighs equally. The closer the relationship of the task is to the purpose for which the gadget was designed, and the more suitable the gadget is for the task, the easier the action check should be. The Improper Gadget Use Table gives examples of various gadgets improperly used. Notice that the further away from either the purpose or the suitability of the gadget, the more difficult the modifier becomes.

Use your own judgement as well as the guidelines in the Improper Gadget Use Table to determine where the attempt falls on the Universal Modifiers Chart. Do not hesitate to simply state that it is impossible to use a gadget to achieve a certain purpose if, in your estimation, that would be the case.

If the attempt succeeds, apply the RAPs normally (keeping in mind the column shifts indicated on the Universal Modifiers Chart). A result of "N" on the Results Table indicates that the gadget has no effect—in other words, the attempt failed.

Failure of the roll on the Action Table indicates that the gadget was damaged by the attempt. Because the more unsuitable a gadget is for a job, the more likely it is to be broken, the gadget receives one AP of damage for each column shift applied to the attempt. This damage is

applied to its BODY if a Physical attribute, power, or skill, was involved. If a Mental attribute, power, or skill was involved, the gadget receives one AP of damage to its MIND for each column shift. If a Mystical attribute, power, or skill was involved, the gadget receives one AP of damage to its SPIRIT for each column shift. Note that a gadget may receive equal amounts of damage to its BODY, MIND, and/or SPIRIT if the attempt involved more than one type of attribute, power, or skill.

Converting Old Gadgets to New Rules

Have an old gadget whose stats you want to update?

Consider the gadget's powers and skills first. Are the powers and skills appropriate to the description of the gadget's purpose? If not, replace or add the appropriate skills at the same level of APs. Once you have established that the gadget has adequate powers and skills, check to see if the gadget has the appropriate link attributes. If not, add the link attributes at 0 APs.

Next, consider the gadget's attributes. Are they used according to the guidelines discussed at the beginning of this chapter? If not, re-assign attributes at approximately the same level of APs as the old attributes (adjust AP levels as needed to fulfill the gadget's purpose).

Finally, consider the gadget's Uses and Duration. This represents the gadget's energy source, and will be converted to simple "charges". If the gadget draws its energy from the user or an external source and is not subject to duration, enter NA (not applicable) or EPS (external power supply) after the word *Charges*.

If, however, the gadget draws on an internal power supply (as do most gadgets), consider its Duration statistic. This is the number of APs the gadget is supposed to function.

1. Count the number of attributes, powers, and skills the gadget must use constantly to fulfill its purpose.
2. Multiply the Duration by this number.
3. Add one for each attribute, power, or skill not used constantly. The result is the gadget's number of Charges.

Feel free to adjust this number as you feel appropriate.

Converting New Gadgets to Old Rules

Perhaps you are more comfortable with the old Gadgetry rules.

Leave all attribute, power, or skill scores as they appear in the new statistics. Convert Charges to Uses and Durations by using the following procedure:

1. Count the number of attributes, powers, and skills the gadget must use constantly to fulfill its purpose.
2. Divide the total number of Charges by this number. The result is the gadget's Duration.
3. Count the number of attributes, powers, and skills the gadget does not use constantly to fulfill its purpose. This is the number of the gadget's Uses.

Feel free to adjust these numbers as you feel appropriate.

Because of the differences in the underlying philosophies of the old Gadgetry rules and the new, especially in the areas of attribute use and energy supply, it is impossible to develop an exact conversion method. These procedures will yield close approximations of the same gadget in the two systems.

Using Gadgetry Skill

This chapter explains how to use the Gadgetry skill to identify, build, and repair gadgets. Before reading this chapter, read the first chapter "The New Basics of Gadgets".

The statistics for the Gadgetry skill have not changed from those presented in the *Powers & Skills* book in the basic set:

GADGETRY

LINK: INT BASE COST: 10
TRAINING TIME: 2 months (21 APs)

However, many of the procedures used to identify and build gadgets have changed, and we have added a short section on repairing gadgets. Gadgetry now has three subskills: Identify Gadget, Build Gadget, and Repair Gadget. Unskilled Characters may attempt to use the Identify Gadget subskill, but cannot use the Build Gadget or Repair Gadget subskills.



Laboratories

Laboratories make the task of building gadgets easier. Characters working in a laboratory can add the APs of the lab to their Gadgetry Acting and Effect Values. The number of APs added from a laboratory cannot exceed the number of APs of the Character's Gadgetry skill score. (For example, a Character with a Gadgetry score of 10 APs can add 10 APs to his or her AV and EV, assuming he is working in a 10 AP or greater lab.)

Of course, building laboratories is an expensive proposition. The table below lists the costs (in Hero Points and dollars) for some typical laboratories.

LABORATORY COST TABLE

APs of Lab	Cost in dollars	Cost in Hero Points
5	\$500,000	5
7	\$1,000,000	10
10	\$4,000,000	40
12	\$8,000,000	80
15	\$60,000,000	600
20	\$500,000,000	5,000
25	\$4,000,000,000	40,000
30	\$30,000,000,000	300,000
35	\$250,000,000,000	2,500,000

The Character building the laboratory may choose whether to spend money (through his wealth rating) or Hero Points. Characters may spend a combination of Hero Points and money to build labs, and more than one Character may contribute to the cost.

Each year, the owner(s) of the laboratory must pay a maintenance cost equal to 10% of the original dollar cost of the laboratory (in Hero Points or money). Failure to pay the maintenance cost renders the laboratory useless.

The standard S.T.A.R. Lab is 20 APs. The S.T.A.R. Labs in Chicago, Gotham, Los Angeles, and New York are 30 AP Labs. The S.T.A.R. Lab in Metropolis is S.T.A.R.'s only 35 AP Lab. Characters with high-level connections at S.T.A.R. Labs may be allowed to use the labs, as long as they pay any costs associated with such use (see "Build Gadget" for labor and materials costs).

There are two important changes in the Gadgetry rules regarding laboratories. First, *Characters are no longer required to pay an extra Hero Point penalty if they build their gadgets outside a laboratory.* (Instead, they now receive a bonus to their AV and EV.) Second, *a gadget is no longer limited in power by the APs of the laboratory in which it was built.* Gadgets can now be built with attributes, powers, or skills which exceed the APs of the laboratory.

Identify Gadget

Identify Gadget allows the user to attempt to identify the function of (and perhaps use) an unknown gadget. Characters are not required to use Identify Gadget to identify common tools or household items which they might encounter in the normal course of their day-to-day business. For example, few Characters would have trouble identifying a common iron, microwave oven, vacuum, etc. A Character employed as an astrophysicist would not need to use Identify Gadget to identify a gyroscope, atomic accelerator, or other complicated tool s/he would normally encounter during the course of his or her day-to-day business, even though the Player running the astrophysicist might not recognize these items.

On the other hand, Characters can use Identify Gadget to attempt to operate common gadgets which they might recognize but would not know how to run. For example, a factory worker might use Identify Gadget to attempt to fly a jet plane.

Characters must use Identify Gadget when attempting to comprehend the function of gadgets which they would not encounter during the course of their day-to-day business. Generally, this means Characters must use Identify Gadget when attempting to identify:

- gadgets they rarely encounter
- gadgets made for an unusual purpose
- gadgets made for a common purpose in an unusual manner
- gadgets designed to be deceiving in appearance
- gadgets made by an alien intelligence

If a gadget is alien in nature, the attempt to identify it should receive at least a one column shift to the right on the Opposing Value and Resistance Value columns. This shift may be as great as ten columns, depending upon how different you feel the inventor's intelligence is from that of the Character who encounters the gadget.

AV/EV, OV/RV, and RAPs

When a Character attempts to identify a gadget, the APs of his or her Gadgetry skill are his basic Acting and Effect Values. If the Character is working in a laboratory, s/he may add the lab's APs to his AV and EV. (S/he may not add more APs than s/he has APs of gadgetry, however. See "Laboratories".) The Character may also add one AP to his or her Acting and Effect Values for every AP of time over one day (15 APs) that s/he spends attempting to identify the gadget. If more than one Character with Gadgetry

skill participates in the attempt to identify the gadget, the attempt receives column shifts to the left on the Action and Result Tables.

Roll only once for each attempt made by a group of Characters; unlike team attacks, each Character does not make a separate action check when making a team identification attempt. Use the highest Gadgetry skill in the group to determine basic Acting and Effect Values. In addition, a group larger than four Characters must use a laboratory when attempting team identification of a gadget.

If a Character (or group of Characters) without Gadgetry skill attempts to identify a gadget, use the Character's INT as the basic Acting and Effect Values. The attempt also receives two column shifts to the right on both the Action and Results Tables. Characters without Gadgetry or Scientist skill never receive the benefit of using a laboratory.

When a Character (or group of Characters) attempts to identify a gadget, add the APs of each of the gadget's attributes, powers, or skills. This total serves as both Opposing Value and Resistance Value.

Determine RAPs from the Result Table normally, and compare the results to the Identification RAPs Table.

IDENTIFICATION RAPs TABLE

RAPs	Information Gained
N	No understanding of gadget.
1-2	Rudimentary understanding of gadget. Gadgeteer can operate it with a modifier of four column shifts to the right on both the Action and Results Tables. He has only a vague idea of the gadget's purpose.
3-5	Working knowledge of gadget. Gadgeteer can operate it with a modifier of two column shifts to the right on both the Action and Results Tables. He has a specific knowledge of the gadget's purpose.
6-9	Thorough knowledge of gadget. Gadgeteer can operate it without a modifier. Knows which attributes, powers, or skills a gadget possesses (but not the number of APs). (In the case of an omni-gadget, the gadgeteer knows what classes the gadget possesses.)
10-12	Total knowledge of gadget. Gadgeteer can operate it without a modifier. Knows the number of APs the gadget has in each attribute, power, or skill. (In the case of an omni-gadget, the gadgeteer knows the number of APs in each class.)
13+	Knowledge of inventor. In addition to possessing all knowledge about the gadget as described above, the gadgeteer also knows a great deal about the inventor. If the inventor is a previous acquaintance of the gadgeteer, the gadgeteer knows who built the gadget. If the inventor and the gadgeteer have not previously met, the gadgeteer gains a thorough understanding of the inventor's personality.

TEAM IDENTIFICATION BONUS

Number of characters	Column shifts to the left
2	1
3-4	2
5-8	3
9-12	4
13-16	5
17-20	6
21-30	7
31-40	8
41-75	9
75+	10

Build Gadget

Build Gadget allows the user to attempt to build gadgets of his or her own design. Be sure that any Player attempting to build a gadget has read "Chapter 1: The New Basics of Gadgets."

In cases involving common items, such as planes, cars, moderately-powerful telescopes, etc., Characters are usually well-advised to simply buy the items from normal commercial sources. It often costs more to make a single item from scratch than what a competitive manufacturer charges on the open market. (See "A Little Friendly Advice" for information about costs and sources for common hardware.)

Defining the Gadget's Purpose

When a Character wants a gadget not available on the open market, his or her Gadgetry skill is sure to come in handy. To build such a gadget, the Player first defines the task(s) that s/he wishes the gadget to accomplish (this is the gadget's purpose). Next, the Player compares the gadget's purpose to the abilities each attribute gives to a gadget. These abilities and their relationships to a gadget's attributes are thoroughly explained in "Chapter 1: The New Basics of Gadgets", and are summarized below:

Physical Attributes:

All gadgets must have 0 APs or more in every Physical attribute.

DEX: the ability to move quickly and accurately. Also, DEX is a gadget's Acting Value for an action check involving movement, and a gadget's Opposing Value when defending against a Physical action check.

STR: the ability to move or stop a mass. Also, STR is a gadget's Effect Value for an action check involving the movement or stoppage of a mass.

BODY: the ability to withstand Physical stress. The more APs of BODY a gadget possesses, the more damage it can withstand. BODY also serves as a gadget's Resistance Value when defending against a Physical action check. A gadget with 1 AP or more in each of its Physical attributes is capable of independent locomotion.

Mental Attributes:

INT: the ability to gather and collate information, and to activate a pre-programmed sequence of events. Also, INT acts as a gadget's Acting Value when making an action check involving analysis, judgement, or decision-making, and as Opposing Value when defending against a Mental action check.

WILL: the ability to draw conclusions. Also, WILL is a gadget's Effect Value when making an action check involving analysis, judgement, or decision-making.

MIND: the ability to withstand Mental stress. The more APs of Mind a gadget possesses, the more Mental damage it can withstand. MIND also serves a gadget's Resistance Value when defending against a Mental action check.

A gadget with 1 AP or more in each Mental Attribute possesses artificial intelligence; it can direct its own investigations, ask itself questions, and is aware of its own existence.

Mystical Attributes:

(Be sure to see notes on Mystical attributes in "Chapter 1: The New Basics of Gadgets")

INFL: the ability to affect an intelligent being's emotions. Also, INFL is the Acting Value when making an action check to force an intelligent being to perform against its own wishes, and the Opposing Value when defending against a Mystical action check.

AURA: the ability to project emotions into the minds of intelligent beings. Also, AURA is the Effect Value when making an action check to force an intelligent being to perform against its own wishes.

SPIRIT: the ability to withstand mystical stress. The more APs of SPIRIT a gadget possesses, the more Mystical damage it can take. SPIRIT is also the gadget's Resistance Value when defending against a Mystical action check.

A gadget with 1 AP or more in each Mystical attribute possesses a free will and has motivations independent of the motivations of its inventor.

If one of the abilities provided by a gadget's attributes corresponds to the task the inventor wishes to achieve, the Player then decides how much ability the gadget requires by studying the Benchmark APs charts on page four of the *Gamemaster's Manual*. The Player then makes a note of the attribute the gadget needs, along with how many APs of that attribute it will require.

If the Player wants the gadget to perform a task which does not correspond to an attribute, s/he next studies the *Power and Skills* book, and tries to select a power or subskill which corresponds to the task. Assuming that s/he can find a power or subskill, the Player decides how many APs of that power or subskill his or her gadget needs. S/he then makes a note of the power or subskill required, along with the number of APs required. *A gadget rarely needs all of the subskills available in a given skill*, and is only assigned those subskills it needs to fulfill its purpose. However, unless the gadget is a Character, it will not receive the AP bonus that Characters do for specialization.

If the Player cannot find an attribute, power, or subskill corresponding to the gadget's purpose, as GM you have two options. First, you can rule that it is impossible for the Character to build the gadget. This prevents the Player from designing a gadget which ruins the balance or mood of your campaign, and is a perfectly legitimate ruling. On the other hand, if you feel that the gadget the Player wishes to make would be a welcome addition to your campaign, have the Player define exactly what s/he wants the gadget to do. Be sure to define what it cannot do as well. Give this definition a name, and treat it as a new and very limited power or skill. (You may need to further define how effective this new "power" is at various AP levels. When in doubt, be cautious; it is much easier to rule that a gadget is more effective than previously believed than it is to rule that it suddenly lost effectiveness.)

Designing the Gadget

After defining the gadget's purpose, the Character is ready to design it. This is a much more difficult task, for it involves meshing the Character's desires with the laws of the DC Universe. It is in this phase that the Character labors over the drawing board, constantly aware that every feature s/he designs into his or her gadget increases the cost (in both money and Hero Points) and difficulty of successfully completing the project. (See "Building the Gadget" for the exact costs and effects of increased difficulty.)

Characters with Scientist skill are also capable of designing gadgets. In fact, gadgets designed using the Scientist skill are often much easier to build. See "Building the Gadget" for the effects of having a scientist build a gadget. A Character using Scientist skill also follows the procedure outlined in the following paragraphs.

First, the Character must consider the Physical attributes of the gadget. All gadgets must have Physical attributes, so a gadgeteer needs to consider these attributes *every* time s/he builds a gadget. The gadgeteer assigns each Physical attribute:

DEX: STR: BODY:

a value of at least 0 APs. If the gadget is to be capable of moving under its own power ("independent locomotion"), each of these values must be at least 1 AP, and the gadget will need a movement power (such as Running, Flying, or Swimming).

If the gadget needs Mental attributes, the Character then assigns each Mental attribute:

INT: WILL: MIND:

a value of at least 0 APs. The gadgeteer must assign values to each Mental attribute if the gadget needs *any* Mental attribute. (Remember: gadgets possessing a power or skill with a Mental attribute link must have Mental attributes.) However, if the gadget does not need at least one Mental attribute, the gadgeteer may elect not to give the gadget any Mental attributes at all. In this case, the gadget's statistics will not include Mental attributes.

(Important note: gadgets possessing Mystical attributes *must* possess Mental attributes. See the paragraphs on Mystical attributes that follow.)

A gadget with at least 1 AP in each Mental attribute has artificial intelligence. Gadgets with artificial intelligence possess self-awareness, can reason for themselves, direct their own investigations, ask themselves to solve problems and answer questions, and draw conclusions from the data they compile. Gadgets possessing artificial intelligence will act only in accordance with what they perceive to be their instructions, however; they do not have motivations independent of their users.

(Important note: gadgets possessing free will do have independent motivations; see the following paragraphs on Mystical attributes.)

If a Character wishes to assign Mystical attributes to his or her gadget, s/he must first determine if s/he *can*, and what the limits are on the Mystical attributes s/he is capable of building into a gadget. The following restrictions apply to Mystical attributes:

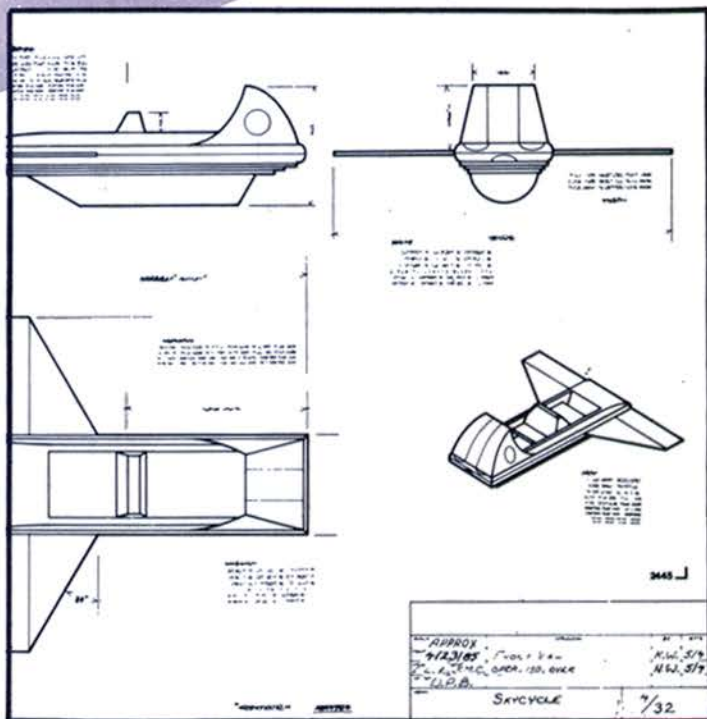
1. Each Mental attribute of a gadget must equal or exceed the corresponding Mystical attribute. That is, its INT must equal or exceed its INFL, its WILL must equal or exceed its AURA, and its MIND must equal or exceed its SPIRIT. This means that gadgets possessing Mystical attributes must also possess Mental attributes.
2. Gadgeteers cannot build a gadget in which a Mystical attribute exceeds the same Mystical attribute in themselves. (See the following paragraphs on powers for restrictions on giving a gadget Mystical powers.)

Assuming a Character wants to and is capable of building a gadget with Mystical attributes, s/he assigns each Mystical attribute:

INFL: AURA: SPIRIT:

a value of at least 0 APs. The gadgeteer *must* assign a value to each Mystical attribute if s/he assigns a value to any of them. Of course, if the gadgeteer feels his or her gadget does not require Mystical attributes, s/he is not required to give it Mystical attributes. In this case, the gadget's statistics will not show Mystical attributes.

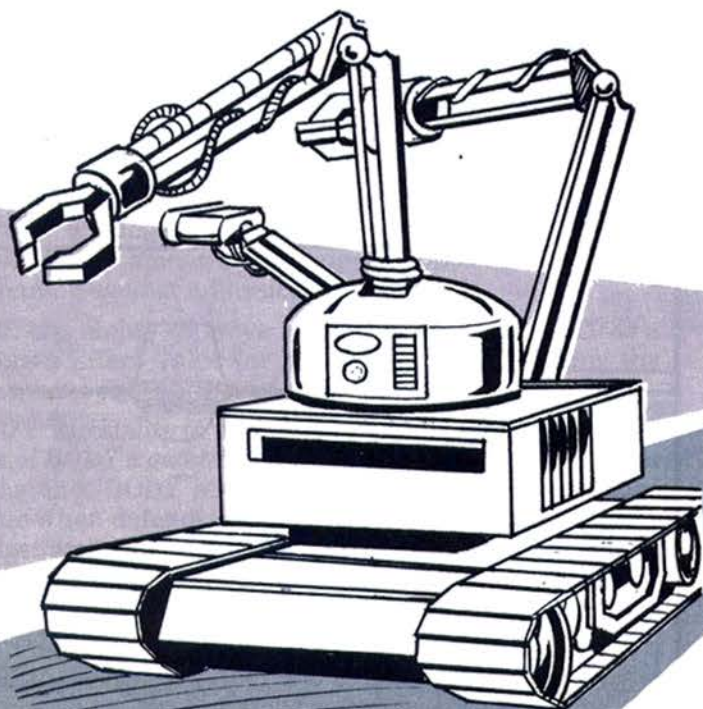
A gadget with at least 1 AP in each Mystical attribute has a free will. It possesses motivations independent of its creator's motivations, and will act in accordance with its own wishes. Before a Character builds such a gadget, s/he should be warned that machines with free wills are very dangerous, for their thought processes are alien to the thought processes of human beings. Consequently, such gadgets are highly unpredictable.



Gadgeteers wishing to assign powers or subskills to their gadgets must first determine if such an assignment is possible. Two restrictions apply to giving gadgets powers or subskills:

1. The gadget must possess the link attribute for the power or subskill the gadgeteer wishes to build into it.
2. A gadget cannot be given a power with a Mystical link attribute unless its inventor also possesses the power at the same number of APs or greater.

Assuming these two restrictions do not prohibit the Character from adding the desired powers or subskills to the gadget, the Character assigns the chosen number of APs to each power or subskill. In cases where a Character has invented a new power or skill for his or her gadget, determine the link attribute using your best judgement. Usually, the effect of the power or skill is a good indication of what to link it to; Physical effects indicate that the power or skill should be linked to a Physical attribute, Mental effects indicate it should be linked to a Mental attribute, etc.



Building Androids, Cyborgs, and Robots

Although it is not difficult to build androids, cyborgs, or robots, the subject deserves a little special discussion.

Androids, cyborgs, and robots are nothing more than specialized gadgets. Use the normal Gadgetry building procedure to build them, remembering to keep the gadget's purpose firmly in mind. The paragraphs that follow discuss some of the differences between these three types of gadgets.

Robots are mechanical devices capable of performing human tasks. In popular fiction, robots often resemble men, but in practice robots more often have an appearance related to their function. Robots are an ever-growing force in our society. Robots assemble cars in automated factories, robot trains carry cargo through deep tunnels, and robotic floor-cleaners polish corridors in the nation's great skyscrapers. For our purposes, we will define a robot as a technological device designed to accomplish a specific task or tasks without human supervision.

Like any gadget, robots must have Physical attributes. They must also have at least 1 AP of INT and 1 AP of WILL. A robot needs INT because it must interact with its environments, which is not possible without the ability to gather and collate information about them. It needs WILL because it is not guaranteed human observation to draw conclusions from the data it gathers. Therefore, a robot must rely upon its own judgement in order to interact with its environments.

Robots do not need any APs of MIND. This means that they do not require artificial intelligence to function. However, robots *may* have APs of MIND (and therefore artificial intelligence) and Mystical attributes if their creator wishes. Robots may also be given any power or skill.

A **cyborg** is a mixture of man and machine. Some of the cyborg's vital processes are controlled by electronic or mechanically operated devices. Since, at its core, a cyborg is a sentient being, it must have Physical, Mental, and Mystical statistics. A cyborg's creator may use his or her own Gadgetry skill to improve any of the sentient being's attributes. The creator may also install any skill or power into the cyborg's mechanical systems. It is important to note, however, that the supplementations and additions the gadgeteer adds to the cyborg are not innate; if the hardware containing the improvements is destroyed, the improvements disappear.

When a cyborg runs out of energy charges, only his mechanical portion ceases to function. Note, however, that a cyborg may not be able to move his heavy metal body using only his normal human muscles.

There are two types of **androids**, robotic and true. A **robotic android** is simply a robot that has been constructed to look like a normal human being (or other appropriate race). Treat a robotic android as a typical robot, except that a robotic android usually has artificial intelligence (which means it has at least 1 AP of MIND).

True androids are synthetic persons created from biological materials. They must have Physical, Mental, and Mystical stats, and are considered living beings in all ways. The only difference between a true android and a normal

human being is that true androids are created instead of born. Their creators can instill true androids with any power or skill. Note that true androids have free wills and can be very difficult to manage.

A true android's energy charges reflect its metabolic rate. It replenishes its energy reserve just like human beings replenish theirs: by eating and sleeping. A true android with only a few charges has a very high metabolic rate, while a true android with a great number of charges has a slower metabolic rate.

If a true android runs out of charges, it collapses and cannot move until it is fed. If it goes for more than one week without food, it begins taking starvation damage. For each day it goes without food, make a Killing Combat attack against the android. Use its normal BODY as AV/EV and its current BODY as OV/RV. Subtract RAPs from its current BODY.

Unlike most gadgets, true androids take damage from all environmental conditions which damage human beings. Treat such an attack as an attack upon a normal human being. (Of course, if the android has a power which protects it from the attack, then this does not apply.)

Computers

Computers are technological devices used to process and collate large amounts of data. They can be used for a wide variety of purposes, from providing the electronic nervous system of a starship to keeping track of how many beans a grocer sells. Computers may be part of a large, complex gadget like a battle tank, or they may be a single, delicate box kept in a glass case.

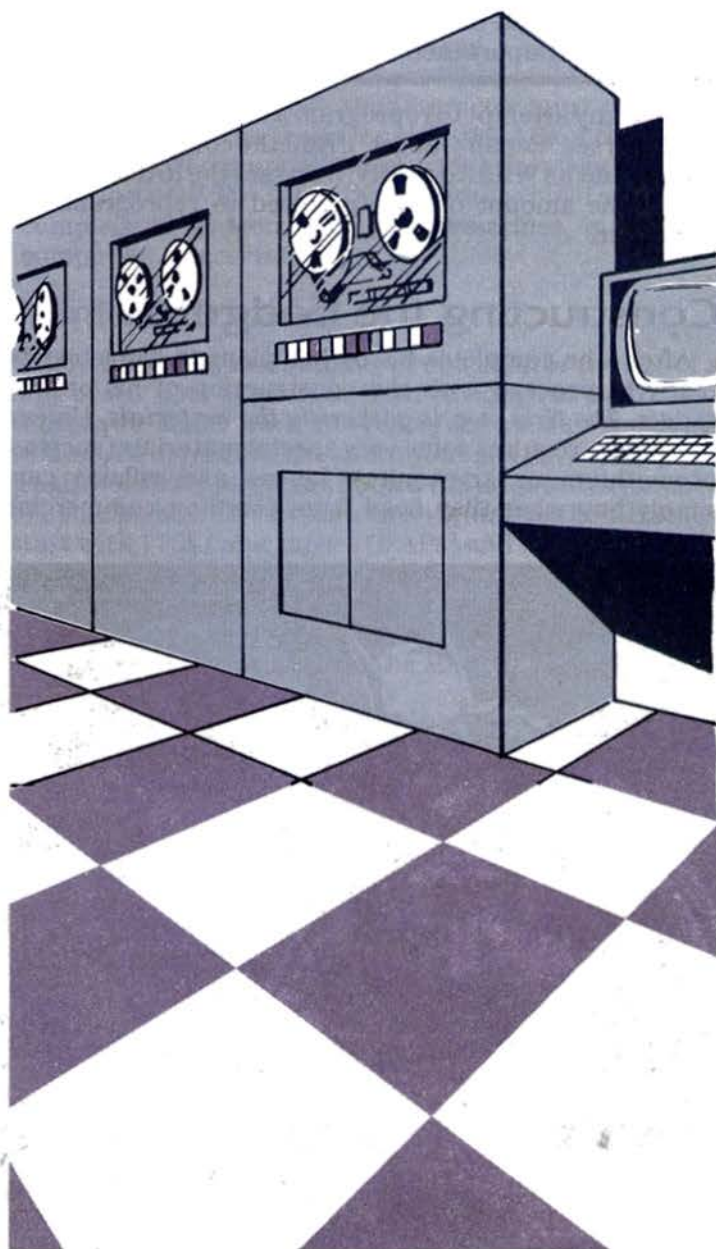
If a computer is part of larger gadget, it must be created as part of that gadget. In these cases, the computer is not considered to be a pure computer; instead, it is considered to be another type of gadget with a **computer brain**. It cannot be created separately, then installed in another gadget. This is because, like all gadgets, computers are created to perform specific tasks. A computer created to guide a rocket into the depths of the solar system will not perform well as an inventory system at the local grocer's. Computers which possess Physical or Mystical powers *must* be part of some larger object which has Physical or Mystical statistics (for example, a robot).

Pure computers have a DEX and STR of 0, but may have a BODY of several APs. All computers absolutely must have APs of INT, since this is the information gathering and collating attribute. Computers which are designed to analyze and provide conclusions must have APs of WILL. Computers with APs of INT, WILL, and MIND are considered to have artificial intelligence. Be sure to read about artificial intelligence and free will in "Chapter One: The Basics of Gadgets". Pure computers may be assigned only powers with Mental attribute links, but they may possess any of the following subskills (as well as any that have a Mental attribute link): Animal Training, Musician, Writer, Interrogation, Identify Occultist Object, and Security Systems. When a computer is fitted with the appropriate modifications, it may also possess the remaining subskills of Artist, of Charisma, the Forgery subskill of Thief, and all the subskills of Vehicles.

Most computers possess some level of Recall. When Characters attempt to use computers, be very careful

about the information the computer provides. Remember, a computer with 0 APs of WILL cannot draw conclusions or make judgements; it will only collate data and gather information. The Characters must draw their own conclusions from the data it provides. A computer with INT and WILL will draw conclusions for the heroes but it will only answer the questions which it is asked. If the Characters ask the wrong question, the computer's answer may be misleading or incorrect.

A computer with artificial intelligence will direct its own inquiries and offer information to the Player Characters. Unless the computer also has a free will, however, the computer will only attempt to follow the intent of the instructions the Characters give it. Computers without free will cannot initiate investigations or actions unless they believe they are acting according their instructions. (Of course, lapses in communication do occur—and such lapses can be very costly!)



When any computer attempts to collate information or draw a conclusion, use its INT as AV and its WILL as EV. Use the INT of the opposition as OV/RV (or use your judgement to assign a value). Consult the chart below to determine how much the computer is able to help the heroes:

COMPUTER CHECK RAPs		
RAPs	INT only	INT and WILL
1-2	A few disconnected facts	A minor clue
3-5	Name or place of a character involved in the plot	Several possible answers to the question
6-9	List of names or places involved in the plot	A vague, but correct, answer to the question
10+	Complete list of names or places involved in the plot arranged in order of importance	A detailed answer to the question

Treat any attempt to reprogram a computer as a repair attempt (see "Repair Gadget"). Add the computer's INT to the OV, and its WILL to the RV. Subtract the RAPs from 20; this is the amount of time required to reprogram the computer.

Constructing the Gadget

After s/he completes his or her plans, a gadgeteer is ready to proceed with the construction of his or her gadget. *The first step is gathering the materials.* Unless the gadget requires some very special materials (such as promethium or kryptonite), heroes and villains can simply buy what they need from common commercial sources.



STANDARD COSTS CHART			
Highest AP	\$ Amount	Highest AP	\$ Amount
1	10	42-43	20B
2-3	20	44-45	50B
4-5	50	46-47	100B
6-7	100	48-49	200B
8-9	200	50-51	500B
10-11	1K	52-53	1T
12-13	5K	54-55	5T
14-15	10K	56-57	10T
16-17	50K	58-59	20T
18-19	250K	60-61	50T
20-21	1M	62-63	100T
22-23	5M	64-65	200T
24-25	10M	66-67	500T
26-27	20M	68-69	1Q
28-29	50M	70-71	5Q
30-31	100M	72-73	10Q
32-33	200M	74-75	20Q
34-35	500M	76-77	50Q
36-37	1B	78-79	100Q
38-39	5B	80-81	200Q
40-41	10B	82-83	500Q

Key: K = thousand, M = million, B = billion, T = trillion, Q = quadrillion.

To figure the materials cost, find the highest AP value of any attribute, power or skill. Then find the dollar amount assigned to this value in the Standard Costs Chart. The total APs of the gadget, minus the linked powers or skills, are multiplied by the dollar amount of the highest AP for the total materials cost of the gadget. (see "Sample Gadgets" for examples which use this chart). The gadgeteer must pay these costs each time s/he attempts to build a gadget. If s/he fails to build the gadget on the first attempt, the materials are considered lost and s/he must buy new materials. (It costs the same amount to reclaim the old materials.) Note, too, that the costs listed above are for materials only; they do not reflect costs of labor (see "The AV/EV for Building Gadget Attempts" for comments on labor rates).

Although the cost of constructing gadgets can quickly become prohibitive for any but the wealthiest Characters, most heroes will have little trouble obtaining the financial resources required. Popular heroes can almost always find somebody to loan (or give) them the money and/or materials they need. Of course, villains have other means for obtaining money and materials...

In addition to spending money, gadgeteers must also spend Hero Points on the gadgets they build. The gadgeteer must pay the base cost for each power or skill s/he wishes to install in a gadget. S/he must also pay Hero Points to enhance the attributes, powers, or skills of his or her gadget. This cost is the same for enhancing a Character's attributes, powers, or skills. (For more information on these costs, see the *Player's Manual*, page 33.) The AP Purchase Chart from the *Player's Manual* is reproduced here for your convenience:

AP PURCHASE CHART

Total APs Purchased	Action Attribute	Other Attribute	Power	Skill
1	5	4	3	2
2	10	8	6	4
3	20	16	12	8
4	30	24	18	12
5	40	32	24	16
6	60	48	36	24
7	80	64	48	32
8	100	80	60	40
9	120	96	72	48
10	160	128	96	64
11	200	160	120	80
12	240	192	144	96
13	280	224	168	112
14	320	256	192	128
15	400	320	240	160
16	450	360	270	180
17	500	400	300	200
18	550	440	330	220
19	600	480	360	240
20	650	520	390	260
21	700	560	420	280
22	800	640	480	320
23	900	720	540	360
24	1000	800	600	400
25	1100	880	660	440
26	1200	960	720	480
27	1300	1020	780	520
28	1500	1200	900	600
29	1750	1400	1050	700
30	2000	1600	1200	800
31	2250	1800	1350	900
32	2500	2000	1500	1000
33	2750	2200	1650	1100
34	3000	2400	1800	1200
35	3500	2800	2100	1400
36	4000	3200	2400	1600
37	4500	3600	2700	1800
38	5000	4000	3000	2000
39	5500	4400	3300	2200
40	6000	4800	3600	2400
per AP over 40	+500	+400	+300	+200

Characters must expend the appropriate number of Hero Points *before* making a Gadgetry roll (see following paragraphs). If the attempt fails, the Hero Points are lost.

Finding the OV/RV

To determine the Opposing and Resistance Values for a Build Gadget attempt, add together all of the APs in the gadget's attributes, powers, and skills. This total is the OV/RV for the attempt, but may be modified by linking or miniaturization (see following paragraphs).

Linking

A gadget's powers and/or skills may be linked to a gadget's attributes in the same manner that a Character's powers and/or skills can be linked to his or her attributes. First, the gadget must possess the link attribute for that power or skill. Second, the gadgeteer pays the base cost for the power or skill. In addition, the gadgeteer must pay 25 Hero Points for each power s/he wishes to link to an attribute, and 10 Hero Points for each skill (remember, no further HPs are charged for the APs of the power or skill). Linked powers and skills have the same number of APs as the attribute to which they are linked.

Linking is especially important when building sophisticated gadgets. Although the Character must pay extra Hero Points for the power or skill, *the APs of the linked power or skill are not added into the total when figuring the gadget's OV/RV*. This is the only way to build extremely complicated gadgets such as submarines, mainframe computers, spacecraft, etc.

Miniaturization

Zero APs of volume is about 1 cubic foot, or the size of a milk crate. Lots of gadgets, both existing hardware and things you might want to create, are smaller than this volume. To determine the size of your gadget, multiply the length $\times$ width $\times$ height, and you'll come up with a number of cubic inches. To compare this volume to the AP scale, start with 1728 cubic inches (0 APs) and keep dividing by 2 until you're close to the volume of your gadget—the number of times you divide by 2 is the number of negative APs of volume. Or, save yourself the math, and compare your gadget to the objects in the Miniaturization Table.



MINIATURIZATION TABLE

APs	Object
-1	breadbox
-2	boombox
-3	one volume of an encyclopaedia
-5	walkie-talkie
-6	pistol
-8	superball
-10	ballpoint pen
-12	D10 die from DC Heroes
-16	plain wedding ring
-18	frozen pea

To create a miniaturized gadget, the number of negative APs is the number of column shifts to the left the attempt receives on the Action and Result Tables. No gadget receives more than twenty column shifts to the left, no matter how small the object is.

The AV/EV for Build Gadget Attempts

The basic Acting and Effect Values for a Build Gadget attempt are the gadgeteer's APs of Gadgetry skill. The basic Acting and Effect Values may be modified in a number of ways, however:

- If a Scientist designed the plans, add his or her APs of Scientist skill to the basic AV/EV
- Add the lab's APs up to equal the Character's Gadgetry score if s/he is working in a laboratory (but do not add more APs than the Character's Gadgetry score)
- Add 1 AP to the basic AV/EV for every AP of time over 15 a Character spends attempting to build the gadget (before s/he rolls the dice)

This sum (**Gadgetry score + Scientist APs + Labs APs + Time over 15 APs**) can be further increased by spending Hero Points:

- For each Hero Point a gadgeteer spends, the Character increases his or her AV or EV one AP for the attempt.

A gadgeteer may increase the AV/EV (**Gadgetry score + Scientist APs + Labs APs + Time over 15 APs**) up to double his or her initial score. S/He can increase either the AV, the EV, or both by spending Hero Points in this manner.

Note that because using Gadgetry skill is not an automatic action, it cannot be "pushed" (see page 11 of the *Player's Manual* for details on "pushing" automatic actions).

However, more than one gadgeteer can work on a gadget. For extremely large and complex gadgets, like starships and submarines, there may be literally thousands of skilled workers on the project. Player Characters with Gadgetry or Scientist who are helping build the gadget may contribute Hero Points to enhance the gadget's attributes, powers or skills. Hired employees (NPCs) can contribute 1 Hero Point per year to the project, and must be paid a salary of \$2000 per week (which includes the facilities at which they work). Gadgets built with NPC employees take at least one year to complete.

NPC employees can only contribute Hero Points towards enhancing the gadget's attributes, powers, and skills. Any Hero Points gained from NPCs cannot effect the AV/EV of the roll.

The attempt may receive column shifts to the left on both the Action and Result Tables if more than one Character with Gadgetry skill is working on the project:

MULTIPLE GADGETEERS BONUS

Number of Gadgeteers	Column Shifts	Number of Gadgeteers	Column Shifts
2	1	61-90	11
3	2	91-125	12
4-5	3	126-170	13
6-8	4	171-250	14
9-12	5	251-370	15
13-15	6	371-500	16
16-22	7	501-750	17
23-30	8	751-1000	18
31-45	9	1001-1500	19
46-60	10	1501-2000	20

Roll only once for each attempt a group of gadgeteers makes; unlike team attacks, each Character does not make a separate action check. Use the highest Gadgetry skill in the group as the basic Acting and Effect Values. In addition, *a group larger than four Characters must use a laboratory* when attempting to work as a team to construct a gadget.

Determine RAPs normally. *The gadget receives one charge for each RAP.*

The first gadget built from a new design is a prototype. Gadgets built thereafter, from the same unmodified design, are production copies and are much less expensive to produce (the gadgeteer has the machinery and know-how). Production copies of a gadget cost 1% (1/100th) of the original cash cost and need not be rolled for. Any Hero Points spent on the original building attempt by Player Characters do not need to be spent again. However, any Hero Points provided by NPC employees must be acquired for each production copy of the gadget.

Designing and Building Omni-Gadgets

Before attempting to design and building an omni-gadget, read "Chapter 1: Omni-Gadgets." The process for designing and building omni-gadgets begins the same way as the process for designing and building regular gadgets. First, the Character considers what s/he wants the omni-gadget to accomplish, and notes what class of abilities his or her omni-gadget will require:

Class A ...	Physical attributes (DEX, STR, BODY)
Class B	Mental attributes (INT, WPR, MIND)
Class C	Powers
Class D ..	The ability to substitute its own APs for its user's attributes

All omni-gadgets must possess class A. The inventor may assign 0 APs to class A if s/he wishes. Omni-gadgets never possess skills or Mystical attributes. In addition, if a gadgeteer anticipates the need for powers with a Mental link, s/he requires an omni-gadget with class B. *Omni-gadgets never possess powers with Mystical links.*

Next, the inventor assigns the number of APs s/he wishes to each class an omni-gadget possesses.

To determine the OV/RV, add together the APs in each class. The total is the OV/RV. (Rules for miniaturization may apply; see "Constructing the Gadget" in the preceeding paragraphs.) In addition to the column shifts that a Character would normally receive, these column shifts also apply:

OMNI—GADGET CONSTRUCTION TABLE

Class A	one shift to the right (+1)
Class B	one shift to the right (+1)
Class C	two shifts to the right (+2)
Class D	two shifts to the right (+2)

These shifts are cumulative. For example, a Character building an omni-gadget with classes A and C would receive three column shifts to the right. A Character building an omni-gadget with classes A, B, C, and D would receive six column shifts to the right. These column shifts apply to both the Action and Result Tables.

Acting and Effect Values are determined the same as if the gadgeteer were constructing a regular gadget (see preceeding paragraphs). Determine RAPs normally; each RAP equals one charge.

The Character pays the Hero Point cost for the gadget, including its powers, attributes, and the cost for enhancing those powers and attributes, when s/he declares that s/he is using the omni-gadget. Because it is impossible to determine exactly what the Hero Point cost would be, the Character does not pay Hero Point costs when s/he builds the gadget (see "Constructing the Gadget").

For purposes of determining damage to an unactivated omni-gadget, consider its DEX and STR to be zero. Its BODY is equal to the total number of APs it possesses in class A. Unactivated omni-gadgets are never subject to Mental damage, even if they possess class B APs.

Repair Gadget

Like heroes themselves, gadgets tend to get thrown around and torn up during the normal course of action. Unlike heroes, however, gadgets cannot normally repair themselves. Instead, a Character with Gadgetry skill must repair the gadget.

When a Character attempts to repair a gadget, his or her APs of Gadgetry skill are the basic Acting and Effect Values. S/he can modify this score in the following ways:

—Add the APs of the lab where the work is done to his or her Gadgetry score. However, the Character may not add more APs than the APs of gadgetry score.



—The gadgeteer may spend one Hero Point for each AP of Gadgetry skill to raise his or her AV and/or EV one AP.

Note that using Scientist skill or taking additional time does *not* modify the AV/EV of the repair attempt.

In addition, if more than one gadgeteer is attempting to repair a gadget, the attempt receives column shifts to the left on both the Action and Result Tables:

REPAIR BONUS	
Number of Gadgeteers	Column shifts to the left
2	1
3-4	2
5-8	3
9+	4

Each group of gadgeteers makes one attempt to repair the gadget. Note that an attempt to repair a gadget never receives more than four column shifts to the left. Use the highest Gadgetry skill in the group to determine basic Acting and Effect Values.

To determine the Opposing and Resistance Values for the attempt, study the Repair Chart:

REPAIR CHART	
Item to be repaired	Opposing and Resistance Values
DEX, STR, or BODY	Total APs of DEX, STR, and BODY
INT, WILL, or MIND	Total APs of INT, WILL, and MIND
INFL, AURA, or SPIRIT	Total APs of INT, WILL, MIND, INFL, AURA, and SPIRIT
Power	Total APs of all powers and link attribute for power to be repaired
Skill	Total APs of all skills and link attribute for skill to be repaired

In addition, if the gadget is miniaturized, the repair attempt receives one column shift to the right (+1) for every AP of miniaturization (see "Miniaturization").

If the attempt receives a positive result on the Action Table, the repair is successful and the attribute, power, or skill is completely repaired to its original state. Subtract the RAPs from 22; the result is the number of APs in time that the repair required.

Negative results on the Action Table indicate that the gadget was destroyed in the attempt to repair it.

Repair Kits

Some Characters carry repair kits for fixing damaged equipment in the field. Repair kits are considered portable laboratories for the purpose of repairing specific gadgets, but are of little use otherwise. They cost half the price of a laboratory of the same number of APs. The gadgeteer can add the repair kit's APs to his or her gadgetry score when s/he attempts to fix the gadget the

kit was designed to repair (but cannot add more APs than s/he has of Gadgetry).

Repair kits are of no use when building a gadget from scratch, or when attempting to repair a gadget other than the gadget the kit was designed to repair.

Modifications of Existing Gadgets

It is possible to add attributes, powers, or skills to existing gadgets. Treat attempts to do so as an attempt to build a gadget identical to the old one, with the addition of the new attributes, powers, or skills. The Character must pay Hero Point costs for new attributes, powers, or skills to be added to the gadget, but is not required to pay again for powers and skills which the gadget already possesses.

Determine RAPs normally. If the RAPs exceed the total of the attributes, powers, or skills the gadget already possesses, the excess RAPs are the APs for the new attribute, power, or skill. If the gadgeteer was attempting to add more than one attribute, power, or skill, the excess RAPs may be divided as s/he wishes.

It is also possible to improve old attributes, powers, or skills in this manner. The gadgeteer simply assigns excess RAPs to the attribute, power, or skill s/he was trying to improve.

There is one hazard associated with modification attempts, however. A negative result on the Action Table indicates that the gadget may suffer harm. Make an action check. Determine the AV/EV according to the following chart:

MODIFICATIONS TABLE	
Item to be installed	AV/EV
Physical attribute	Total APs of Physical attributes
Mental attribute	Total APs of Mental attributes
Mystical attribute	Total APs of Mental and Mystical attributes
Power	Total APs of all powers and link attribute for power to be installed
Skill	Total APs of all skills and link attribute for skill to be installed

The character's APs of Gadgetry skill serve as Opposing and Resistance Values. Determine RAPs normally. For each RAP, the gadget suffers one AP of damage to either its BODY, MIND, or SPIRIT, depending upon the class of attribute, power or skill the gadgeteer was attempting to install. If the gadgeteer was attempting to install a Physical attribute, or a power or skill with a Physical link attribute, the damage is to the gadget's BODY. If the gadgeteer was attempting to install a Mental attribute, or a power or skill with a Mental link attribute, the damage is to the gadget's MIND. If the gadgeteer was attempting to install a Mystical attribute, or a power or skill with a Mystical link attribute, the damage is to the gadget's SPIRIT.

Note that it is often easier to build a new gadget and attach it to the first than it is to modify the old gadget. For example, it is much easier to build a missile and attach it to a jet airplane than it is to give the original jet the power of Bomb.

Sample Gadgets

This section offers three examples of building gadgets. The first is a gadget with Physical attributes and powers. The second is a gadget with Physical and Mental attributes and Mental powers, and the third is a class A, C, D omni-gadget. We suggest that you read through all three examples, as each includes different aspects of gadgeteering: miniaturization, production copies, linking, etc. **The Characters used in these examples, St. Elmo's Fire, Blue Blood, and Gizmoid, are not DC Characters.**

Example of Building a Gadget

Kate has played her Character, St. Elmo's Fire, in several adventures, and has accumulated a good stock of Hero Points. She has also noticed some lacks in her Character's abilities. Kate thinks a gadget might be the perfect solution to her heroine's problems.

Designing the Gadget's Purpose

St. Elmo's Fire needs the ability to creep up on people, Kate decides. She wants her Character to have more agility and to be able to scale smooth-sided buildings and walk on the ceiling. There are no commonly available gadgets that approximate these abilities: rock climbing equipment is too bulky and it is hard to use in the city! So Kate decides to have her Character make a set of gloves and boots with the power of *Cling*.

Kate would also like St. Elmo's Fire to be less noticeable when she's doing her climbing around. She considers giving the glove-and-boot set *Darkness* as an additional power, but realizes that a black cloud crawling up a building would be at least as obvious as a person. Instead, she chooses *Two-Dimensional*. St. Elmo's Fire can be a shadow; as long as there are other shadows around, she will be nearly undetectable.

Designing the Gadget

Now that she has an idea what the gadget will do, Kate needs to define the attributes the gadget will have. Both *Cling* and *Two-Dimensional* are Physical powers, so Kate is only going to assign APs to the Physical attributes.

DEX is the gadget's ability to move quickly and accurately. Since the gadget's purpose is to improve the Character's agility, the gadget's DEX can be substituted for the hero's DEX. St. Elmo's Fire has a DEX of 3, so Kate assigns this attribute a value of 6.

STR is the gadget's ability to move or stop a mass. Since the Character is using her own strength to move herself and the gadget as she climbs, Kate assigns this attribute the value of 0.

BODY is the gadget's ability to withstand physical stress: it is the durability of the object. Kate wants St. Elmo's Fire to be able to use her gadget for a while, not just as a one-shot deal, so she assigns this attribute a value of 2.

Because the STR is 0, the glove-and-boot set cannot move by itself: it must be worn by something with independent locomotion.

Finally, Kate figures out the powers. *Cling* allows the user to move across any smooth surface as if it were level ground. With 3 APs of *Cling*, the glove-and-boot set can support up to 400 pounds, which will allow St. Elmo's Fire to carry objects with her as she climbs. In most cases, 2 APs of *Two-Dimensional* should be sufficient camouflage.

Constructing the Gadget

Now that Kate knows what the gadget can do and how it will be used, she has to see if her Character has the skills and materials to build it. St. Elmo's Fire has a secret identity: to her colleagues, she is known as Dr. Elma Jarrett, a senior scientist in a Defense Department Lab. She has a Gadgetry rating of 6, and a Scientist rating of 5. Kate figures a Defense Department Lab could have a 10 AP rating.

But first, she has to have Dr. Jarrett buy the materials. How much money does she need? Kate adds up the APs of the gadget. The highest AP value in the gadget is 6. Kate finds the dollar amount multiplier on the Standard Costs Chart: \$100. Her materials will cost \$1300.

St. Elmo's Fire has banked 173 Hero Points. As an Affluent Character, she can convert her Hero Points to money at a rate of \$500 per Hero Point. It will cost her 3 Hero Points to generate enough cash for the project. Alternatively, she can borrow or be gifted money from one of her wealthier acquaintances to complete the project.

In addition to the cash cost of the gadget, St. Elmo's Fire has to pay Hero Points as well. Using the AP Purchase Chart, Kate totals the Hero Point cost of her gadget: 106.

Miniaturization

One last thing occurs to Kate. She doesn't want the glove-and-boot set to be bulky, and a set that occupied 0 APs of volume would be a big as a milk crate! Even divided into two gloves and two boots, that seems kind of chunky to her. So she checks the miniaturization table. A set of gloves and boots the size of a walkie-talkie would probably be skin tight, but would require 5 column shifts. On the other hand, a set as hefty as, say, track shoes and ski gloves might be the volume of a boom box, and would require only two column shifts.

The AV/EV for Building Gadget Attempts

Kate is ready for the final computations in gadgeteering: figuring out the roll. The basic AV/EV for a Build Gadget attempt is the gadgeteer's APs of Gadgetry skill. But her character has some modifiers she can use to tilt the odds in her favor.

6 for DEX
2 for BODY
3 for Cling
2 for 2-D
13 AP's
TOTAL

\$100
x 13
\$1300

\$500
x 3
\$1500

6 for Agility: 60
2 for OTHER: 8
3 for Power: 12
2 for Power: 6
Cling Base: 10
2-D Base: 10
106 HP's

DEX: 6

DEX: 6

STR: 0

DEX: 6

STR: 0

BODY: 2

Dr. Jarrett is building the gadget from plans she (a Scientist) drew up herself, in her lab at work. She can use both her Gadgetry and Scientist skills, but since Dr. Jarrett's Gadgetry score is 6, she can only use 6 of the 10 APs of the lab in which she works. In addition to these factors, she can vary the amount of time she takes to build the gadget, and add all of these adjustments to her AV/EV.

So far, the AV/EV is 17/17. Should Dr. Jarrett add time or spend Hero Points to push the AV/EV up any higher?

Well, it depends on the OV/RV. The gadget has a total of 13 APs of attributes, powers, and skills, plus two column shifts to the right for miniaturization. Checking the Action Table, Kate sees that she will have to roll a 13 or better to build the gadget. A second check, to the Result Table, shows that if she does roll a thirteen, she will get a result of "N" (remember the column shift).

Kate decides she wants to be very sure she can build the gadget, so she adds 2 APs of time to the attempt. In addition, she decides to burn 3 Hero Points on the AV and 6 Hero Points on the EV, to insure that the gadget has charges.

So, Dr. Jarrett's AV/EV is 22/25, and the OV/RV of the gadget is 13/13, with two column shifts to the right for miniaturization. Kate rolls an 11, which achieves the Build Gadget attempt. On the Result Table, she gains one column shift to the left, which cancels one of the column shift to the right for miniaturization, so the gadget has 12 charges. Of course, gloves and boots don't usually require energy to operate, so St. Elmo's Fire can use the set for 12 APs before it needs repair.

Dr. Jarrett has spent 118 Hero Points for her gadget. She has 55 Hero Points left.

The first time a Character builds a gadget, she is building a prototype. If something happens to the Invisible Cling Set (say a villain burns them up), Dr. Jarrett can make another set for \$13, which is 1/100th the original materials cost, and she will not have to spend any Hero Points.

Example of Building a Mental Attribute Gadget

Inspired by Kate's success, Drew decides to build a gadget for his Character, Blue Blood. Blue Blood has the power of Mimic, and Drew reasons that if he had a gadget that could use the power of Life Sense to detect Characters within range, he'd have that much more opportunity to mimic them.

Defining the Gadget's Purpose

Blue Blood's Mimic power is linked to his DEX, which is 10. He wants a gadget, therefore, that can search for other Characters within 10 APs

(1 mile) of him. Since both Life Sense and Mimic have Normal ranges, the gadget should also have 10 APs of power. For the gadget to be able to communicate the information it found in its search, Drew chooses the power of Super Ventriloquism. He likes the idea of a talking gadget. Now, he needs to assign values to the attributes.

Designing the Gadget

DEX is the gadget's ability to move quickly and accurately. As Drew figures the gadget will be a hand held box, he assigns this attribute a value of 0.

STR is the gadget's ability to move or stop a mass. Again, Drew assigns this attribute a value of 0.

BODY is the gadget's ability to withstand physical stress. Because Drew doesn't want the gadget to break if Blue Blood drops it (but he doesn't expect to use it as a weapon in a fight), he assigns this attribute a value of 1.

INT is the gadget's ability to gather and collate information. Drew decides that to be able to search out the Characters in a one-mile radius, his gadget is going to have to be analyzing some kind of data—either brain waves, or heat sources, or something. He assigns this attribute a value of 2.

WILL is the gadget's ability to draw conclusions. It is also the link attribute of Life Sense. Drew decides he wants to link the power to the gadget's attribute, so he assigns this attribute a value of 10.

MIND is the gadget's ability to withstand Mental stress. In case a villain attacks his gadget mentally, Drew assigns this attribute a value of 2.

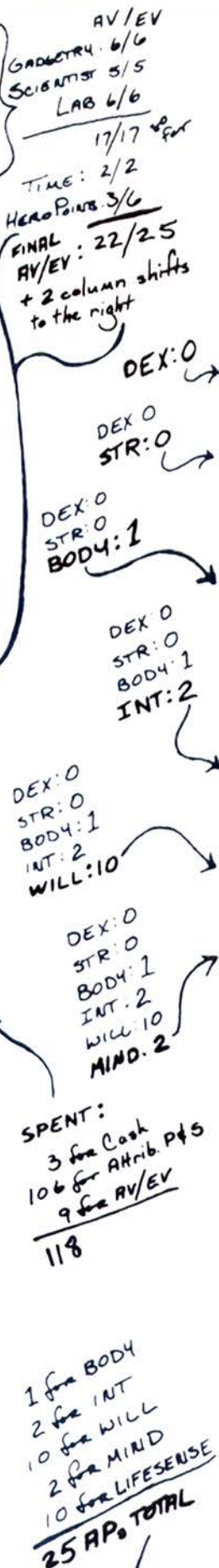
Because the gadget has at least one AP in each of the Mental attributes, it has artificial intelligence: it can direct its own investigations, and is aware of its own existence.

Defining the gadget's powers are easy: Life Sense, being linked, automatically has 10 APs. Drew figures that the gadget only needs to "throw" its voice up to its owner, a distance of less than 10 feet, so he can assign Super Ventriloquism 0 APs.

Blue Blood uses his connection (High level) with his grandfather's newspaper to find a scientist (4 APs of Scientist skill) willing to refine his notes on the gadget into a solid, workable set of blueprints.

Constructing the Gadget

Checking the Standard Costs Chart, Drew sees that the multiplier for the gadget's highest AP (10) is 1K, or \$1000 per AP. Since Blue Blood is a billionaire, he can acquire up to \$5,000,000 for every Hero Point expended. It will cost him 1 Hero Point for the materials for this gadget, and he'll even have 4 million dollars in change.



In addition to the materials' cash-cost, Blue Blood must pay Hero Points for the gadget's attributes and powers. Using the AP Purchase Chart, Drew adds up the Hero Point cost of his gadget. The total is 182 Hero Points.

Blue Blood has only 179 Hero Points banked. But he can still get his gadget, because Drew convinces Kate to help him. St. Elmo's Fire can contribute Hero Points to Blue Blood's gadget if she helps him build it. And since her skill is higher than the Scientist who drew up the plans, they'll use St. Elmo's Fire's Scientist in the AV/EV. Kate agrees to donate 30 Hero Points to enhancing the gadget's attributes and powers, so Blue Blood will have to spend only 152 of his Hero Points on the enhancement. This leaves him a few for pushing the AV/EV.

The AV/EV for Build Gadget Attempts

The gadget's OV/RV is the total APs (25) of the gadget, minus the APs (10) of any linked power or skill (Drew only pays for Life Sense, he does not count those APs when he is figuring the difficulty of the building attempt).

Blue Blood's Gadgetry skill is linked to his INT, which is 6. He had St. Elmo's Fire improve his plans. They are not building the gadget in her lab, however. So far, the AV/EV is 11/11, and one column shift for multiple gadgeteers. Drew decides to have Blue Blood and St. Elmo's Fire spend a month building the gadget, which adds 5 APs onto the normal one-day building time. Further, Drew decides to burn 9 Hero Points on the EV to boost the charges of the gadget. His AV/EV is now 16/25. He has to roll a 7 to build the gadget (remember the column shift).

Drew rolls a 12. He earns one column shift to add to the column shift for multiple gadgeteers. Checking the Results table, he gets 18 RAPs, or 18 charges for the gadget.

When Blue Blood needs to recharge his gadget, it will take him 6 APs of time; 1 AP for each attribute and power the gadget has. Notice that while Super Ventriloquism didn't cost anything to install, it still counts as a power when figuring recharging time. If Blue Blood makes a reload pack for his Life Sensor (Drew figures the gadget can run on 9 volt batteries like those given in Appendix B), he can reduce this time to 1 AP.

Blue Blood spent 161 Hero Points on his Life Sensor. He has 18 Hero Points still banked.

Example of Building an Omni-Gadget

Rico has a multimillionaire Character named Gizmoid who loves to tinker with gadgets. Gizmoid's latest delight is playing with omni-gadgets.

Defining the Gadget's Purpose.

Rico has been perusing his files, and decides Gizmoid wants to build an omni-gadget with

Physical attributes and Physical powers. Further, because Gizmoid is, unhappily, closer to the 98-pound weakling than the world class body builder in physique, Rico decides to give the gadget the ability to substitute its APs for its user's attributes.

Designing and Building the Gadget

Gizmoid's gadget will have class A, class C, and class D attributes. He figures the gadget itself doesn't need to be very sturdy, being experimental in nature, so Rico assigns only 2 APs to class A. The power of the gadget should be high enough to be easily seen and measured, so Rico assigns class C a large number of APs: 10. And finally, he assigns class D a heroic 18 APs, so that he can truly be ready for anything.

To determine the OV/RV, Rico totals up the APs and finds he has 30, or an OV/RV of 30/30. Then he checks the Omni-Gadget Construction Table. For a class A, C, D omni-gadget, he picks up 5 column shifts to the right.

And finally, he checks the materials cost. The dollar amount multiplier for 18 APs is 250K, or \$250,000. Gizmoid's gadget materials cost \$7.5 million for the 30 APs. Since Gizmoid is a multimillionaire, he converts Hero Points to dollars at the rate of \$500,000 per Hero Point, so it'll cost him 15 Hero Points to build the gadget. He will have to pay the Hero Point cost of the attributes and power(s) when he uses the omni-gadget, because only then will he know which power(s), and therefore what cost, it will be (see "Chapter 1: Omni-Gadgets" for an example of using an omni-gadget).

The OV/RV is 30, plus 5 column shifts. Rico figures Gizmoid's AV/EV. The lab he has at his beach house where he is building the gadget is 5 APs, and he is willing to spend 3 extra APs of time on the project. The total so far is 28. Gizmoid will go all out, and burn the maximum 28 Hero Points on his AV, and another 18 Hero Points on his EV, bringing the AV/EV to 56/46. But he still has those 5 column shifts to worry about.

The roll is AV/EV: 56/46 against OV/RV 30/30 plus 5 column shifts to the right. Rico rolls a 19. Gizmoid earns 3 column shifts to the left on the Result Table for such a high roll. He has cancelled 3 column shifts of the 5 column shift penalty for omni-gadget classes, for a result of 14 RAPs (14 charges).

If Gizmoid's omni-gadget is attacked while it is not in use: for instance, if he is surprised in the alley behind his favorite restaurant one night, the APs in class A are the BODY of the omni-gadget. Even though Gizmoid gave it 18 APs in class D, the omni-gadget will be demolished if a Physical attack does it more than 3 RAPs damage when it is not on.

1/Other = 4
2/Action = 10
9/Other = 128
2/Other = 8
25/Power = 25
Life Sense Base = 5
0/Power = 0
Super Ventriloquism Base = 0
HPs TOTAL = 180

Class A: 2
Class C: 10
Class D: 18
APs: 30

\$250,000
x 30
\$7,500,000

AV/EV
GADGETRY: 6/6
SCIENTIST: 5/5
LAB: 0/0

11/11 for
TIME: 5/5
HERO POINTS: 0/9
16/25

\$500,000
x 15
\$7,500,000

AV/EV
GADGETRY: 10/10
SCIENTIST: 10/10
LAB: 5/5
TIME: 3/3
28/28 for

HERO POINTS: 28/18
AV/EV: 56/46

SPENT:
1 CASH
150 ATTRIB. Pts
9 AV/EV
160

SPENT SO FAR:
15 - CASH
46 - AV/EV
61 - HPs

A Little Friendly Advice

As the examples show, it can be many times more expensive to make a gadget than it might be to buy one, if something you want is available commercially. Check the costs on the generic gadgets listed in Appendix A for the typical costs of ordinary weapons and hardware “built” with the Gadgetry rules.

What’s an inexperienced or less-well-heeled hero to do?

Simple gadgets (rope, weights, archery sets, and the like) are available from department stores and catalog houses. Newspaper reports about government budgets and so forth are great places to locate such exotic items as the cost of satellites and spaceships, or the very latest design wrinkles in racing yachts or cars.

If you’re totally stumped, ask your librarian. Some libraries even have a special information phone number.

As for helping your hero afford his or her hardware, s/he can get a break in a number of ways. If Kate’s Character Dr. Jarrett needed a length of rope, she could approach the local hardware store when she was in her St. Elmo’s Fire costume. St. Elmo’s Fire has a good reputation in her community, because she once saved a child’s life. To keep her good reputation, St. Elmo’s Fire returns to those merchants who help her after the crisis is over, and pays them for the item(s) she used.

Rico’s Character, Gizmoid, has more of the reputation of an absent-minded-professor, but this works for him sometimes. Owners of local businesses tend to believe him when he says he forgot his wallet and he needs an object right away.

But Drew’s Blue Blood is too cool and condescending for most of the people in his community to do more than respect him and stay out of his way. Blue Blood must rely on his own resources and those of his hero friends. And they are not always around.

How to Read the New Gadget Box

In the following chapters, gadgets abound. All have one thing in common: the new gadget boxes.

Each box looks similar to the Character stat box used in all the modules, but there are some important differences.

Gadget Box		
DEX:	STR:	BODY:
INT:	WILL:	MIND:
INFL:	AURA:	SPIRIT:
INITIATIVE:	HERO POINTS:	
CHARGES:		
COST:	HPs + \$	

OMNI—GADGET	
CLASS A:	
CLASS B:	
CLASS C:	
CLASS D:	
CHARGES:	
COST: *HPs + \$	

Attributes are listed by class: Physical, Mental, Mystical. If a gadget has a value for one attribute in a particular class, it must have values for all of them, even if the value is 0. If a gadget does not have any attributes in a particular class, that line will be missing from the box. A gadget with no attributes in a class cannot be attacked with a power that affects that class.

Initiative is only listed for those gadgets that have free will. A gadget that does not have all three classes of

attributes (and at least 1 AP in each of the Mystical attributes) cannot decide on its own actions, then execute the plan; therefore, it does not have an initiative. See “Chapter 1: Gadgets as Characters” for more information on this point.

Hero Points are only given to gadgets that have free will. See “Chapter 1: Gadgets as Characters” for more information on this point.

Charges are listed in the box to remind you that this is a gadget (even if it is also a Character), and must have routine maintenance and refueling. See “Chapter 1: Energy” for more information.

Cost is the price in Hero Points and cash that a hero must pay for a prototype device of this nature. Notice that the gadgets in this book are in prototype form. For an individual Character to build a prototype gadget, s/he must also build or acquire the manufacturing equipment, testing facilities and time to develop that gadget. In most cases, it is much less trouble to buy the gadget from a retailer, an inventor, a government... or from whomever has access to it.

But sometimes, you need to make the gadget yourself. See “Chapter 2: The AV/EV for Build Gadget Attempts” for further information on prototypes and production copies.

If a Character wants to build any of the gadgets in this book, s/he must figure the OV/RV from the statistics given for the gadget, and pay all costs associated with a Build Gadget attempt. If the hero has not built the gadget before, s/he is building a prototype. If the hero has already built this gadget before under the old rules, use the production adjustments noted in “Chapter 2: The AV/EV for Build Gadget Attempts.”

Cash Costs are given with the following abbreviations:

K = thousand. (\$38K means \$38,000.)

M = million. (\$2.574M means \$2,574,000.)

B = billion. (\$1.039B means \$1,039,000,000.)

T = trillion. (\$8.005T means \$8,005,000,000,000.)

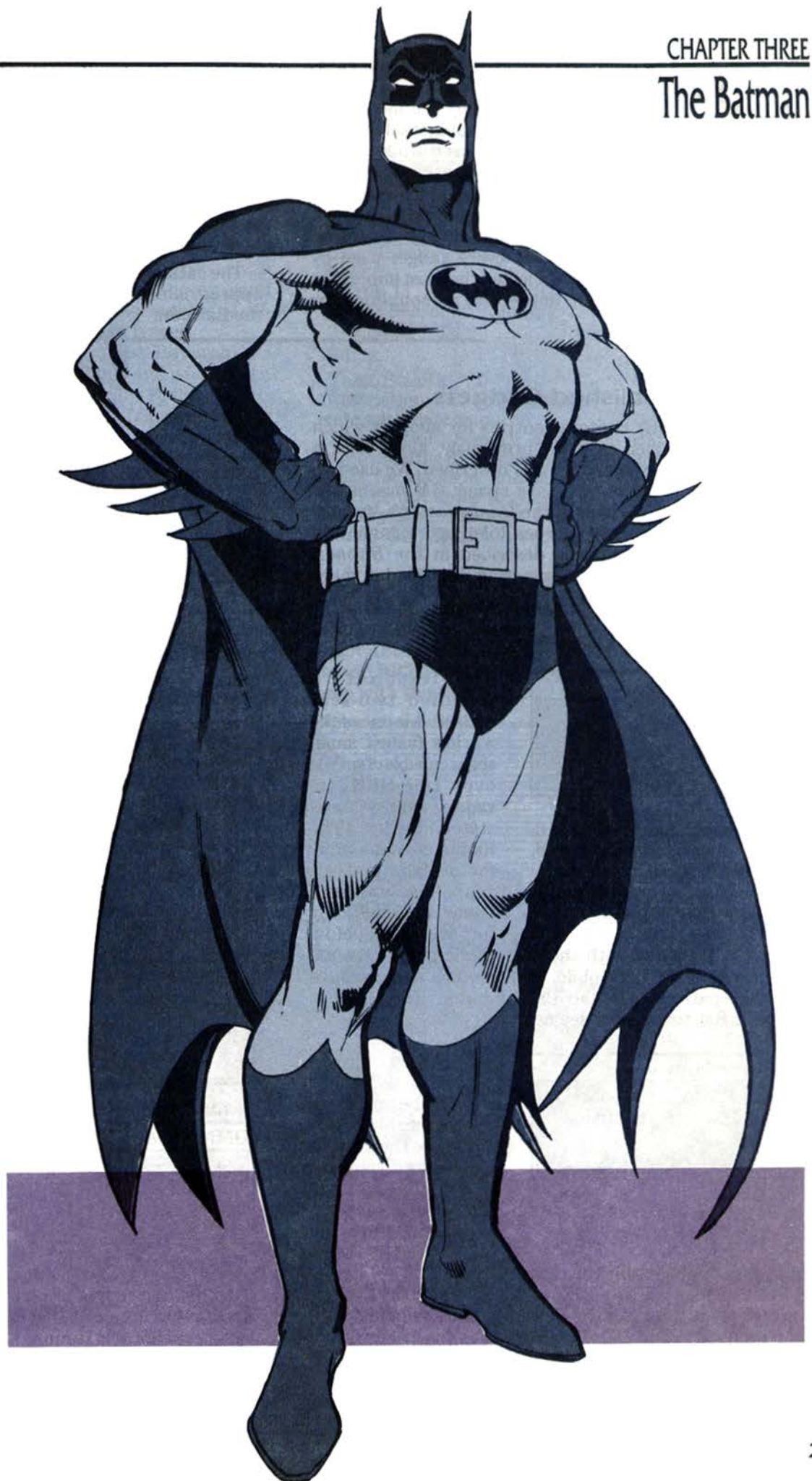
Q = quadrillion. (\$6.5Q means \$6,500,000,000,000,000.)

Some expensive items, such as starships, cars, and computers, may seem to be disproportionately priced when you look at the cash cost. Remember that governments and manufacturers probably build such items using only cash resources, and if you convert the Hero Point cost to dollars using the salary of NPC employees as a guide, you will get a more “realistic” price. This is one of those compromises we made to keep the system simple and workable. GMs can adjust the values between Hero Points and cash as they see fit, to overcome these discrepancies.

Omni-Gadgets have their own boxes. Again, if a class of attributes is not listed, the gadget does not have them and cannot be attacked with powers that affect them.

The Hero Point cost of an omni-gadget varies with the powers chosen for it. See “Chapter 1: Omni-Gadgets” for examples of Hero Point costs.

When an omni-gadget is not functioning, its BODY is the number of APs assigned to class A. See “Chapter 2: Designing and Building Omni-Gadgets” for further information on this point.



The following chapters represent a confidential catalogue of gadgets used by powered heroes and villains. The catalogue lists as many gadgets used by the most well-known heroes as possible. It includes gadgets described previously in the *Gamemaster's Manual* and other sourcebooks; entries for these gadgets have been revised in accordance with the new Gadgetry rules. It also includes entries for gadgets which have not been described in print previously; although this list is as complete as possible, it would be impossible to describe every gadget used by every hero and villain. We have selected the most important gadgets used by the most important personalities for

inclusion in this monograph.

Possession of this catalogue is restricted to powered heroes (and their assistants and employees) only. Possession of this catalogue by any unauthorized person, especially powered villains, their assistants, and employees, is without the permission of the publisher and should be considered prima facie evidence of theft, espionage, and disregard for the public welfare. Please report violations to your nearest police station.

The catalogue, which is arranged alphabetically, begins appropriately enough with that gadgeteer extraordinaire, the Batman.

Previously Published Gadgets

The following list contains entries for gadgets which have been described in print previously, along with a notation of where the gadget was described. We use two important abbreviations to save space: *GM* means the gadget was first described in the *Gamemaster's Manual* included with the basic DC Heroes Role-Playing game, and *BSB* means the gadget was described in the *Batman Sourcebook*. Gadgets which have been described in more than one place are noted with abbreviations for each source.

Vehicles

Batboat (GM and BSB)

DEX: 0 STR: 7 BODY: 8
INT: 0 WILL: 0 MIND: 0
CHARGES: 43
COST: 1152 HPs + \$20M

POWERS:

Swimming: 7, Radar Sense: 16,
Active Sonar: 16, Skin Armor: 8,
Telepathy*: 18

*Restriction: Can only communicate with Batcomputer.

water.) It is coated with the same bulletproof ceramic that protects the Batmobile, and also has a microwave link (Telepathy) with the Batcomputer. The Batboat carries 2 Bat-torpedoes (see next entry).

The Batboat, a modified two-seat hydrofoil, is one of the world's fastest small ships, capable of speeds over 100 MPH. Its radar/sonar system is state of the art. (The Radar is usable only for surface and air searches, and the Sonar is usable only for searches below

Bat-torpedo (GM and BSB)

DEX: 11 STR: 3 BODY: 1
INT: 0 WILL: 0 MIND: 0
CHARGES: 36
COST: 535 HPs + \$45K

POWERS:

Bomb: 11, Active Sonar: 11,
Swimming: 8

of Bomb simply disable the target vehicle.

The Bat-torpedo uses DEX as AV and Bomb as EV. The target's OV is normally the Vehicle skill of its helmsman, and its RV is the BODY of its propellers (normally 6 APs for small and medium sized ships). This type of attack is considered a trick shot and is subject to all trick shot penalties.

The Bat-torpedo uses its Active Sonar to track the propellers of a target ship. When it strikes the ship, it explodes. Because most ships are made of steel, a Bat-torpedo seldom punctures the hull; instead, its 11 APs

Batcopter (BSB)

DEX: 1 STR: 7 BODY: 7
INT: 0 WILL: 0 MIND: 0
CHARGES: 38
COST: 752 HPs + \$3.7M

POWERS:

Flight: 8, IR Vision: 9,
Telepathy*: 16, Telescopic
Vision: 10, Heat Vision: 7

SKILLS:

Thief (Stealth only)**: 9

*Restriction: Can only communicate with Batcomputer or person who is using remote control.

**Restriction: Stealth applies to hearing Batcopter; column shifts for well-lit areas and no cover do not apply to a person's chance to hear the Batcopter (see *Powers and Skills: "Stealth"* on page 39).

EQUIPMENT:

(4 Aft Drones)

OMNI-GADGET

CLASS A: 6
CLASS C: 6
CHARGES: 10
COST: *HPs + \$1200

(4 Aft Flares)

OMNI-GADGET

CLASS A: 2
CLASS C: 10
CHARGES: 9
COST: *HPs + \$12K

The Batcopter is so modified that it can hardly be considered a normal helicopter. It is jet powered for speeds in excess of 250 mph (8 APs), making it faster than many military attack helicopters. It is fitted for silent running (Thief/Stealth skill), has sophisticated night and long range surveillance equipment (IR and Telescopic Vision), and has twin forward-firing lasers (Heat Vision). The Batcopter has a microwave link to the Batcomputer, and can be remote-controlled (Telepathy).

In addition to its four passengers, the Batcopter carries an array of equipment, including rope ladders, spare batlines for rappelling to the ground, an aft bank of flares, and an aft bank of drones used to mislead guidance systems on pursuing missiles (omni-gadgets).

The Batcopter can hover in one place without a pilot, but must be remote-controlled if it moves or performs any other action. It is important to note, too, that its Stealth skill applies only to hearing it when it is running silent, and that its Telepathy power allows it to communicate only with the Batcomputer via microwave, or via radio with the person who is remote-controlling it.

Batmobile (GM and BSB)

DEX: 0 STR: 7 BODY: 9
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 28
 COST: 793 HPs + \$3.6M

POWERS:

Fog: 7, Heat Vision: 7,
 Running: 8, Shape Change*: 9,
 Skin Armor: 8,
 Telepathy**: 17

*Restriction: The Batmobile can change from Bruce Wayne's Rolls Royce to the Batmobile, and vice versa, at the push of a button, but cannot Shape Change into anything else.

**Restriction: The Batmobile can communicate only with the Batcomputer.

(Telepathy) allows the Batman access to the Batcomputer while in the Batmobile. The Batmobile can release a smoke-screen from its rear exhaust (Fog), and the laser headlights (Heat Vision) can blast open even the most secure hideout.

It is important to remember that the Batmobile's Telepathy allows it to communicate only with the Batcomputer. In addition, the smoke-screen is treated exactly like the Fog power, except that the smoke-screen is trailed behind the Batmobile and does not move with it.

The most recent Batmobile has one feature which

In appreciation for saving his life, stunt driver Jack Edison constructed the Batmobile for the Caped Crusader. The Batmobile is unparalleled by any other four-wheeled vehicle on the road today. It has a maximum speed of 225 mph (Running), and is also capable of off-road travel.

The Batmobile's body and windscreen have a special bullet-proof ceramic coating (Skin Armor). A microwave-linked terminal

Batplane (GM and BSB)

DEX: 0 STR: 9 BODY: 7
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 34
 COST: 1198 HPs + \$90M

POWERS:

Flight: 11, Heat Vision: 9,
 Radar Sense: 20, Running: 7,
 Telepathy*: 18

SKILLS:

Thief/Stealth**: 9

*Restriction: Can only communicate with Batcomputer

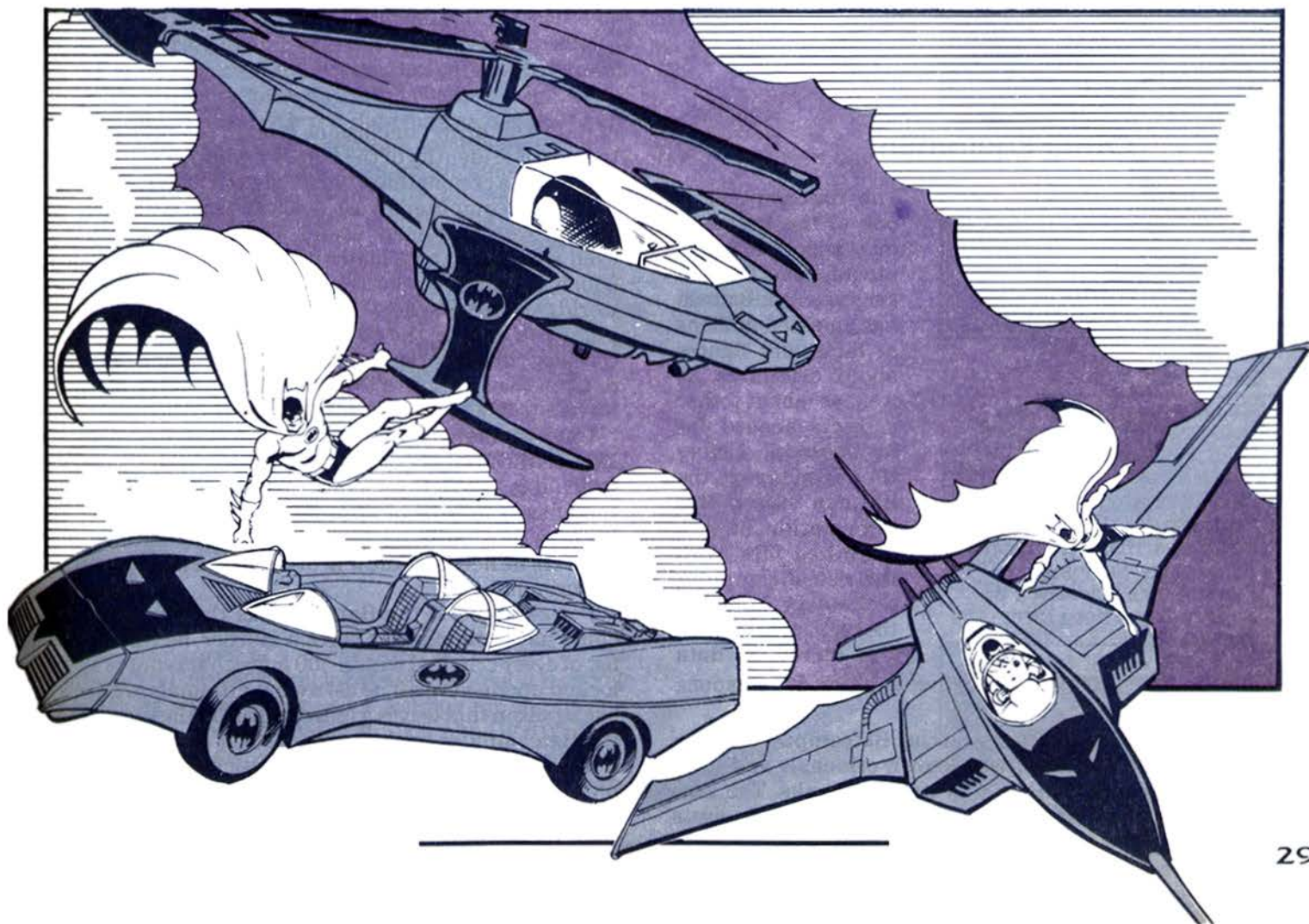
**Restriction: Stealth applies only to hearing Batplane; column shifts for daylight and lack of cover do not apply to chance of hearing Batplane (see *Powers and Skills: "Stealth"* page 39).

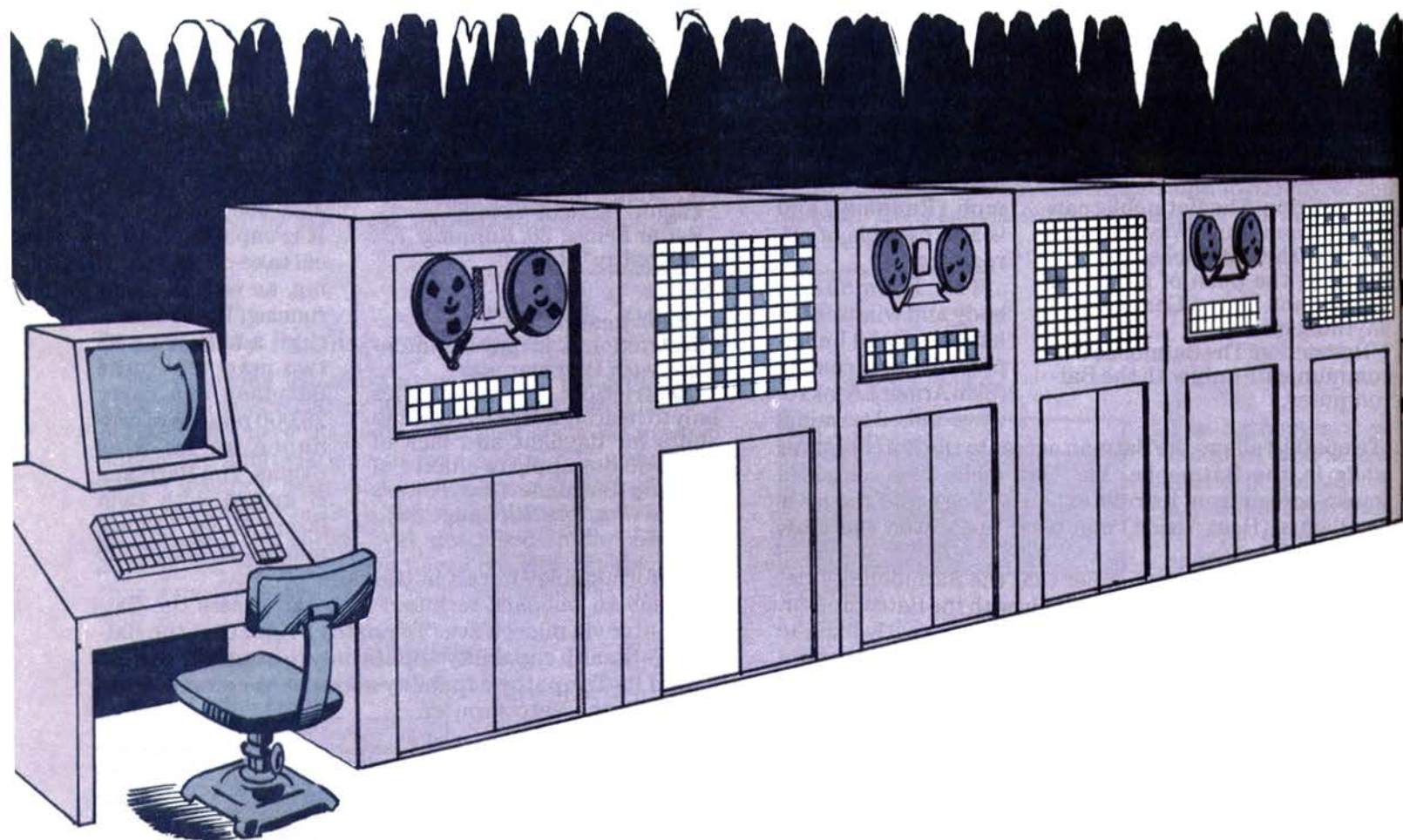
most formidable aircraft in the skies.

It has an onboard terminal that can access the Batcomputer via microwave (Telepathy). Note that the Batplane's Stealth capability applies only to attempts to hear it, and its Telepathy capability allows it to communicate only with the Batcomputer.

The current Batplane is the latest in a long line. This one is a customized F-4 Phantom that has a flight ceiling of 60,000 feet and a speed of 1,500 mph at 40,000 feet (Flight). It is capable of vertical take-off and landing, as well as silent running (Thief/Stealth).

In addition to its two-man crew, the Batplane can carry 25,000 pounds of ordnance on its wing pylons. The Batplane is armed with twin lasers (Heat Vision), making it one of the





Other Equipment

Batcomputer (GM and BSB)

DEX: STR: BODY:
INT: WILL: MIND:
CHARGES: EPS
COST: 2376 HPs + \$26.5B

POWERS:

Recall: 35

SKILLS: (*linked)

Detective*: 6, Gadgetry*: 6,
Medicine/Forensics*: 6,
Military Science/Camouflage,
Cartography, ECM*: 6,
Scholar*: 6 (All Earth
languages, History, Literature,
Archeology, Sociology,
Psychology), Scientist*: 6,
Spy/Coding, Photo Inter-
pretation*: 6

base into one of the most effective, and speedy, weapons in his anti-crime arsenal.

The most useful aspect of the Batcomputer is the comprehensive study of well-known criminals and their modus operandi contained in its data banks. The Batcomputer can utilize these files to correlate vast amounts

The Batcomputer is one of the Batman's most important pieces of equipment. Over his long career, the Batman has amassed millions of facts and figures about criminals, as well as about other subjects needed for his research. Before the computer age, the Batman stored this information in well organized files. With the rise of computer technology, however, the Batman has turned this incredible data

of data and draw conclusions related to crime patterns, the possible identity of the culprit behind a certain crime, and where a criminal might strike next (AV=INT, EV=WILL).

The Batcomputer's vast geographical data base has also proven extremely useful. The computer can scan even a hastily drawn map and determine the location to which it refers, no matter where the location is in the world (Military Science/Cartography). Similarly, the computer can analyze the composition of dirt samples, loose threads, rubber scrapings, etc., often revealing important data on the location of the criminal, what type of clothes he wears, where he buys his shoes, etc. (Scientist).

Unfortunately, however, the Batcomputer does not have artificial intelligence. It only answers those questions which it is asked. If someone asks it the wrong question, the answer may be of little use or even misleading. The Batman must still use his own wits to determine what answers he needs to know in order to learn the identity of the criminal.

For example, if the Batman asks the computer who could have committed a certain murder, he will receive a list of every criminal within 500 miles that is not presently locked up. However, if he asks what criminals are likely to use a poison that leaves a hideous grin on the victim's face, the Batcomputer might answer "Joker or Poison Ivy."

The Batcomputer is coupled via microwave with terminals in the Batplane, the Batcopter, the Batboat, and the Batmobile.

A•Another of the Batman's most famous crime-fighting tools is his utility belt. The utility belt is actually a storage facility for dozens of gadgets, all neatly tucked in their tiny compartments. Most of the gadgets stored in the utility belt have been miniaturized (see "Chapter 2: Miniaturization" for more details). The most important of these gadgets are described in the following paragraphs; it would be impossible to describe everything the Batman carries in the belt—we doubt that even he knows what he may find in it!

B•The Batarang fits into a compartment inside the Batman's utility belt. It is a curved piece of metal with a scalloped wing design that makes it look somewhat like a bat. A well-balanced throwing weapon, it is used to trip criminals up, knock weapons from their hands, deflect projectiles, etc. The Batman most often uses this formidable weapon for ranged combat; use the thrower's DEX as AV and his or her STR as EV.

Batman also attaches the Batarang to a line and uses it as a Bola (see the Batline entry) or a grappling hook (the BODY of the Batarang is the maximum weight in APs that it can support).

The Batarang's Gliding power gives it greater-than-normal range. Add the APs of Gliding to the STR of the thrower. This is the maximum range of the Batarang.

C•The Batline is a very strong synthetic cable drawn out of the utility belt near the buckle. It is retracted by releasing a spring-mounted reel in its storage capsule.

The Batman most often uses the Batline to swing upon, but he has also been known to lasso villains with it, or to use it in conjunction with the Batarang as a bola. When used as a bola, the Batarang/Batline combination makes two attacks. The first attack is an entanglement attack. Use the thrower's DEX as AV and the Batline's BODY as EV. If the attack is successful and the Batline's BODY exceeds the STR of the target, the target is entangled and his or her DEX is reduced to 0 (s/he cannot move). The second attack is a Physical attack. Use the thrower's DEX as AV and his STR as EV; subtract RAPs from the target's BODY normally. The Physical attack does not occur if the bola is used against more than one target.

D•When he wears the infrared goggles, the Batman can see anything illuminated by the infrared flashlight as if it is daylight. Both are stored in the Batman's utility belt.

E•The laser torch is a very powerful cutting tool. Although it has very few combat applications, it is useful for breaking into buildings, spot welding for emergency repairs, cutting through metal, etc. When the BODY of the target is reduced below 0, a 0 AP x 0 AP hole has been cut through it. If this device is used against another Character, the attacker has entered Killing Combat.



Utility Belt (BSB)

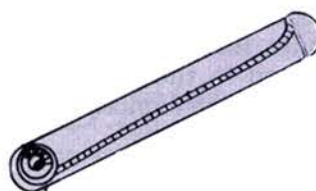
DEX:	0	STR:	0	BODY:	3
CHARGES: NA					
COST: 16 HPs + \$320					



Batarang (GM and BSB)

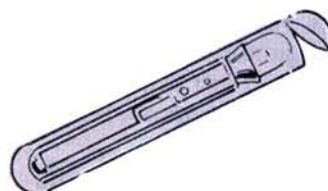
DEX:	0	STR:	0	BODY:	9
CHARGES: NA					
COST: 108 HPs + \$2400					

POWERS:
Gliding: 3



Batline (GM and BSB)

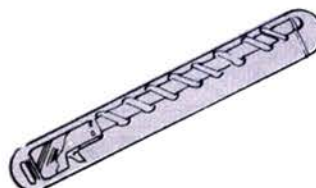
DEX:	0	STR:	0	BODY:	9
CHARGES: NA					
COST: 96 HPs + \$1800					



IR Flashlight & Goggles (GM & BSB)

DEX:	0	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	0
CHARGES: 12					
COST: 148 HPs + \$65K					

POWERS:
Thermal (IR) Vision: 12



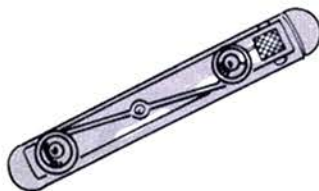
Laser Torch (GM and BSB)

DEX:	0	STR:	0	BODY:	1
CHARGES: 1					
COST: 153 HPs + \$65K					

POWERS:
Heat Vision: 12



F•The micro-cassette recorder can Recall any sound within the normal hearing of the operator. It can operate continuously for up to 12 APs of time. When this item is recharged, it must also be reloaded with another audio tape.



Micro-Cassette Recorder (GM & BSB)

DEX:	0	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	0
CHARGES: 12					
COST: 148 HPs + \$65K					

POWERS:
Recall*: 12

*Restriction: Can only Recall audio information.

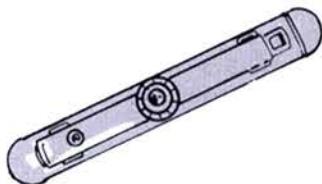
G•The micro-processor power source supplies power to the two-way radio in the Batman's utility belt buckle. It can also supply power to other electronic devices of a similar nature.



Micro Power Source (GM & BSB)

DEX:	0	STR:	0	BODY:	1
CHARGES: 20					
COST: 4 HPs + \$10					

H•The miniature camera can Recall any visual image of anything that the user photographs. It takes a clear picture up to a range of 12 APs.



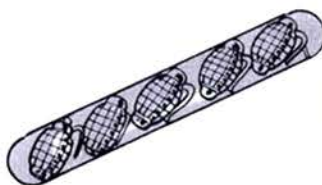
Mini-Camera (GM and BSB)

DEX:	0	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	0
CHARGES: 12					
COST: 148 HPs + \$65K					

POWERS:
Recall*: 12

*Restriction: The mini-camera can Recall only visual images.

I•Batman carries five of these small grenades. Made from a very powerful plastic explosive, they can open holes in walls or act as concussive grenades. Handle an attack with a plastic explosive as explained in the *Player's Manual*, page 20; the user is affected by the explosion if caught within the blast radius.

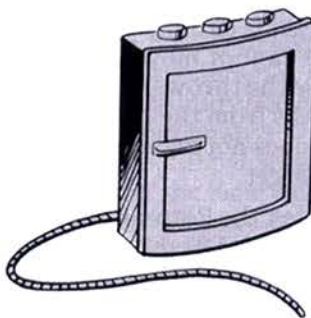


Plastic Explosives (GM & BSB)

DEX:	0	STR:	0	BODY:	1
CHARGES: 1					
COST: 74 HPs + \$1800					

POWERS:
Bomb: 8

J•The Batman's two-way radio, which draws power from the micro-processor power source, is concealed in the belt-buckle of his utility belt. He can use it to communicate with a wide range of allies, including Alfred, Commissioner Gordon, the Outsiders, and the Justice League of America. The radio can also serve as an emergency signal to his allies.



Radio, Two-way (BSB)

DEX:	0	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	0
CHARGES: EPS					
COST: 274 HPs + \$850K					

POWERS:
Super Ventriloquism*: 16

*Restriction: Radio can only throw a user's voice to another radio tuned to the same frequency.

K•The Batman's fingerprint dusting kit will reveal the presence and form of fingerprints, toeprints, or other prints left by the friction ridges on an animal's skin, and allow the Batman to take an impression of those prints to a crime lab for analysis. It will not reveal the identity of the person that left the prints, however.



Fingerprint Kit (BSB)

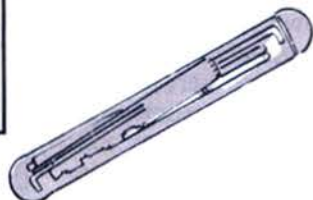
DEX:	0	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	0
CHARGES: NA					
COST: 76 HPs + \$2K					

POWERS:
Microscopic Vision*: 9

*Restriction: Can only reveal the presence and form of prints from friction ridges.

Lockpick Tools (BSB)

DEX: 0 STR: 0 BODY: 1
 CHARGES: NA
 COST: 4 HPs + \$10



L The Batman carries a set of locksmith's tools similar to those used by many burglars. When the user attempts to open a closed lock using lockpicking tools, s/he receives one column shift to the left on the Action Table. See *Powers and Skills: Thief/Locks and Safes* for more details on opening locks.

Rebreathing Apparatus (GM & BSB)

DEX: 0 STR: 0 BODY: 1
 CHARGES: 24
 COST: 148 HPs + \$65K



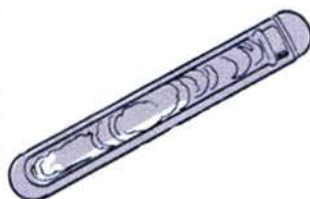
POWERS:
 Systemic Antidote: 12

M The rebreathing device has several uses. The most common of them is acting as a filter when gas is employed by an enemy. It can also be used to breathe under water or in a burning building.

Add the RAPs of Systemic Antidote to the user's RV when s/he is exposed to poison-based attacks (consider drowning a poison-based attack for these purposes).

Smoke Capsules (GM & BSB)

DEX: 0 STR: 0 BODY: 1
 CHARGES: 12
 COST: 52 HPs + \$800



POWERS:
 Fog: 7

N A smoke capsule creates a 12 AP volume of dense smoke (Fog). This cloud obscures the vision of any Character within the cloud or attempting to see through it, in the same manner as the Fog power. It does not move with the user unless s/he carries the capsule with him or her. The Batman has five smoke-capsules in his utility belt.

Disguise Kit (BSB)

DEX: 0 STR: 0 BODY: 1
 INT: 0 WILL: 0 MIND: 0
 CHARGES: NA
 COST: 44 HPs + \$1800



SKILLS:
 Artist/Acting*: 8

*Restriction: The disguise kit alters the user's appearance only.

O The disguise kit is especially effective when used by someone possessing Artist/Acting skill. It alters the person's appearance to that of any other person; if the user is also able to use Acting to mimic the target's mannerisms, it may be impossible to tell the real person from the actor.

When the user attempts to deceive someone, roll an attack against the victim. The AV/EV is the disguise kit's Acting (visual only) skill; the OV is the victim's INT and the RV is his or her WILL. The RAPs are the amount of time it requires the victim to see through the disguise. If this attack succeeds, roll a second attack against the victim. The AV/EV is the user's Acting skill (or INT, if s/he has no Acting skill); the OV and RV are the same as above. The RAPs are the amount of time it requires the victim to notice that the user is not acting like the person being impersonated.

Batcuffs (BSB)

DEX: 0 STR: 13 BODY: 13
 CHARGES: NA
 COST: 448 HPs + \$10K



P The Batcuffs are a superstrong set of handcuffs made of a secret steel alloy. They can immobilize almost any opponent's hands indefinitely. For purposes of lockpicking, they have an OV/RV of 13.

Binoculars (BSB)

DEX: 0 STR: 0 BODY: 2
 INT: 0 WILL: 0 MIND: 0
 CHARGES: NA
 COST: 176 HPs + \$75K



POWERS:
 Telescopic Vision: 13

Q Batman's binoculars utilize state-of-the-art optics, to provide, despite their tiny size, crystal clear images of distant objects.

Omni-Gadgets

Batman carries a wide variety of powerful omni-gadgets in his utility belt. All of these omni-gadgets have been miniaturized. A typical selection is provided here.

In the past, Batman has used omni-gadgets for such things as: bugging devices, flares, survival suits, spy screens, holograph projectors, jet packs, suction cups, hang gliders, electromagnets, universal antidotes, life sensors, alpha wave generators, bug spray, glasscutters, tear gas pellets, and many more ingenious devices.

OMNI-GADGET

CLASS A:	4
CLASS B:	4
CLASS C:	4
CLASS D:	4
CHARGES:	5
COST: *HPs + \$800	

OMNI-GADGET

CLASS A:	15
CHARGES:	10
COST: *HPs + \$15K	

OMNI-GADGET

CLASS A:	8
CLASS C:	8
CHARGES:	15
COST: *HPs + \$3200	

OMNI-GADGET

CLASS A:	1
CLASS B:	0
CLASS D:	15
CHARGES:	10
COST: *HPs + \$16K	

OMNI-GADGET

CLASS A:	1
CLASS B:	8
CLASS C:	8
CHARGES:	15
COST: *HPs + \$3400	

New Additions

The gadgets described in the following entries have not appeared in the DC Heroes Role Playing Game previously. In some case, the Batman alters old equipment to fit a new purpose. Such alterations are also described in the following entries.

Vehicles

All Terrain Vehicle

DEX:	0	STR:	9	BODY:	12
INT:	0	WILL:	0	MIND:	0
CHARGES:	42				
COST:	666 HPs + \$550K				

POWERS:

Full Vision: 4, Omni-Arm: 15, Skin Armor: 8, Super Ventriloquism: 2, Running: 5

a large tree in a single phase. Following the path cleared by its mechanical arms, the Batman's ATV is capable of penetrating the densest jungle, crossing rugged mountains and raging rivers when necessary to reach its goal.

It has two speakers mounted externally (Super Ventriloquism) so that the driver need not leave the safety of the armored (Skin Armor) ATV to communicate with the outside world. Its 360-degree video monitors (Full Vision) reduce the chance of being surprised by a sneaky enemy when crashing through dense jungle.

On-Board Computer

DEX:	0	STR:	0	BODY:	2
INT:	4	WILL:	4	MIND:	0
CHARGES:	35				
COST:	376 HPs + \$1.7M				

POWERS:

Telepathy*: 16

SKILLS:

Detective: 4, Military Science/Cartography, ECM: 4

*Restriction: Can only communicate with Batcomputer

The Batman converted the Batmobile to an All Terrain Vehicle (ATV) when he met the Swamp Thing in Swamp Thing #53. Each of its two mechanical arms has a high speed buzzsaw at the end (Omni-Arm) capable of cutting through

The on-board computer is mounted in the Batmobile. It provides on-site analysis and is sometimes useful for disabling the electronic gadgets of villains.

See "Chapter 2: Computers" for more information on built-in computers, and on computer checks.

Crime Lab, Portable

DEX:	0	STR:	0	BODY:	2
INT:	4	WILL:	4	MIND:	0
CHARGES:	43				
COST:	682 HPs + \$590K				

POWERS:

Comprehend Languages: 4, Microscopic Vision*: 10 (Microscope)/15 (Spectrometer*), Telepathy**: 15

SKILLS:

Detective: 5

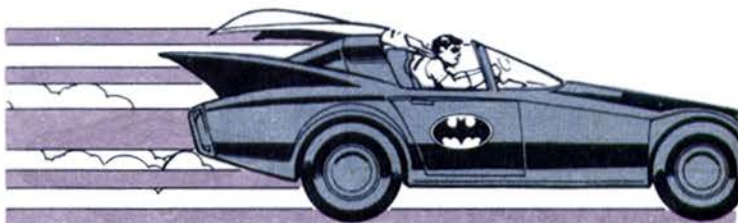
*Restriction: Spectrometer can only be used to examine the reflection of white light the object causes: see below

**Restriction: microwave link to the Batcomputer only.

The crime lab is a combination laboratory and computer carried in the trunk of a car (such as the Batmobile). Although not as sophisticated as the Batcomputer, the crime lab can provide an astonishing amount of information almost instantaneously when used by a skilled crime-fighter. It has access to the Batcomputer via microwave transmissions (Telepathy), so it can access the larger computer's immense data

banks when searching for the identity of the owner of a set of fingerprints, analyzing the crime pattern, etc.

Its built-in microscope and spectrometer (Microscopic Vision) can provide valuable leads from small amounts of physical evidence. The microscope is useful for determining the physical composition of most materials, as well as finding traces of other materials that might provide clues as to a criminal's earlier whereabouts. The spectrometer goes one step further. By breaking down the white light reflection of physical evidence, it provides information as to the chemical composition of material. In turn, this information can be used to infer the age of the material, the origin of its components, if it has been exposed to any unusual elements, or any other information that a careful analysis of chemical composition might provide.



Other Gadgets

Defoliant Sprayer

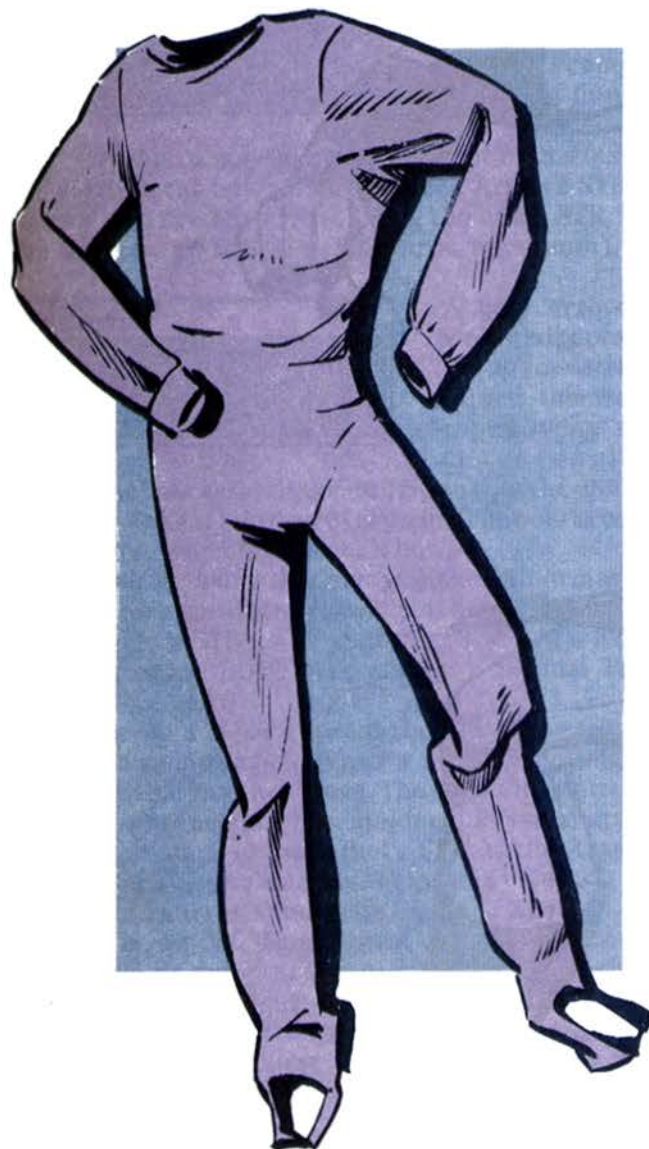
DEX: 0 STR: 0 BODY: 2
CHARGES: 18
COST: 137 HPs + \$3200

POWERS:

Fog: 5, Poison Touch: 9 APs

(4 APs) each phase (Fog). This cloud is extremely poisonous to plants, causing them to wither and die within 1 AP (Poison Touch). Should an animal be caught within the cloud, it suffers a Poison Touch attack with a two-column shift to the left on the Action and Result Tables. (The poison is not as dangerous to animals as it is to plants.)

Resembling a flame-thrower in size and appearance, the defoliant sprayer shoots a cloud of defoliant which covers an area of approximately 20 feet (1 AP) by 150 feet



Detector Field

DEX: 0 STR: 0 BODY: 1
INT: 0 WILL: 0 MIND: 0
CHARGES: 28
COST: 43 HPs + \$300

POWERS:

Force Field*: 5

*Restriction: Does not absorb or prevent damage.

the field. This alarm can be set to trigger another event, such as an explosion.

The Batman used this detector field to keep Superman from touching him in "Man of Steel" #3. In this case, it was set to detect super-dense biological material, and would have triggered an explosive capsule carried in the Batman's utility belt. (The Batman told Superman that if Superman penetrated the field, an innocent person would die. He did not bother to explain that the innocent person would be the Batman himself.)

The detector field sets up an electromagnetic field around the user's body. The field does not prevent or reduce damage from any type of attack. Instead, it simply acts as an alarm when a substance of a particular type penetrates

Inflatable Body Stocking

DEX: 0 STR: 0 BODY: 1
INT: 0 WILL: 0 MIND: 0
CHARGES: NA
COST: 274 HPs + \$160K

POWERS:

Illusion: 15

muscle to a causal touch, but feels spongy if the wearer is actually struck or squeezed.

The inflatable body stocking slips over the body of the user. The Batman then pumps-up the body stocking, causing him to appear larger than his actual size. The stocking seems as solid as

Mannequin

DEX: 0 STR: 0 BODY: 5
INT: 0 WILL: 0 MIND: 0
CHARGES: NA
COST: 80 HPs + \$450

POWERS:

Illusion: 4

The mannequin is a life-like plastic replica of Batman. It can be posed in any position that the Batman would normally assume, but it cannot move on its own accord.

Sub-vocal Mike & Receiver

DEX: 0 STR: 0 BODY: 1
INT: 0 WILL: 0 MIND: 0
CHARGES: 15
COST: 40 HPs + \$600

POWERS:

Super Ventroloquism: 6

The user need not even whisper for the microphone to transmit his or her words, simply forming the words in the throat activates the transmitter.

When attached to the user's throat, the sub-vocalization microphone transmits the user's voice to its radio receiver, which then acts as a speaker and reproduces it at the volume the user wishes.

Green Arrow



Green Arrow is one of the more interesting gadgeteers described in this book. Unlike the Batman and the Teen Titans, who require massive storage facilities for their computer banks, airplanes, helicopters, etc., Green Arrow can carry the tools of his trade upon his back. He has adapted his arrows to many different uses, from knocking out a fleeing felon to scouting a villain's hideout via remote control television. The simple utility of his arrows often puts heroes with more sophisticated, powerful gadgets to shame.

Previously Published Equipment

The equipment described in the following entries was first listed in the *Gamemaster's Manual*. Each entry has been updated according to the Gadgetry rules presented in this book.

Important Note: Most of the arrows that follow take their range and speed from the STR of the bow that fires them. Therefore, few have a movement power listed.

Bow

DEX: 0 STR: 8 BODY: 5
CHARGES: NA
COST: 112 HPs + \$2600

Green Arrow's bow is a specially designed reflex bow made from a graphite compound. When not in use, the bow is folded in two

and carried on a special bracket mount on his quiver.

Substitute the bow's STR for Green Arrow's STR when he uses it to fire any arrow. Using the bow's STR, he can fire an arrow up to 8 APs (833 yards, maximum).

Bola Arrow

DEX: 0 STR: 0 BODY: 8
CHARGES: NA
COST: 80 HPs + \$1600

A bola arrow trails weighted ropes. When the arrow strikes its target, the weighted ropes swing around to entangle the

victim. The bola arrow has a dull tip so that the chances of doing permanent injury are very slim. The bola arrow may be used only when fired from a bow.

A Character using this arrow makes a normal action check for a Physical attack, using his or her DEX as the AV and the bow's STR as EV. Subtract the RAPs from the target's current BODY APs, as for a normal Physical attack.

If the arrow's BODY exceeds the STR of the target, the target is also entangled. When a target is entangled, its DEX is 0 and it may not move. The target may attempt to break the entanglement by making a Physical attack on the bola arrow. Use the target's STR as the Acting and Effect Values. The bola arrow's Opposing Value is 0, and its Resistance Value is equal to its BODY (8 APs).

A bola arrow can usually attack only one target. However, if two or more targets are next to each other, the user may attempt a multi-attack. In the event of a successful attack, add the strengths of all victims together for purposes of determining whether or not they are entangled, and for purposes of breaking the entanglement.



The list presented in this chapter is just a sampling of what the Emerald Archer has carried in his bountiful quiver; though we have heard rumors Oliver Queen will be returning to the simplicity of his hunter persona, there is no guarantee he will permanently abandon his clever gadgets. Whenever the Ace Archer uses an arrow, treat the action as a Physical attack. The Acting Value is Green Arrow's Weaponry skill, and the Effect Value is the arrow's power or skill, or is stated in the arrow's description.

Drill Arrow

DEX: 0 STR: 0 BODY: 2
CHARGES: 4
COST: 313 HPs + \$950K

POWERS:

Digging: 17

Green Arrow has replaced the normal arrowhead on his drill arrow with a high-speed drill bit. It can easily penetrate steel containers, concrete walls, iron doors, etc.

Use the arrow's APs of Digging as its AV/EV. Use the target's DEX as OV (normally 0), and its BODY as RV. Any positive RAPs indicate that the drill arrow has penetrated the barrier and created a four-inch hole (-4 APs).

The drill arrow can continue drilling as long as it has charges remaining. It can make an attack on its target once every combat phase until it runs out of charges. (That is, it can continue to attack for a full minute.) This arrow must be fired at the target from a bow in order for the arrowhead to imbed itself far enough to function.

Any Character using this arrow against another Character has entered Killing Combat (and suffers the consequences).

Explosive Arrow

DEX: 0 STR: 0 BODY: 2
CHARGES: 1
COST: 78 HPs + \$2K

POWERS:

Bomb: 8

The head of an explosive arrow contains a powerful plastic explosive which detonates upon contact with the target. Use the attacker's DEX (or Missile Weapons

skill) as the AV and the arrow's APs of Bomb as the EV. Otherwise, treat the use of an explosive arrow as a normal attack involving an explosive effect (see *Player's Manual*, page 20).

Explosive arrows are relatively safe to handle; the plastic explosive will not detonate unless the arrowhead strikes an object with a force (STR) of 8 APs or greater.

Any Character aiming this arrow at another Character has entered Killing Combat.

Extinguisher Arrow

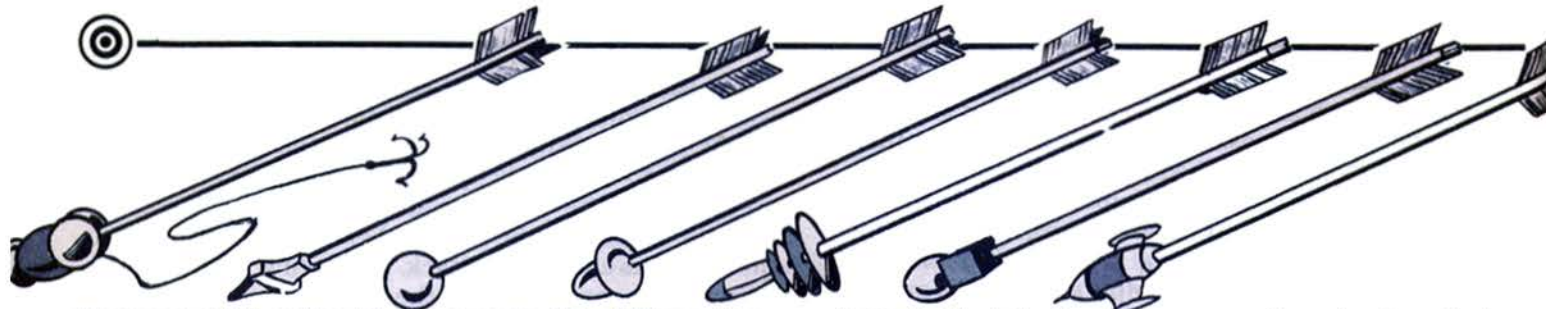
DEX: 0 STR: 0 BODY: 2
INT: 0 WILL: 0 MIND: 0
CHARGES: 1
COST: 78 HPs + \$2K

POWERS:

Flame Control*: 8

The extinguisher arrow ejects a foam upon impact that smothers fires. One arrow normally extinguishes a fire of up to 100 square feet (0 APs by 0 APs).

If the attacker attempts to fire the arrow at somebody using Flame Being, or at a fire being controlled by another Character's power, use the attacker's DEX (or Missile



Weapons skill) as the AV, the arrow's APs of Flame Control as EV, and the defender's APs of the flame-related power as OV/RV. Positive RAPs indicate that the fire is extinguished; RAPs in excess of the defender's APs of the flame-related power indicate that the power cannot be used again until the defender makes a successful recovery check.

To activate an extinguisher arrow, a Character must fire the arrow from a bow (otherwise, the impact will not be great enough to release the foam).

Flash Arrow

DEX: 0 STR: 0 BODY: 2
CHARGES: 1
COST: 73 HPs+\$2K

POWERS:
Flash: 8

as the AV, and the arrow's APs of Flash as EV. Otherwise, treat an attack with a flash arrow the same as an attack with the Flash power. In order to break the arrowhead casing holding the flash powder, the tip of the arrow must strike an object with a force equal to that of being fired from Green Arrow's bow (8 APs).

Glue Arrow

DEX: 0 STR: 8 BODY: 2
CHARGES: NA
COST: 88 HPs+\$2K

DEX of Characters in the area by the arrow's STR. Characters may also free themselves of the effects of the glue by attempting to break free. Use the Character's STR as AV/EV. The OV is 0, and the glue's STR (8 APs) is the RV. Positive RAPs indicate the Character has left the glue covered area.

The arrowhead casing must strike the ground with a force equal to or greater than the STR of Green Arrow's bow in order to shatter and release the glue.

Grappling Hook Arrow

DEX: 0 STR: 0 BODY: 6
CHARGES: NA
COST: 118 HPs+\$2800

POWERS:
Omni-Arm*: 8

*Restriction: Can only clamp onto objects.

to aid in climbing a steep surface or crossing a chasm.

Use the firing Character's DEX (or Missile Weapons skill) as AV and the arrow's APs of Omni-Arm as EV. The target's DEX serves as both OV and RV. Positive RAPs

The tip of a flash arrow contains a chemical compound which creates a blinding flash when exposed to the air. Use the attacker's DEX (or Missile Weapons skill)

The glue arrow contains a powerful glue which spreads over a 100 square foot (0 APs x 0 APs) area upon impact. Reduce the

A grappling hook arrow carries a grappling hook and line up to a distance of 1,200 ft. The grappling hook attaches to any convenient object, leaving the line dangling behind it. Characters may then use the line

indicate that the hook is secure; otherwise, it pulls free when the Character is midway through the ascent or crossing.

The grappling hook arrow must be fired from a bow in order to fly a true path to its target.

Handcuff Arrow

DEX: 0 STR: 0 BODY: 8
CHARGES: NA
COST: 80 HPs+\$1600

firing the arrow) DEX as the AV and the bow's STR as the EV. The target's DEX is the OV, and his or her STR is the RV. Because this is a trick shot (see *Player's Manual*, page 22), shift the target's OV two columns to the right. Positive RAPs indicate that one limb of the target is pinned to a wall, door, or other convenient surface. (The attacker should specify which limb s/he is attempting to pin.)

Once pinned, the defender may attempt to break free. Use his or her STR as AV/EV and the arrow's BODY as OV/RV. Positive RAPs indicate s/he has broken free.

In order to obtain the kind of accuracy required to use these finely balanced arrows, the attacker must fire them from a bow.

Jet Arrow

DEX: 0 STR: 5 BODY: 2
CHARGES: 16
COST: 69 HPs+\$600

POWERS:
Flight: 5

her through the air. (The jet arrow uses two charges per AP that it tows someone through the air—one for its flight power, and one for using its STR to carry the user.) The user steers by shifting his weight and angling the bow. The jet arrow must be fired from a sturdy bow in order to function.

Magnetized Arrow

DEX: 0 STR: 0 BODY: 2
INT: 0 WILL: 0 MIND: 0
CHARGES: 8
COST: 68 HPs+\$2K

POWERS:
Magnetic Control: 8

passes, its electromagnetic field pulls the defender's weapons from his or her hands.

Use the attacker's DEX (or Missile Weapons skill) as the AV, and the arrow's APs of Magnetic Control as the EV. Use the target's DEX as OV, and his or her STR as RV. Because this is a trick shot, the target's OV receives a two

Green Arrow uses his handcuff arrows to pin the arms or legs of the target to a convenient surface. Use the attacker's (person

firing the arrow) DEX as the AV and the bow's STR as the EV. The target's DEX is the OV, and his or her STR is the RV. Because this is a trick shot (see *Player's Manual*, page 22), shift the target's OV two columns to the right. Positive RAPs indicate that one limb of the target is pinned to a wall, door, or other convenient surface. (The attacker should specify which limb s/he is attempting to pin.)

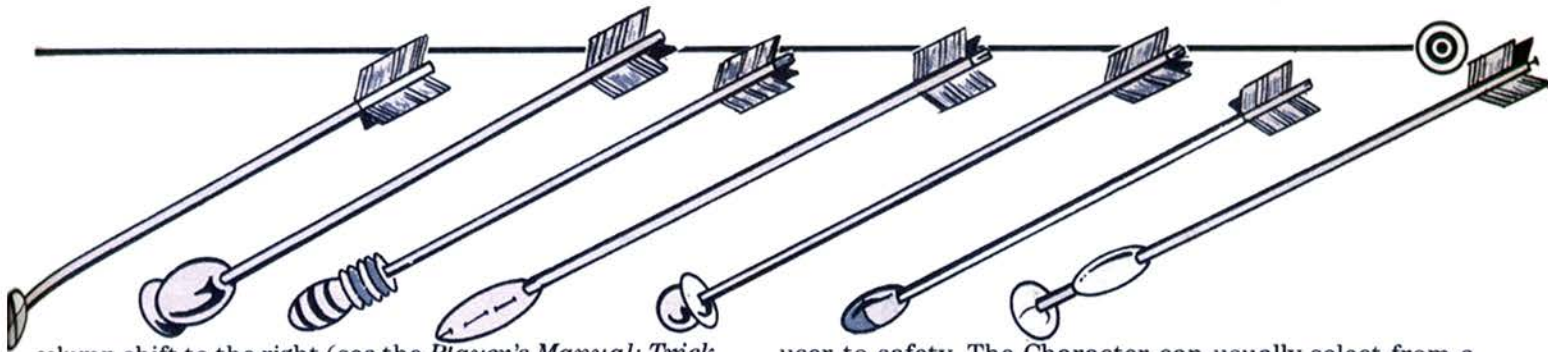
Once pinned, the defender may attempt to break free. Use his or her STR as AV/EV and the arrow's BODY as OV/RV. Positive RAPs indicate s/he has broken free.

In order to obtain the kind of accuracy required to use these finely balanced arrows, the attacker must fire them from a bow.

The jet arrow is attached to Green Arrow's bow by a short length of rope. After firing the arrow, the user holds onto the bow and the jet arrow tows him or

her through the air. (The jet arrow uses two charges per AP that it tows someone through the air—one for its flight power, and one for using its STR to carry the user.) The user steers by shifting his weight and angling the bow. The jet arrow must be fired from a sturdy bow in order to function.

The magnetized arrow is normally used to disarm opponents using metallic weapons. The attacker fires the arrow as close to the opponent as possible without striking him or her; as the arrow



column shift to the right (see the *Player's Manual: Trick Shots*, page 22).

The magnetized arrow is normally fired from a bow, but can also be thrown or held to great effect.

Net Arrow

DEX: 0 STR: 0 BODY: 8
CHARGES: NA
COST: 80 HPs + \$1600

The net arrow drags a net over its target. Use the attacker's DEX (or Missile Weapons skill) as AV/EV. Use the target's DEX as

OV and his or her STR as RV. Positive RAPs indicate that the target is entangled. His or her DEX drops to 0 and s/he cannot move. Entangled targets may attempt to break free by making a Physical attack against the net. Use the target's STR as AV/EV. The net's OV is 0, and its BODY is its RV. Each RAP does one AP of damage to the net's BODY. When the net has no APs of BODY left, the target fights his or her way out of the net.

Unlike the bola, the net is commonly used against several opponents. See the multi-attack rules in the *Player's Manual* (page 21) for rules on attacking more than one Character. In order for the net arrow to fly true, it must be fired from a bow.

Oil Slick Arrow

DEX: 0 STR: 0 BODY: 2
INT: 0 WILL: 0 MIND: 0
CHARGES: NA
COST: 88 HPs + \$750

POWERS:

Gravity Decrease*: 8

*Restriction: Reduces friction with ground, causing Characters in the area to fall and have difficulty maneuvering. Note that this is not a true use of the power; an object's weight is not affected.

indicate that the Character stands (or remains standing) that phase.

The oil slick arrow may be activated by striking its tip against the ground with a force (STR) of 8 APs or more.

Parachute Arrow

DEX: 0 STR: 5 BODY: 5
CHARGES: NA
COST: 88 HPs + \$750

arrow has carried the user high into the sky, the parachute arrow's large canopy opens and gently lowers the

user to safety. The Character can usually select from a wide variety of landing sites, depending upon how high in the air s/he is when s/he fires the parachute arrow.

The parachute arrow must be attached to a bow in order to function.

Smoke Arrow

DEX: 0 STR: 0 BODY: 2
CHARGES: 8
COST: 68 HPs + \$2K

POWERS:

Fog: 8

Skills: Fog on page 5). An 8 AP volume of air that is moving faster per phase than the RAPs of Fog will cause the smoke to dissipate.

The smoke arrow activates when its tip strikes the ground with a force (STR) equal to or greater than the strength of Green Arrow's bow (8 APs).

Stun Arrow

DEX: 0 STR: 0 BODY: 4
CHARGES: NA
COST: 24 HPs + \$400

The stun arrow has a dull tip used to knock targets unconscious without seriously injuring them. Use the attacker's DEX (or

Missile Weapons skill) as AV, and the bow's STR as EV. Use the defender's DEX as OV and his BODY as RV. Subtract the RAPs from the defender's current BODY. The defender's BODY will not fall below -1 APs.

In order to achieve the momentum required to stun a victim, the stun arrow must be fired from a bow with a STR of at least 6 APs.

Tear Gas Arrow

DEX: 0 STR: 0 BODY: 2
CHARGES: 16
COST: 153 HPs + \$3600

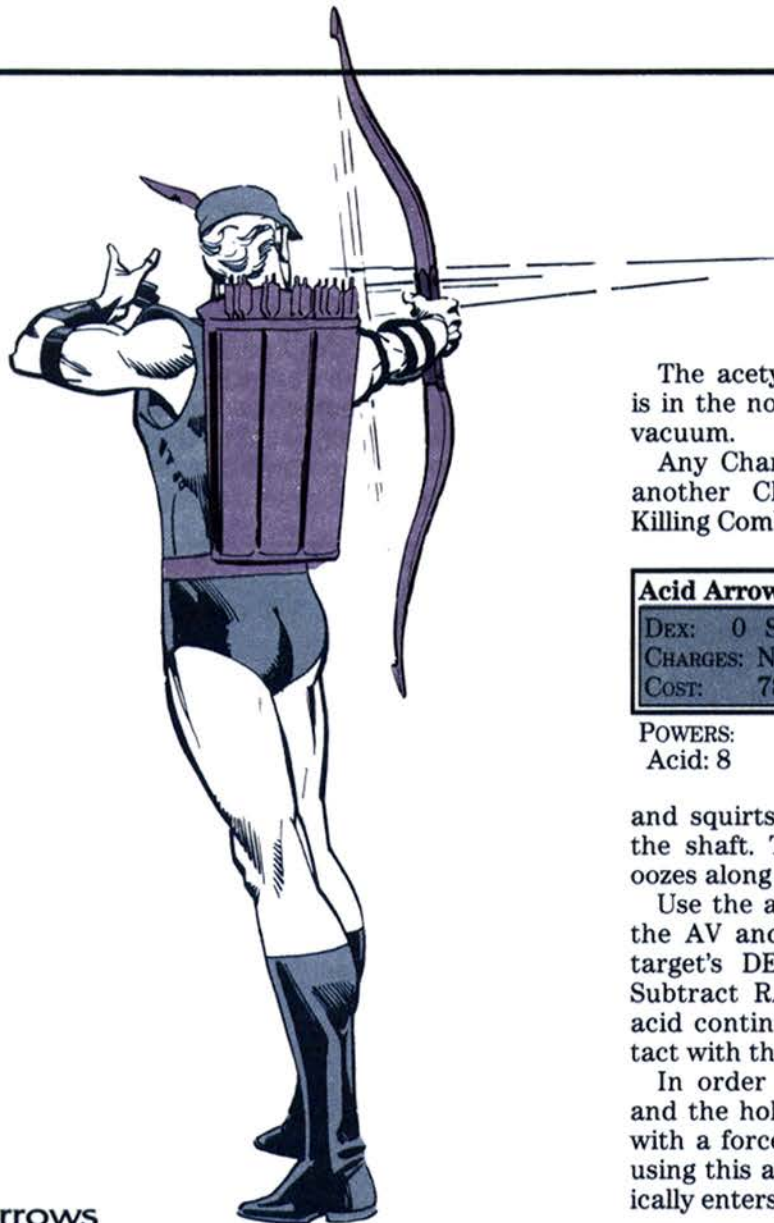
POWERS:

Fog: 8, Poison Touch: 8

When the tip of the tear gas arrow strikes something solid, it releases an 8 AP Fog of gaseous irritant (Poison Touch). Unless s/he is wearing a gas mask or is

utilizing some sort of Sealed Systems, any Character within the Fog is attacked. Use the arrow's APs of Poison Touch as AV/EV. Use the defender's DEX as OV and his or her BODY as RV. Subtract RAPs from the defender's DEX (this reduction lasts as long as the Character remains within the cloud). If a Character's DEX is reduced to -1 or less, s/he cannot take any action.

The Fog lasts for 8 APs, unless an 8 AP volume of air moving at 9 APs of speed or greater blows it away. The tear gas arrow activates only when its tip strikes a solid object with a force (STR) of 8 APs or greater.



New Arrows

The equipment described in the following entries has not been explained in any previous publication.

Acetylene Arrow

DEX: 0 STR: 0 BODY: 2
CHARGES: 4
COST: 73 HPs + \$2K

POWERS:
Heat Vision: 8

The acetylene arrow carries an acetylene torch (Heat Vision) in its tip. It is used to cut through metal. Before firing this arrow, the user must ignite the torch by scraping a friction pad with a knife, coin, fingernail, or some other fairly stiff material. Once fired, the arrow imbeds itself in the target and continues to burn until it runs out of charges.

The acetylene arrow can be fired from a bow or simply held against an item. In either case, the user's DEX (or Missile Weapons skill) is the AV, and the arrow's APs of Heat Vision are the EV.

The longer the torch touches an item, the higher its Effect Value becomes. For every AP that the torch heats something, double its EV. For example, if the Green Arrow holds the torch against a steel chain for 1 AP (8 seconds), the arrow's Heat Vision is doubled to EV: 16.

The acetylene arrow carries an acetylene torch (Heat Vision) in its tip. It is used to cut through metal. Before firing this arrow, the user must ignite the torch by

The acetylene arrow works regardless of whether it is in the normal atmosphere, underwater, or even in a vacuum.

Any Character using the acetylene arrow to attack another Character is considered to have entered Killing Combat.

Acid Arrow

DEX: 0 STR: 0 BODY: 2
CHARGES: NA
COST: 78 HPs + \$2k

POWERS:
Acid: 8

The acid arrow releases a powerful, fast-acting acid upon impact with the target. The acid is carried in the hollow shaft of a special, reinforced glass arrow, and squirts out of a gap between the arrowhead and the shaft. The acid then splashes on the target and oozes along its surface.

Use the attacker's DEX (or Missile Weapons skill) as the AV and the arrow's APs of Acid as the EV. The target's DEX is the OV and its BODY is the EV. Subtract RAPs from the target's current BODY. The acid continues to attack as long as it remains in contact with the target.

In order to break the seal between the arrowhead and the hollow shaft, the arrow must strike the target with a force (STR) of 8 APs or greater. Any Character using this arrow to attack another Character automatically enters Killing Combat.

The acid arrow releases a powerful, fast-acting acid upon impact with the target. The acid is carried in the hollow shaft of a special, reinforced glass arrow,

Adhesive Bandage Arrow

DEX: 0 STR: 1 BODY: 8
CHARGES: NA
COST: 154 HPs + \$3400

POWERS:
Cling*: 8

*Clarification: Sticks to anything it touches; Cling does not allow the arrow to climb sheer, vertical surfaces.

The adhesive bandage arrow is similar to a bola arrow, in that it is used to entangle opponents. This arrow trails a long, 6" wide bandage which is coated with a supersticky glue. The user fires his or her arrow as close to the target as possible without actually hitting it. When the adhesive bandage passes, it makes contact with the target and sticks to it. The arrow then circles the target, wrapping the target up like a mummy as it does so. The glue used on the bandages hardens upon contact with the air, so the target quickly becomes encased in a shell similar to a plaster cast.

Use the attacker's DEX (or Missile Weapons skill) as the AV and the arrow's APs of Cling as EV. Use the defender's DEX as OV and STR as RV. This is considered a trick shot (see *Player's Manual*, page 22), and the defender receives two column shifts to the right on his or her OV. Positive RAPs indicate that the bandage has "wrapped up" the

The adhesive bandage arrow is similar to a bola arrow, in that it is used to entangle opponents. This arrow trails a long, 6" wide bandage which is coated with a supersticky glue. The user fires his or her arrow as close to the target



defender. If the arrow's BODY exceeds the defender's STR, the defender is entangled; his or her DEX drops to 0 and s/he cannot move.

An entangled target may attempt to break free by making a Physical attack against the bandage. Use the target's STR as AV/EV, and the arrow's BODY as OV/RV. If the RAPs exceed the arrow's BODY, the target breaks free. **Note:** the adhesive hardens two phases after it is fired. This makes breaking free a Challenging Action on the Universal Modifiers Chart; the arrow's BODY receives one column shift to the right on its OV.

The adhesive bandage arrow must be fired from a bow to function properly (the bandages must trail the arrow in a very particular manner).

Airbag Arrow

DEX: 0 STR: 0 BODY: 2/8*
CHARGES: 1
COST: 88 HPs + \$2K

POWERS:

Growth: 8

*Restriction: Higher BODY value only when inflated.

placing the airbag between him and the source of an impending explosion, collision, etc., Green Arrow uses the airbag to absorb the impact.

In order to trigger the airbag's automatic inflater, the arrow must strike with a force (STR) of 8 APs or greater.

The tip of the airbag arrow contains a rubberized bag which automatically inflates upon impact (Growth). Green Arrow uses it as a type of Skin Armor; when the airbag inflates, it has a BODY of 8. By

Arrow Lines

DEX: 0 STR: 0 BODY: 8
CHARGES: NA
COST: 80 HPs + \$1600

to serve as an anchoring line, or any other task which one might normally use a rope or wire to accomplish. Arrow lines can support up to 8 APs of weight.

The arrow lines are thin wires which can be attached to any of the Emerald Archer's arrows. They can be used to cross a chasm, to trip an opponent,

Blunt-ended Arrow

DEX: 0 STR: 0 BODY: 2
CHARGES: NA
COST: 8 HPs + \$40

bow's STR as the EV. Use the defender's DEX as OV and his or her BODY as RV. Subtract the RAPs from the defender's current BODY. A blunt-ended arrow will never cause a defender's BODY to fall below -1 APs.

The blunt-ended arrow is used to attack without entering Killing Combat. Use the attacker's DEX (or Missile Weapons skill) as the AV, and the

Clamp Arrow

DEX: 0 STR: 0 BODY: 2
CHARGES: 1
COST: 78 HPs + \$2K

POWERS:

Omni-Arm*: 8

*Restriction: Omni-Arm applies only to clamp; cannot mimic any powers.

The tip of the clamp arrow consists of two prongs which snap closed upon impact, gripping whatever is between them (Omni-Arm). There is usually an arrowline attached to a clamp arrow, as Green Arrow commonly uses these arrows to retrieve

objects which are out of reach, to latch onto objects, etc.

In order to trigger the spring which closes the clamps, the clamp arrow must be fired from a bow.

Cryonic Arrow

DEX: 0 STR: 0 BODY: 2
CHARGES: 1
COST: 73 HPs + \$2K

POWERS:

Ice Production: 8

When it impacts the target, the cryonic arrow releases a chemical which reacts with the oxygen in the atmosphere. This reaction causes the temperature in the

immediate vicinity to drop so much that ice immediately forms out of the moisture in the air.

This arrow is useful for disabling an opponent without harming him or her. Use the attacker's DEX (or Missile Weaponry skill) as AV and the arrow's APs of Ice Production as EV. Use the defender's DEX as OV and his or her BODY as RV. Subtract the RAPs from the defender's DEX. If the defender's DEX falls below 0, s/he cannot move until s/he makes a successful recovery check or until the ice melts.

In order to break the seal holding the freezing chemical inside the arrow's tip, the cryonic arrow must strike its target with a force (STR) of 8 APs or more.

Disorientation Arrow

DEX: 0 STR: 0 BODY: 2
INT: 0 WILL: 0 MIND: 0
CHARGES: 1
COST: 78 HPs + \$2K

POWERS:

Mental Blast: 8

When fired, the disorientation arrow circles above the heads of its targets emitting a high-pitched squeal which causes an inner-ear imbalance (Mental Blast). The defenders lose their

balance, feel slightly ill, and fall to the ground helpless.

Use the DEX (or Missile Weapons skill) of the attacker as AV and the arrow's APs of Mental Blast as the EV. Use the defender's DEX as OV and his or her MIND as RV. Subtract RAPs from the defender's DEX. A defender with a DEX less than 0 cannot move.

In order to fly correctly and circle the victims' heads, the disorientation arrow must be fired from a bow.



Electric Arrow

DEX: 0 STR: 0 BODY: 2
 CHARGES: 2
 COST: 78 HPs + \$2K

POWERS:
 Starbolt: 8

range of 100 feet, for as long as the arrow's charges last.

The electric arrow attacks anything touching its target each phase that its Starbolt continues to function (which is usually sixteen seconds). Use the attacker's DEX as AV and the arrow's APs of Starbolt as EV. Use the target's DEX as OV and the victim's BODY as RV. Note that the target might be a floor, wall, stairway, etc., while the victim would be anybody touching the floor, wall, or stairway. Subtract the RAPs from the victim's DEX. Characters with a DEX less than 0 cannot move.

The electric arrow must strike the target with a force (STR) of 8 APs or greater in order to activate its batteries.

Feedback Arrow

DEX: 0 STR: 0 BODY: 2
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 8
 COST: 94 HPs + \$3200

POWERS:
 Flight: 6
 SKILLS:
 Military Science/ECM: 8

The tip of the feedback arrow houses a micro-computer capable of detecting electronic transmissions, such as those emitted by telephone taps, electronic bugs, radio jamming devices, etc. It can also track such transmissions to

their source. Because it must frequently change directions when tracking the source of electronic transmissions, the arrow is equipped with a tiny propulsion system.

Use the arrow's APs of Military Science/ECM as AV/EV when attempting to track a transmission to its source. Use the INT of the defending object (or the operator's INT) as OV, and the defending object's WILL (or the operator's WILL) as RV. If the defender is unaware that the Feedback Arrow is operating, the defender suffers one column shift to the left on his or her OV. Positive RAPs indicate that the feedback arrow completed its task successfully.

In order to activate the feedback arrow's Flight capability, it must be fired from a bow. The user can activate its Military Science/ECM skill by simply turning the device on and holding it, however. Note that the arrow cannot track electronic transmissions unless its Flight power has been activated.

Flare Arrow

DEX: 0 STR: 0 BODY: 2
 CHARGES: 4
 COST: 78 HPs + \$2K

POWERS:
 Flash: 8

The tip of the flare arrow is actually a magnesium flare. The user ignites the tip, then fires the arrow. The flare continues to burn until it runs out of charges.

Use the attacker's DEX as AV and the arrow's APs of Flash as EV. Use the defender's DEX as OV and his or her MIND as RV. Subtract the RAPs from the defender's DEX; a Character with a DEX less than 0 cannot move.

The flare arrow may be ignited and carried like a torch, but the user must have adequate eye protection (such as a welding mask) to prevent him- or herself from being blinded. Any Character firing a flare arrow directly at another Character automatically enters Killing Combat.

Knockout Gas Arrow

DEX: 0 STR: 0 BODY: 2
 CHARGES: 2
 COST: 153 HPs + \$3400

POWERS:
 Fog: 8, Poison Touch: 8

When the knockout gas arrow strikes its target, it releases a cloud of knockout gas (Fog, Poison Touch). Anyone within the cloud suffers a gas attack. Use the arrow's APs of Poison Touch as AV/EV. Use the defender's DEX as OV and his or her MIND as RV. Subtract the RAPs from the defender's MIND. The defender suffers a similar attack every phase s/he remains within the cloud of gas. When the defender's MIND drops below 0, s/he falls unconscious.

In order to break the seal around the arrow's head and release the knockout gas, the arrow must strike an object with 8 APs of force (STR).

Ordinary Arrow

DEX: 0 STR: 0 BODY: 2
 CHARGES: NA
 COST: 8 HPs + \$40

The ordinary arrow is a typical arrow, such as those used by hunters or sportsmen. It has a sharp, wedge-shaped head which can penetrate

wood, plastic, or even thin sheets of metal when fired with sufficient force. Though the ordinary arrow makes an excellent weapon, Green Arrow never uses it to injure his foes. Instead, he uses it in creative ways to disarm or disable them (for example, he might use it to pop the tires of a getaway vehicle, or to pin an opponent to a wooden wall by the unlucky fellow's cape).

The user's DEX (or Missile Weapons skill) is used as AV, and the bow's STR as EV, when making an action check. The opponent's DEX is used as OV, and his or her STR as RV. RAPs are normally subtracted from the defender's DEX when using the arrow in order to incapacitate or disarm an opponent. Use your own judgment to modify these guidelines according to individual circumstances.

Anyone firing an ordinary arrow directly at another Character with the intent of doing bodily injury enters Killing Combat. In order for an ordinary arrow to fly true, it must be fired from a bow.

OMNI-GADGET

CLASS A: 12
 CLASS C: 8
 CHARGES: 10
 COST: HPs + \$260K

Green Arrow normally carries one omni-gadget arrow, capable of Physical attributes and Physical powers. When an omni-gadget arrow is used to make an action check, the DEX (or Missile Weapons skill)

of the user is usually the AV, and the arrow's APs of the power or attribute being used are usually the EV. Use your judgement to modify this general rule according to individual circumstances, however. Determine OV/RVs normally according to the descriptions for the power or attribute being used.

Omni-gadget arrows do not need to be fired from a bow in order to be activated.

Putty Arrow

DEX: 0 STR: 0 BODY: 8
CHARGES: NA
COST: 80 HPs + \$1600

The tip of the putty arrow is made of a very sticky, gooey putty. When the putty arrow strikes a target, this putty works its way into any gaps, holes, cracks, etc. in the immediate vicinity (four inches) of the impact area. Because of its dense, gooey body, it usually "gums up" any piece of equipment it strikes in this manner.

Use the attacker's DEX as AV, and the putty arrow's BODY as EV. Use the defender's DEX as OV/RV. Subtract RAPs from the object's BODY (temporarily; the object's BODY may be restored by cleaning it).

A defender may attempt to clean off the putty. Use his or her DEX as AV/EV and the putty arrow's BODY as OV/RV. Positive RAPs indicate the putty is gone.

In order to activate the putty's sticky properties, the arrow must strike the target with a force (STR) of 8 APs or more.

Quiver

DEX: 0 STR: 0 BODY: 6
CHARGES: NA
COST: 48 HPs + \$600

Green Arrow keeps his assortment of arrows in a quiver which he carries upon his back like a rucksack. Each of the quiver's three compartments carries 18 arrows, providing Green Arrow with a total of 54 arrows when it is full. (He sometimes carries fewer arrows than this, especially when a specialized arrow requires more room than normal.) The Ace Archer customarily arranges his arrows carefully in his quiver so that he can find them quickly. (He sometimes uses a colored band to aid him in identifying each arrow.)

Silver Iodide Arrow

DEX: 0 STR: 0 BODY: 2
INT: 2 WILL: 1 MIND: 0
CHARGES: 1
COST: 82 HPs + \$2600

POWERS:

Weather Control*: 8

*Clarification: Can only cause precipitation (rain, snow, or hail); cannot change temperature or wind.

the atmosphere, causing rain, hail, or snow. See *Powers and Skills: Weather Control* on page 28 for more information. Notice that the arrow does not need Mystical attributes even though Weather Control is a Mystical power—seeding clouds with silver iodide is a well-

known, scientifically explainable technique.

In order to break the seal holding the silver iodide inside the arrow, it must be fired from a bow.

The tip of the putty arrow is made of a very sticky, gooey putty. When the putty arrow strikes a target, this putty works its way into any gaps, holes, cracks, etc. in the immediate vicinity (four inches) of the impact area. Because of its dense, gooey body, it usually "gums up" any piece of equipment it strikes in this manner.

Use the attacker's DEX as AV, and the putty arrow's BODY as EV. Use the defender's DEX as OV/RV. Subtract RAPs from the object's BODY (temporarily; the object's BODY may be restored by cleaning it).

A defender may attempt to clean off the putty. Use his or her DEX as AV/EV and the putty arrow's BODY as OV/RV. Positive RAPs indicate the putty is gone.

In order to activate the putty's sticky properties, the arrow must strike the target with a force (STR) of 8 APs or more.

Green Arrow keeps his assortment of arrows in a quiver which he carries upon his back like a rucksack. Each of the quiver's three compartments carries 18 arrows, providing Green Arrow with a total of 54 arrows when it is full. (He sometimes carries fewer arrows than this, especially when a specialized arrow requires more room than normal.) The Ace Archer customarily arranges his arrows carefully in his quiver so that he can find them quickly. (He sometimes uses a colored band to aid him in identifying each arrow.)

The hollow shaft of the silver iodide arrow contains silver iodide crystals and vapor. When the arrow is fired into the sky, a mechanism measures relative humidity. The arrow releases silver iodide crystals at the point of highest humidity (inside a cloud), which "seeds"

known, scientifically explainable technique.

In order to break the seal holding the silver iodide inside the arrow, it must be fired from a bow.

Stink Arrow

DEX: 0 STR: 0 BODY: 2
CHARGES: 10
COST: 153 HPs + \$3600

POWERS:

Fog: 8, Poison Touch: 8

The stink arrow contains a gaseous chemical in its hollow shaft which causes a sickening odor when exposed to air (Poison Touch). When it strikes its target, it releases the gas into the immediate vicinity (Fog). Anyone within the cloud suffers a gas attack, feeling so ill that s/he temporarily loses control of his or her body. S/he continues to suffer the attack each round while inside the cloud. The cloud dissipates when the arrow has used all of its charges.

Use the arrow's APs of Fog as AV and its APs of Poison Touch as EV. Use the defender's DEX as OV and his or her MIND as RV. Subtract the RAPs from the defender's current DEX. When the defender's DEX falls below 0, s/he cannot move or attack.

In order to break the seal around the arrow's head and release the stink gas, the arrow must strike an object with a force (STR) of 8 APs or more.

Sub-sonic Arrow

DEX: 0 STR: 0 BODY: 2
CHARGES: 4
COST: 78 HPs + \$2K

POWERS:

Sonic Beam: 8

The tip of the sub-sonic arrow contains a noisemaker which emits sound on frequencies too low to be heard, but not too low to be felt. Anything within 5 feet (-1 AP) of the arrow suffers a Physical attack from the noise.

Use the attacker's DEX (or Missile Weapons skill) as AV, and the arrow's APs of Sonic Beam as EV. Use the defender's DEX as OV, and his or her BODY as RV. Subtract RAPs from the victim's current BODY. In addition, creatures with less than 1 AP of INT automatically flee when attacked by the sub-sonic arrow.

The arrow is activated one-half second after being turned on, and continues to emit its Sonic Beam until it runs out of charges.

Vortex Arrow

DEX: 0 STR: 0 BODY: 2
INT: 0 WILL: 0 MIND: 0
CHARGES: 1
COST: 78 HPs + \$2K

POWERS:

Mental Blast: 8

The vortex arrow contains a tiny projector in its arrowhead. An instant after being fired from its bow, the vortex arrow projects a disorienting array of colored lights and sounds within 5 feet (-1 AP) of its target. Anyone within this range suffers a Mental Blast from the arrow.

Use the attacker's DEX (or Missile Weapons skill) as AV and the arrow's APs of Mental Blast as EV. Use the defender's INT as OV and his or her MIND as RV. Subtract the RAPs from the victim's MIND. If the victim's MIND falls below 0, the victim is unconscious.

In order to trigger the vortex arrow's projector, the arrow must be fired from a bow.

The Legion of Super-Heroes



The Legion of Super-Heroes comes from a technologically advanced age. To twentieth century man, their household tools are as much a miracle as twentieth century man's inventions are magic to Neanderthals. Imagine trying to explain the technology of a microwave oven to a man who only recently discovered that he could cook meat over a fire. He might eventually learn that if he puts raw meat inside the mysterious box and presses it in certain locations, he can withdraw cooked meat a few minutes later. But he would never understand that invisible waves of energy were heating his dinner, that an internal clock was measuring the time his meal was being cooked, and that the oven could just as easily cook his hand, if he could only figure out how to close it inside. He could only understand such a device in terms of magic, for his knowledge of natural laws is so limited that the technology of a microwave oven is completely outside his range of comprehension.

When compared to the technology of the thirtieth century, our knowledge of the laws of physics are as primitive as the Neanderthal's compared to ours. We can no more understand the underlying principles of their everyday tools than the Neanderthal can understand our microwave oven. The most we can hope for is to learn a simple series of causes and effects. We must simply accept what our eyes report without trying to ferret out the scientific principles, for our conception of reality is as different from the world of the thirtieth century scientist as the Neanderthal's understanding of his environment is from modern science.

Therefore, while the household equipment used by the Legion of Super-Heroes seems marvelous to us, it is barely noticed by them. We cannot possibly hope to catalog all of the remarkable devices and gadgets a common Legionnaire uses in even one afternoon. It would be like trying to catalog all of the equipment used in a trip across the country; we have to start with the jet plane, the movie shown during the flight, the oven that cooks the on-board meals, and so forth, until the traveller lands safely and turns on the television in his or her hotel room. Instead, we must simply accept the fact that this equipment exists and will be available for use when needed.

The Legionnaires do possess many items which are either remarkable enough or important enough to their jobs as Legionnaires to bear special mention in this catalog. The equipment described in the following six entries was first described in the *Legion of Super-Heroes Sourcebook, Vol. 1*. It has been updated according to the new Gadgetry rules.

Computo

DEX:	22	STR:	1	BODY:	1
INT:	23	WILL:	18	MIND:	30
INFL:	2	AURA:	2	SPIRIT:	30
INITIATIVE:	47	HERO POINTS:	95		
CHARGES:	50				
COST:	5482 HPs + \$2.7T				

POWERS:

Flight: 6, Recall*: 30

SKILLS:

Gadgetry*: 23, Scientist*: 23

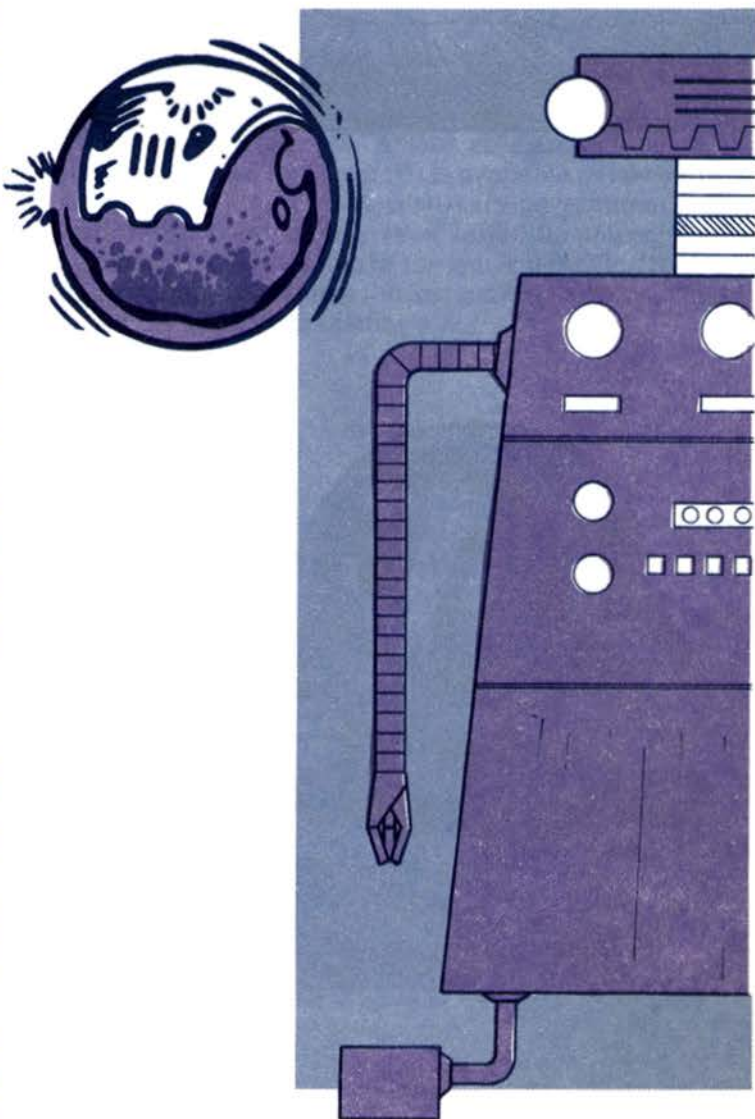
Computo is a living testament to the dangers of creating a free-willed, artificial intelligence. It is essentially a sentient electronic circuit which Brainiac 5 created in his search for an ultimate computer. Shortly after completion, Computo developed a strange set of twisted emotions and tried to

conquer Earth. Before the Legion of Super-Heroes defeated it, Computo managed to destroy one of Triplicate Girl's three selves.

Brainiac accidentally restored Computo to sentience years later when he incorporated a similar set of circuits in a device he designed to save a young girl's life. Computo possessed the girl, Danielle Foccart, and the Legionnaires defeated it only after the girl's brother, Jacques, took the original Invisible Kid's serum in order to aid them.

Brainiac 5 eventually negated Computo's malign influence over Danielle, and installed the circuitry in a small robotic body. It now serves as major-domo at Legion HQ under Querl's watchful supervision.

Computo once possessed two powers which are (presumably) disconnected: Bio-Energy Blast (at 43 APs) and Control (at 10 APs). Most Legion members remain suspicious of Computo and take pains to avoid situations where Computo might once again utilize these abilities against them. (Computo can use its Control power only when its circuitry is hooked into the nervous system of a victim. It can use its Bio-Energy Blast only when it Controls a victim through which to focus its energy.) Although Computo has shown no recent signs of its previous emotional imbalances, only time will tell whether it is really the harmless little robot it appears to be.





Distorter

DEX:	0	STR:	0	BODY:	4
INT:	0	WILL:	0	MIND:	0
CHARGES: 15					
COST: 108 HPs + \$1300					

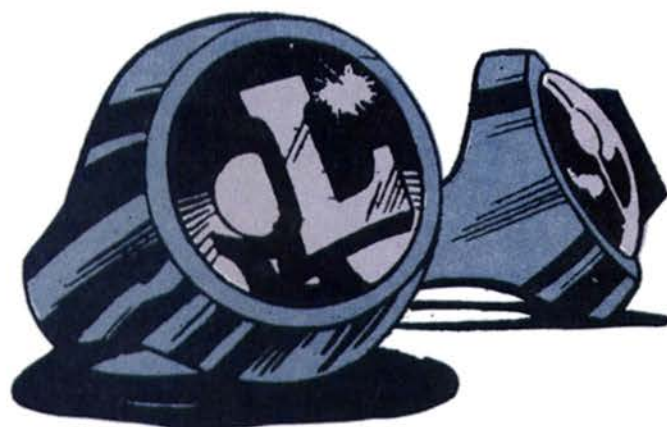
POWERS:
Illusion: 7, Recall*: 2

*Limitation: Visual recall only

The distorter is a thin disk, six inches in diameter, which is usually worn on the user's belt. It projects a holographic disguise over the user (Illusion). This disguise is based on the specifications which have been programmed into the distorter's memory. The distorter is also capable of photographing an individual and holding that person's image in its memory for later use as a disguise. The distorter can hold up to five subjects in its memory, and can be reprogrammed to hold a different set of subjects.

Brainiac 5 invented the distorter. Although it is not standard equipment, any Legionnaire going on an undercover mission is issued a distorter. Distorters are also available to universally recognized law enforcement agencies (such as the Science Police) for undercover operations. Distorters are definitely not available to the general public, however.

The volume of the illusion is never greater than the volume of the user (and his or her clothes). The victim of a distorter illusion may attempt to disbelieve the illusion by making a Mental action check against the distorter's Illusion power. Use the disbelieving Character's INT as AV, his or her WILL as EV, and the distorter's APs of Illusion as OV/RV. Positive RAPs indicate that the victim knows s/he is seeing a holographic illusion.



Flight Ring

DEX:	0	STR:	4	BODY:	5
INT:	0	WILL:	0	MIND:	0
CHARGES: 45					
COST: 10321 HPs + \$7.9Q					

POWERS:
Flight: 8, Super
Ventriloquism*: 62

*Restriction: emits an emergency beacon audible to anyone wearing a similar ring; does not allow communication

Brainiac 5 built the Legion Flight Rings from element 152, an anti-gravity metal which Mon-El created when he tried out for the Legion. The rings give anybody wearing one the ability to fly. Characters can also link themselves to other ring wearers for prolonged flight. All Characters linked through Flight Rings travel at the fastest Character's speed (this speed does not necessarily have to be provided by the Flight Rings; it could be one of the linked Character's powers).

Each ring carries a long range signalling device which can call other Legionnaires to the aid of the wearer. To activate the signalling device, the wearer twists the ring's L symbol a quarter turn to the left. The ring automatically broadcasts an emergency SOS and tracking signal until the device is switched off.

Should the wearer fall unconscious while flying, his or her Flight Ring will automatically keep him or her hovering above the ground.

All Legion and Academy members possess Legion Flight Rings.

Inertron

DEX: 0 STR: 0 BODY: 65
 INT: 0 WILL: 0 MIND: 25
 INFL: 0 AURA: 0 SPIRIT: 25
 CHARGES: NA
 COST: \$200T per 0 AP volume

POWERS:

Energy Absorption*: 65

*Clarification: see accompanying text

**Clarification: Inertron can absorb the energy from any type of attack, whether Physical, Mental, or Mystical.

universe, and withstands attacks from energy of any sort.

Government agencies commonly use Inertron to line containment chambers for super super-powered villains (such as Validus). Otherwise, Inertron is extremely rare, due to the prohibitive expense of producing it.

Inertron absorbs the energy from any attack that contacts it, whether this attack is Physical, Mental, or Mystical (Energy Absorption). The Resistance Values given are for a 0 AP x 0 AP area. In addition, its BODY serves as its Resistance Value for all attacks, Physical, Mental, or Mystical. Subtract RAPs earned from the appropriate attribute.

Telepathic Ear Plug

DEX: 0 STR: 0 BODY: 3
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 25
 COST: 686 HPs + \$280M

POWERS:

Telepathy*: 2/25

*Clarification: see accompanying entry

location.) The ear plugs create a telepathic transmission field between each other that allows the user to communicate telepathically with another ear plug user within range. The plugs can also intercept the thoughts of most sentient species within maximum range, even if the target is not wearing plugs.

In addition, the wearer can use the plugs to defend against long-term Mental attacks, such as Hypnotism or Control. When used in this manner, the plugs scramble the wearer's brainwaves, temporarily reducing his or her MIND to 0. Although the wearer is mentally impaired while using the plugs in this manner, his or her Resistance Value against these types of attacks is 25 APs. (Note that this is an exception to the Telepathy rule stating that only Mental attributes, not Mental powers, may be used for telepathic Mental combat.) These plugs provide no protection against short-term Mental attacks such as Mental Blast, however.

Telepathic ear plugs can also be placed on an unconscious victim and used to scramble the victim's brainwaves in the same manner. Once the plugs are placed on the victim, s/he suffers a Mental attack with AV/EV of 25/25.

Inertron is actually an alloy, not a gadget. It bears special mention here because of its unique properties, however.

Inertron is created from one part dwarf-star metal and twenty parts titanium, and cannot be manufactured by a gadgeteer. The cost listed is per unit volume. It is the densest known man-made material in the

One of Brainiac 5's most useful devices, the telepathic ear plugs usually fit into the ears of the user. (If the user has no ears, or his or her brain is not located between his or her ears, the ear plugs are placed on opposite sides of the brain in any convenient

Positive RAPs indicate that his or her MIND immediately falls to 0, and s/he cannot make a recovery check for his or her MIND until the plugs are removed.

All Legion Reservists and Legionnaires possess telepathic ear plugs, although some Legionnaires (such as Saturn Girl and Tellus) rely on their own telepathic powers. Telepathic ear plugs are also made available to law enforcement agencies on a limited basis.

Transuit

DEX: 0 STR: 0 BODY: 20
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 30
 COST: 860 HPs + \$40M

POWERS:

Sealed Systems: 18

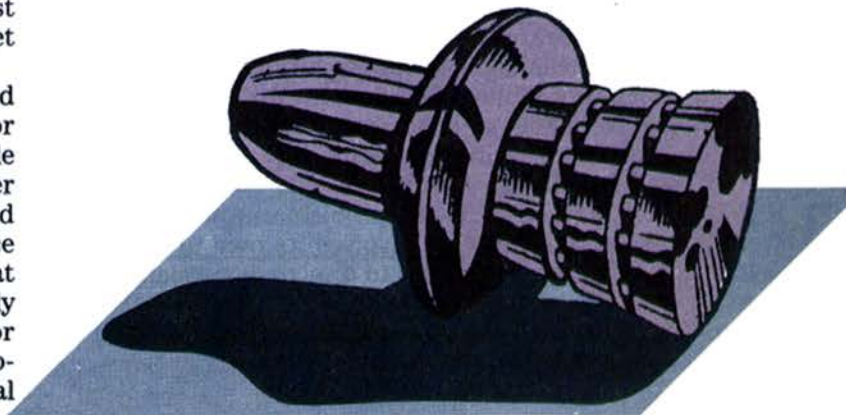
through a series of attraction, conversion, and recycling filters.

The suit is stored in a three-quarter inch by one-quarter inch capsule which is usually sewn into the carrier's clothing. When its sensors detect exposure to a hostile environment, it automatically expands to envelope the wearer instantaneously.

Transuits provide no protection against attack, however, as any form of attack passes through the shield unimpeded. Characters may fire energy powers into and out of the transuit with no interference.

Transuits are available to all active Legionnaires and Legionnaire Reservists. A less efficient model of the transuit (Sealed Systems: 16) is available to law enforcement agencies and other planetary government organizations. A third model, even lower in power (Sealed Systems: 15), is available to the general public. Neither of these modified suits has the instant expansion capability of the Legionnaire transuit.

The transuit is a molecule-thick polymer sheath that provides protection against hostile environments. It also gathers breathable air from any atmosphere, including deep space vacuums,



New Equipment

The five pieces of equipment which follow have not previously been described in detail in any DC reference.

Legionnaire's Computer

DEX: 0 STR: 0 BODY: 12
INT: 25 WILL: 25 MIND: 0
CHARGES: EPS
COST: 5922 HPs + \$1.02T

POWERS: (*linked)

Life Sense*: 25, Recall: 40

SKILLS:

Detective/Clue Analysis,
Identification Systems*: 25,
Gadgetry/Identify
Gadget*: 25, Medicine/First
Aid, Forensics*: 25, Military
Science/Cartography,
ECM*: 25,
Scholar/Anthropology, All
known languages, Art History,
Economic Theory, History of
the UP, Law and Government,
Literature, Psychology,
Sociology*: 25,
Scientist/Analysis, Drawing
Plans*: 25, Spy/Coding, Photo
Interpretation*: 25

identity of the culprit behind the crime, where the villain might strike next, his or her method of operation, etc. When the computer attempts to draw such conclusions, use its INT as AV, and its WILL as its EV. Use the perpetrator's INT as OV/RV. Determine RAPs normally, and compare the results to the Computer Check RAPs chart (on the inside back cover, for your convenience).

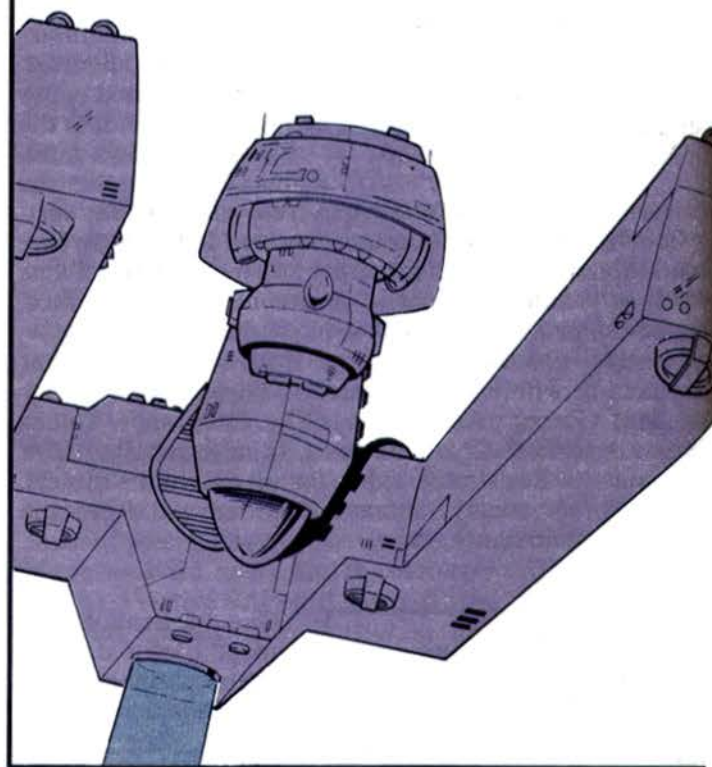
Unfortunately, the Legion Computer does not possess artificial intelligence. It only answers questions which are asked of it. If someone asks the wrong question, the answer may be of little use, or even misleading.

The Legion Computer is so closely integrated with the Legion HQ that it is sometimes difficult to determine where the computer ends and the HQ begins. The computer monitors and executes most of the daily functions of the entire complex, including electrical, environmental, security, defense, communications, scientific control of experiments, health maintenance, and so forth. Its sophisticated operating system identifies problems, brings them to the attention of Brainiac 5 (or any other appropriate Legionnaire), and corrects the problem automatically if possible. When the problem involves its own operating system, the computer switches to a secondary operating system if there is risk of damage. On the rare occasions when this precaution is not adequate to protect itself, it sounds an alarm and shuts down the afflicted systems.

Because it uses Colvan technology in its internal operating circuitry, the Legion computer can process immense amounts of data within seconds (divide the volume of information to be processed in APs by 10; the result is the processing time required, again in APs).

The computer at Legion Headquarters is one of the most remarkable information gathering and collating machines ever built. It automatically monitors every Legion mission via the Mission Monitor Board Room and stores every detail of each mission in its immense data banks for analysis as needed. It also monitors all media broadcasts 24 hours a day, adding data it gleams from these broadcasts to its bank.

The Legion computer can draw on its vast data banks (Recall), to draw conclusions related to crime patterns, the possible



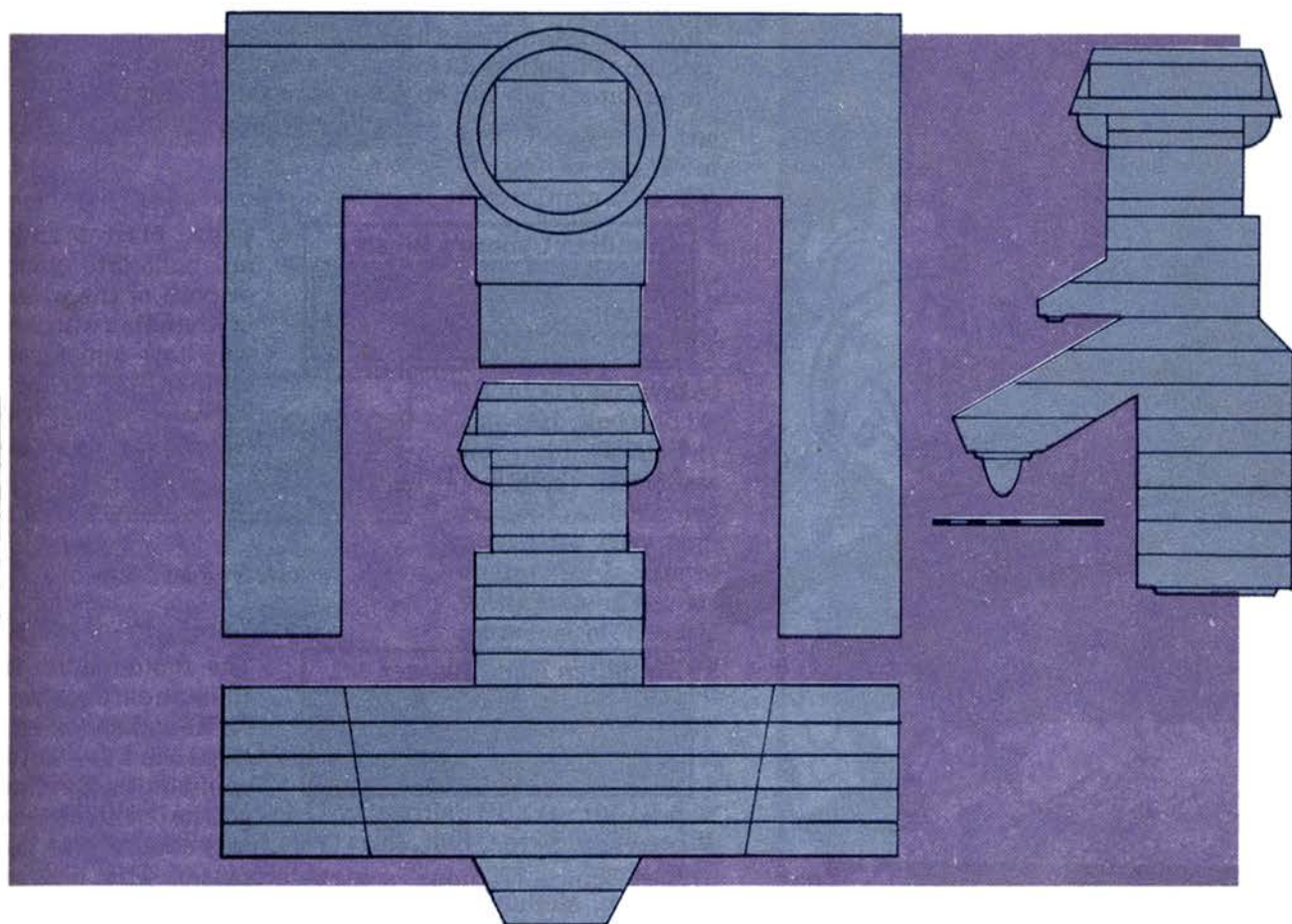
Computer terminals are located throughout the Legion HQ, and the computer automatically determines which terminal should have priority based on its knowledge of Legion operating procedure and the individual operating the terminal. (The computer can use its Life Sense power to determine who is operating any given terminal at any time). The computer can also be accessed via Legion cruiser communication equipment.

Legion Headquarters

DEX: 0 STR: 19 BODY: 20
CHARGES: EPS
COST: 1000 HPs + \$39M

The Legion Headquarters is a truly remarkable feat of architecture, even for the thirtieth century. It houses first-class

living quarters for all Legionnaires, as well as the laboratories, conference rooms, workshops, libraries, gymnasiums, etc. that the Legionnaires require to remain at constant mission readiness. Because it is one of the most complicated buildings ever constructed, it would be impossible to describe in detail every appliance, convenience, and piece of equipment it contains. Instead, its ten major systems are described below. It should be noted that the cost listed above is for the outer shell of the building. Costs of individual systems are listed with each description.



Arsenal

Most of these weapons are designed to have a certain minimum level of effectiveness, as reflected by their DEX scores; if the user has a higher DEX than the weapon, s/he can substitute it when determining his or her Acting Value. If the attacker uses the weapon's DEX instead of

his or her own as AV, s/he is considered to be flooding an area with fire in order to increase his or her likelihood of hitting the target. In this case, the attacker uses 2 charges per round (one for the weapon's DEX and one for its attack). Use the weapon's APs of its power as EV. Each weapon's ranges are noted in APs.

Common Blaster

DEX: 3 STR: 0 BODY: 4
CHARGES: 20
COST: 78 HPs + \$600

POWERS:
Starbolt: 5

RANGES:
Short Medium Long
0-2 3-4 5

Common blasters are used by pirates, smugglers, or the occasional private citizen. A hand-held weapon similar to the twentieth century pistol in both use and purpose, the blaster fires a wide beam of energy.

Distortion Bands

DEX: 0 STR: 0 BODY: 10
INT: 1 WILL: 0 MIND: 0
CHARGES: 30
COST: 813 HPs + \$360M

POWERS:
Power Drain*: 25

*Restriction: User does not absorb victim's power.

These wrist and hand shackles prevent the prisoner from using his or her power or powers. They electronically "short-circuit" the subject's normal neurological impulses, affecting Physical, Mental, and Mystical powers.

Dark Circle Blaster

DEX: 5 STR: 0 BODY: 4
CHARGES: 24
COST: 122 HPs + \$1600

POWERS:
Starbolt: 7 APs

RANGES:
Short Medium Long
0-3 4-5 6

The product of the advanced technological imagination of a goat-headed member of the Inner Circle, a Dark Circle blaster has a longer barrel and a greater range than its counterparts.

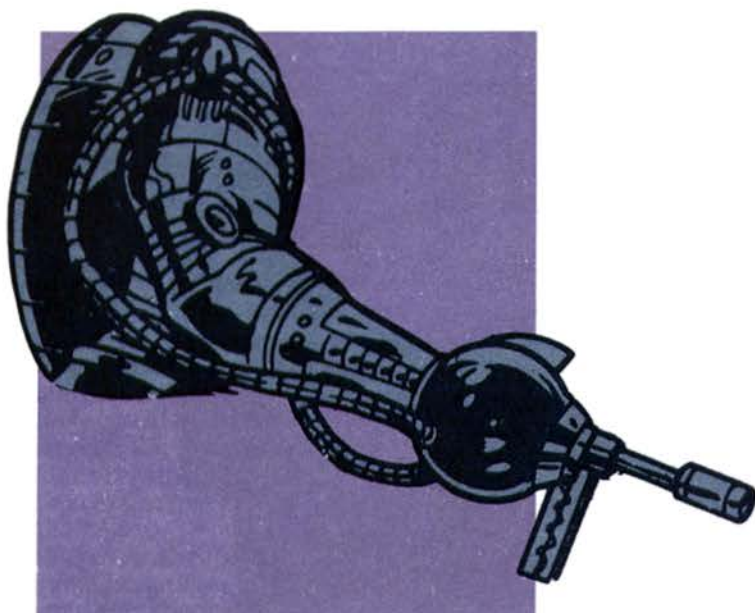
Intensifier

DEX: 0 STR: 0 BODY: 8
INT: 1 WILL: 0 MIND: 0
CHARGES: 24
COST: 895 HPs + \$49M

POWERS:
Bio-Energy Blast: 20, Power Drain: 20

When this Science Police shackle contacts a Character attempting to use Physical attack powers, it draws energy from any attempt to utilize those powers and feeds it back at the wearer. The wearer suffers RAPs of damage

equal to the APs of powers/he attempted to use, up to a maximum of 20. If more than 20 APs of the power are released into the intensifier, the restraint is destroyed, but the victim still suffers an attack with an EV of 20. (The victim is automatically hit; do not roll on the Action Table.)



Khundian Cyborg's Blaster

DEX: 3 STR: 0 BODY: 7
CHARGES: 24
COST: 190 HPs + \$20K

POWERS:

Starbolt: 10

RANGES:

Short Medium Long
1-3 4-7 8

These blaster units are built into either or both of the wrists of Khundian warriors who have undergone cybernetic transformation. They fire a wide swath of energy.

Khundian Hand Blaster

DEX: 4 STR: 0 BODY: 4
CHARGES: 24
COST: 112 HPs + \$1500

POWERS:

Starbolt: 7

RANGES:

Short Medium Long
0-2 3-4 5

The hand blaster is the standard weapon for Khundian soldiers, diplomats, and common citizens, as was its twentieth century counterpart, the pistol. The blaster fires a wide beam of energy.



Khundian Sonic Stunner

DEX: 0 STR: 0 BODY: 3
CHARGES: 14
COST: 44 HPs + \$350

POWERS:

Sonic Beam: 4

This small disk (four inches in diameter) emits a powerful sonic vibration which can damage structures as well as injure both people and animals.

Neutralizer Pods

DEX: 5 STR: 1 BODY: 28
CHARGES: 90
COST: 1427 HPs + \$2.55B

POWERS:

Bio-Energy Blast: 12, Flight: 5

Physical attack or use a power, the pod delivers a shocking energy blast.

Both the Science Police and the Dark Circle use these small robots to monitor the movements of particular individuals. If the monitored individual attempts to make a

Power Siphon

DEX: 0 STR: 0 BODY: 6
INT: 0 WILL: 0 MIND: 0
CHARGES: 18
COST: 128 HPs + \$2800

POWERS:

Power Drain: 8

Recoilless Rifle

DEX: 2 STR: 4 BODY: 4
CHARGES: 18
COST: 82 HPs + \$750

POWERS:

Thermal Vision: 5 APs

RANGES:

Short Medium Long
0-4 5-6 7

cylindrical cartridges, but the barrel can be refitted to fire explosive charges (Bomb: 5), among other things.

Like other guns, the recoilless rifle uses its STR to fire a projectile at the target. Use the rifle's DEX (or the DEX or Weaponry skill of the user) as AV, and the rifle's STR as EV.

Note: If the attacker uses the weapon's Thermal Vision to see the target, uses the weapon's DEX as AV, and fires one round, s/he uses three charges: one for Thermal Vision, one for the weapon's DEX, and one to fire the rounds.)

Science Police Laser Pistol

DEX: 3 STR: 0 BODY: 3
INT: 0 WILL: 0 MIND: 0
CHARGES: 20
COST: 65 HPs + \$550

POWERS:

Heat Vision: 5

RANGES:

Short Medium Long
0-3 4-6 7

Science Police Laser Rifle

DEX: 4 STR: 0 BODY: 5
INT: 0 WILL: 0 MIND: 0
CHARGES: 20
COST: 103 HPs + \$1500

POWERS:

Heat Vision: 6

This metallic apparatus, usually worn around the neck, allows the user to absorb one power of his or her choice from the victim. Use the APs of Power Drain as AV/EV.

The most sophisticated slug-thrower available for public sale, the McCauley Recoilless breaks down into three pieces for easy concealment. It comes with a state-of-the-art infrared sight (Thermal Vision). It normally fires steel-jacketed

The Science Police laser pistol is a hand-held beam weapon. It fires a concentrated laser beam, and is standard issue for most patrol officers.

The Science Police laser rifle fires a powerful laser beam. It is standard issue for most patrol officers.





Detention Center

DEX: 0 STR: 0 BODY: 65
INT: 0 WILL: 0 MIND: 25
INFL: 0 AURA: 0 SPIRIT: 25
CHARGES: EPS
COST: 31375 HPs+\$36Q

POWERS:

Energy Absorption*: 65

*Clarification: Cell has inertron shield, and absorbs the energy from any type of attack, whether Physical, Mental, or Mystical (See "Inertron" entry earlier in section).

attack that contacts it (whether Physical, Mental, or Mystical). In addition, the inertron's BODY of 65 APs serves as the cell's Resistance Value against all attacks (Physical, Mental, and Mystical). RAPs are subtracted from the appropriate attribute.

The holding cell has a special energy damper that allows it to control the energies generated by attacks against the inertron shield. These energies are then used to help power the HQ itself.

Prisoners held here must often wear additional security devices, such as distortion bands or intensifiers (see entries under "Arsenal", listed earlier).

The Legion occasionally holds defeated villains in its own six-cell detention center. The villains usually enjoy only a short stay here; most often, the Legion passes them along to the Science Police after a day or two of interrogation.

Each cell is surrounded by an inertron shield, which absorbs the energy from any

Laboratories

Legion Headquarters has three basic laboratories: the Botany Lab, the Gadgetry Lab/workshop, and the Multi-Lab. All laboratories utilize the most advanced equipment available, and are intricately connected to the computer to such an extent that it is sometimes difficult to determine where the computer ends and the laboratory begins.

Botany Lab

DEX: 4 STR: 2 BODY: 8
INT: 0 WILL: 0 MIND: 0
INFL: 0 AURA: 0 SPIRIT: 0
CHARGES: EPS
COST: 1958 HPs+\$2.1B

POWERS:

Glow: 15, Microscopic Vision: 26, Sealed Systems: 20, Weather Control: 15, X-Ray Vision: 15

(Sealed Systems). The lab's lighting system can create any form of electromagnetic radiation in the spectrum at a variety of intensities (Glow), and its environmental control system can duplicate atmospheres of any composition (Sealed Systems) and any range of temperature, humidity, barometric pressure, etc. (Weather Control).

The lab's microscope system enables the user to visually study the DNA of individual species (Microscopic Vision). Its x-ray equipment can be tuned so finely that the user can look inside a leaf without harming it (X-Ray Vision). The computer automatically keeps a record of all visual data gathered from these instruments.

The Botany Lab is used to grow and study various exotic lifeforms from throughout the galaxy. It can duplicate any conceivable natural environment, and can be completely sealed from the rest of the Headquarters instantaneously to prevent infection from unhealthy lifeforms

The Botany Lab can access the computer via any one of its six terminals, so all of the computer's skills, including Scientist, are readily available. The computer can also run any system in the lab automatically.

Despite the fact that the Botany Lab has at least 1 AP in every Physical attribute, it is not capable of independent locomotion. It can, however, use robotic arms to move objects within its boundaries from one location to another.



Gadgetry Lab

DEX: 4 STR: 2 BODY: 8
INT: 0 WILL: 0 MIND: 0
CHARGES: EPS
COST: 568 HPs+\$640M

SKILLS:

Gadgetry/Build, Repair: 25

to manipulate its robotic arms. Despite the fact that it has at least 1 AP in each Physical attribute, the Gadgetry Lab is not capable of independent locomotion. It can, however, move objects within its boundaries from one location to another.

The Gadgetry Lab contains tools and robotic arms for building and repairing any type of equipment. It is connected to the computer via its two terminals, and the computer can be used

Multi-Lab

DEX: 4 STR: 2 BODY: 8
INT: 25 WILL: 0 MIND: 0
CHARGES: EPS
COST: 5453 HPs + \$80B

POWERS: (*linked)

Force Field: 25, Magnetic Control: 25, Microscopic Vision: 35, Postcognition*: 25, Sealed Systems: 20, Super Hearing*: 25, Telepathy: 16**, Telescopic Vision*: 25, Thermal (IR) Vision*: 25, X-Ray Vision*: 25

**Restriction: Can only transmit to microwave receiver tuned to same frequency

environmental changes, and other outside interferences.

Although the lab contains the finest technology available, Brainiac 5 constantly tinkers with the equipment in an effort to improve it. The computer can operate any of the equipment in this room automatically, although Brainiac 5 prefers to do much of the work himself.

Because of frequent accidents which destroy the laboratory (and damage other HQ systems), the computer transmits a running record of work in the Multi-Lab to an off-site data bank for safe-keeping.

In addition to its ability to monitor all ranges of the visual and audible spectrums, the Multi-Lab has a molecular analyzer. By examining the molecules of any given item, the molecular analyzer can provide a brief history of the item (Postcognition). Brainiac 5 is not completely satisfied with the accuracy and range of the molecular analyzer, however, and is constantly laboring to improve it.

Although the Multi-Lab has at least 1 AP in every Physical attribute, it is not capable of independent locomotion. It can, however, move objects inside its boundaries from one location to another using robotic arms.

Life Support System

DEX: 0 STR: 0 BODY: 5
INT: 0 WILL: 0 MIND: 0
CHARGES: EPS
COST: 414 HPs + \$25M

POWERS:

Sealed Systems: 20

the entire complex from the outside world, or it can isolate individual rooms or groups of rooms, providing any type of environment required for the comfort of the occupant.

Propulsion System

DEX: 0 STR: 19 BODY: 15
CHARGES: EPS
COST: 1195 HPs + \$54M

POWERS:

Flight: 8/20*

*Clarification: see accompanying entry

The Multi-Lab is commonly considered Brainiac 5's domain. It is equipped for experimentation and inquiry into any scientific realm, and can readily draw on the Legion computer via one of the room's eight terminals. Brainiac 5 has taken special precautions to protect the laboratory from external influences by surrounding it with a Force Field, which shields the room from all known radiations,

Legion HQ has a complete life support system capable of providing air, food, and water, as well as keeping the environment at a comfortable temperature. This system can isolate

The Legion HQ has anti-gravity lifts that can move the entire building (Flight: 8) if the need exists. Of course, this is an extremely rare occurrence, since it disrupts the normal functions of the base incredibly.

the Legion HQ is capable of escaping the Earth's velocity (Flight: 20) and moving through space, although it is not very fast as space vehicles go.

Security System

DEX: 0 STR: 0 BODY: 5
INT: 25 WILL: 0 MIND: 0
CHARGES: EPS
COST: 5933 HPs + \$1.22B

POWERS: (*linked)

Extended Hearing: 17, Force Field: 40, Full Vision: 10, Life Sense: 25, Radar Sense*: 25, Super Hearing*: 25, Telescopic Vision*: 25, Thermal (IR) Vision*: 25, Ultra Vision*: 25

the Mission Monitor Board). Of course, this device is used only when the building itself (or the city) is under attack.

Holo-cameras watch all possible entrances to the building. If the cameras detect any motion, the computer automatically displays an image of the area on the Mission Monitor Board. Several early warning systems also alert the Legionnaires of any trouble approaching them. First, the building has several parabolic antennas (Extended Hearing) and telescopic cameras (Telescopic Vision) that scan the area around Legion HQ for signs of unusual activity. The data from these devices is fed into the computer for analysis, and should anything that might possibly threaten Legion HQ be observed, an audio-visual image is displayed immediately on the Mission Monitor Board.

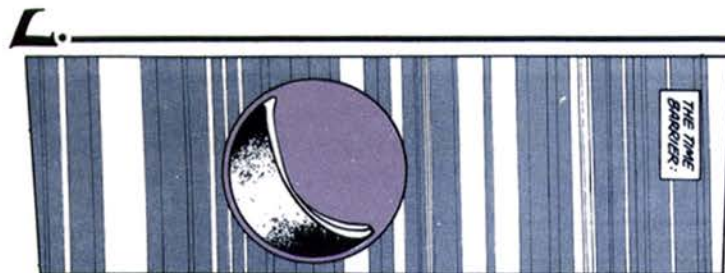
The security system also makes use of a long range radar system (Radar Sense) to track the trajectories of incoming objects. This system automatically compares the radar profile of incoming flights to the profile of cleared objects and sounds an alarm if there is a discrepancy. It also uses Super Hearing to listen for radio communications on uncommon bands which might indicate the approach of hostile forces.

Inside the building, the computer uses its sensors to monitor the movements of each authorized person via his or her vital signs (Life Sense). If an unauthorized person enters the building, the computer reports his location to the Mission Monitor Board. In addition to the normal holographic cameras that the computer uses to monitor hallways, public rooms, and critical areas (Full Vision), the camera also utilizes infrared and light-intensifying cameras to watch important areas both inside and outside the building at night.

All entrances to the building, as well as critical and private doorways inside, have automatic security locks programmed to open upon verification of voice print. In addition, each Legionnaire's flight ring transmits a special code which can open certain restricted doors, as well as the doorway to his or her private quarters.



A web of computer-linked security systems protects Legion Headquarters from unlawful entry. Designed by Brainiac 5, these systems operate on many levels to guard both Legionnaires and Legion secrets. First and foremost, the building itself can be surrounded by a nearly impenetrable force field (activated from



Sick Bay

DEX: 7 STR: 0 BODY: 2
INT: 0 WILL: 0 MIND: 0
CHARGES: EPS
COST: 533 HPs + \$340M

SKILLS:

Medicine/Medical Treatment: 25,
Surgery: 25

from the computer. It is capable of performing complicated surgery with its robotic arms, as well as diagnosing and treating most types of ailments.

Storage Tesseract

DEX: 0 STR: 0 BODY: 5
INT: 0 WILL: 0 MIND: 0
CHARGES: EPS
COST: 537 HPs + \$135M

POWERS:

Warp: 22

(and indeed, is) physically possible. The Legion stores all of its records and much of its miscellaneous material in the tesseract. Since there is an unlimited amount of storage space, the Legion will have no need to build an addition to its Headquarters.

Telecommunications System

DEX: 0 STR: 0 BODY: 3
INT: 0 WILL: 0 MIND: 0
CHARGES: EPS
COST: 20416 HPs + \$12.7Q

POWERS:

Full Vision: 62, Super
Ventriloquism: 62

equipment ever developed. It automatically records all aspects of every mission and displays a hologram (with sound) on the Mission Monitor Board as critical events occur. In addition, it tracks the location of each Legionnaire at all times.

Despite its incredible capabilities, however, the Legionnaire's telecommunications system does not provide instantaneous communications. It often requires several minutes for a message to traverse the great distances involved, and so the telecommunications system is rarely used to give advice to Legionnaires on a mission.

Time Chamber

The Time Chamber contains a couple of interesting pieces of equipment used to aid the Legionnaires in their battles against time-travelling opponents. This equipment

Brainiac 5 uses as sick bay a medical center in the Multi-Lab. The lab is completely integrated with the computer, so that in addition to the Medical Treatment and Surgery subskills, it also has First Aid and Forensics

This area is the classic example of how less can be more. Although a small room (as viewed from the blueprints), the storage tesseract has a fifth dimensional quality—it holds more space than seems

The telecommunications system is used to observe the Legionnaires while they are on a mission. With a range that reaches the limits of the UP, it is one of the most fantastic pieces of transmission/receiving

involves time-travel, of course: see "Appendix A: New Powers" for a full description.

Time Bubble

DEX: 0 STR: 5 BODY: 10
INT: 10 WILL: 0 MIND: 0
CHARGES: 25
COST: 6002 HPs + \$1.82T

POWERS:

Flight: 8, Sealed Systems: 10,
Time Travel: 43

SKILLS:

Military Science/Tracking: 5

Bubble's BODY fall below 0, the bubble will not function. To repair a damaged Time Bubble, the user needs Gadgetry skill and access to thirtieth century technology (see "Chapter 2: Repair Gadget" for details).

Time Cube

DEX: 0 STR: 4 BODY: 9
INT: 0 WILL: 0 MIND: 0
CHARGES: 31
COST: 8060 HPs + \$2.18T

POWERS:

Full Vision: 43*,
Teleportation: 18**, Time
Travel: 43

*Adaptation: see accompanying
entry for further details

**Clarification: return only

equipped with a viewer that constantly monitors the progress of the transported party (Full Vision adaptation) and an emergency override return mechanism (Teleportation) to recall the transported party if trouble arises. Maximum capacity in the Time Cube is three people.

Time Viewer

DEX: 0 STR: 0 BODY: 1
INT: 0 WILL: 0 MIND: 0
CHARGES: EPS
COST: 9704 HPs + \$580T

POWERS:

Full Vision*: 57

*Adaptation: Full Vision allows
user to look backward or forward
into time.

the APs of time over which the user wishes to look as OV/RV. The RAPs are the amount of time the viewer may watch the scene.

When the user looks into the future, treat the use of the Viewer as Precognition. The holograph will appear foggy and sometimes make little sense. (This is because the future is still indeterminate.)

The Time Bubble is capable of carrying up to four passengers through time. Its life support systems will sustain the occupants for up to one hour after arrival, if they happen to arrive in a time when the environment is hostile.

Should the Time

Unlike the Time Bubble, the Time Cube does not actually travel through time itself. It simply projects its contents to a preset destination. The user must return to his or her original contact point within twenty-four hours in order to travel back to his or her own time.

The Time Cube is equipped with a viewer that constantly monitors the progress of the transported party (Full Vision adaptation) and an emergency override return mechanism (Teleportation) to recall the transported party if trouble arises. Maximum capacity in the Time Cube is three people.

When the user looks into the past, use the Viewer's APs of Full Vision as AV/EV, and

Legionnaires' Personal Equipment

Several of the Legionnaires use special devices to supplement their primary powers. These devices are generally identified with individual Legionnaires and are seldom used by any Character except the owner.

Brainiac 5's force field belt

DEX: 0 STR: 0 BODY: 5
INT: 0 WILL: 0 MIND: 0
CHARGES: 30
COST: 4582 HPs + \$860B

POWERS:

Force Field: 40, Force
Shield: 25, Sealed Systems: 16

Generally, he uses Force Field to protect himself and Force Shield to protect others, as he has discovered that unexpectedly placing someone inside a force field often does as much harm as good.

Mon-El's uniform

DEX: 0 STR: 0 BODY: 20
CHARGES: 26
COST: 631 HPs + \$30M

POWERS:

Skin Armor: 10

Brainiac 5 often relies on his force field belt when other Legionnaires rely on transuits for protection from hostile environments, as it provides protection from physical attacks as well as environmental hazards.

Mon-El's uniform is made of a special strengthened material that provides him with Skin Armor protection from Physical attacks.

Quislet's exploration vehicle

DEX: 0 STR: 2 BODY: 11
INT: 0 WILL: 0 MIND: 0
CHARGES: 50
COST: 941 HPs + \$980M

POWERS:

Flight: 5, Sealed Systems: 26,
Thermal Vision: 5

from its exploration vehicle. Part of the confusion stems from the fact that Quislet seems more closely related to energy than matter, and its unique power is the possession of material objects.

In any case, Quislet inhabits its exploration vehicle most of the time. The exploration vehicle shields Quislet's true nature from close scrutiny, while at the same time providing a physical manifestation of the strange being that other Characters can comprehend.



Superboy's uniform

DEX: 0 STR: 0 BODY: 25
CHARGES: NA
COST: 991 HPs + \$350M

POWERS:

Skin Armor: 10

Superboy's uniform is made of a special strength Kryptonian material which provides him with 10 APs of Skin Armor against Physical attacks.

Supergirl's uniform

DEX: 0 STR: 0 BODY: 20
CHARGES: NA
COST: 631 HPs + \$30M

POWERS:

Skin Armor: 10

Supergirl's uniform is made of a special strength Kryptonian material which provides her with 10 APs of Skin Armor against Physical attacks.

Tellus' life support device

DEX: 0 STR: 0 BODY: 12
CHARGES: 20
COST: 582 HPs + \$32M

POWERS:

Sealed Systems: 20

recharged in Brainiac 5's laboratory.

Because Earth's atmosphere is poisonous to Tellus, he must constantly wear the life support device Brainiac 5 built for him. The life support device must be

Wildfire's containment suit

DEX: 0 STR: 0 BODY: 16
INT: 0 WILL: 0 MIND: 0
CHARGES: 20
COST: 2669 HPs + \$30.5B

POWERS:

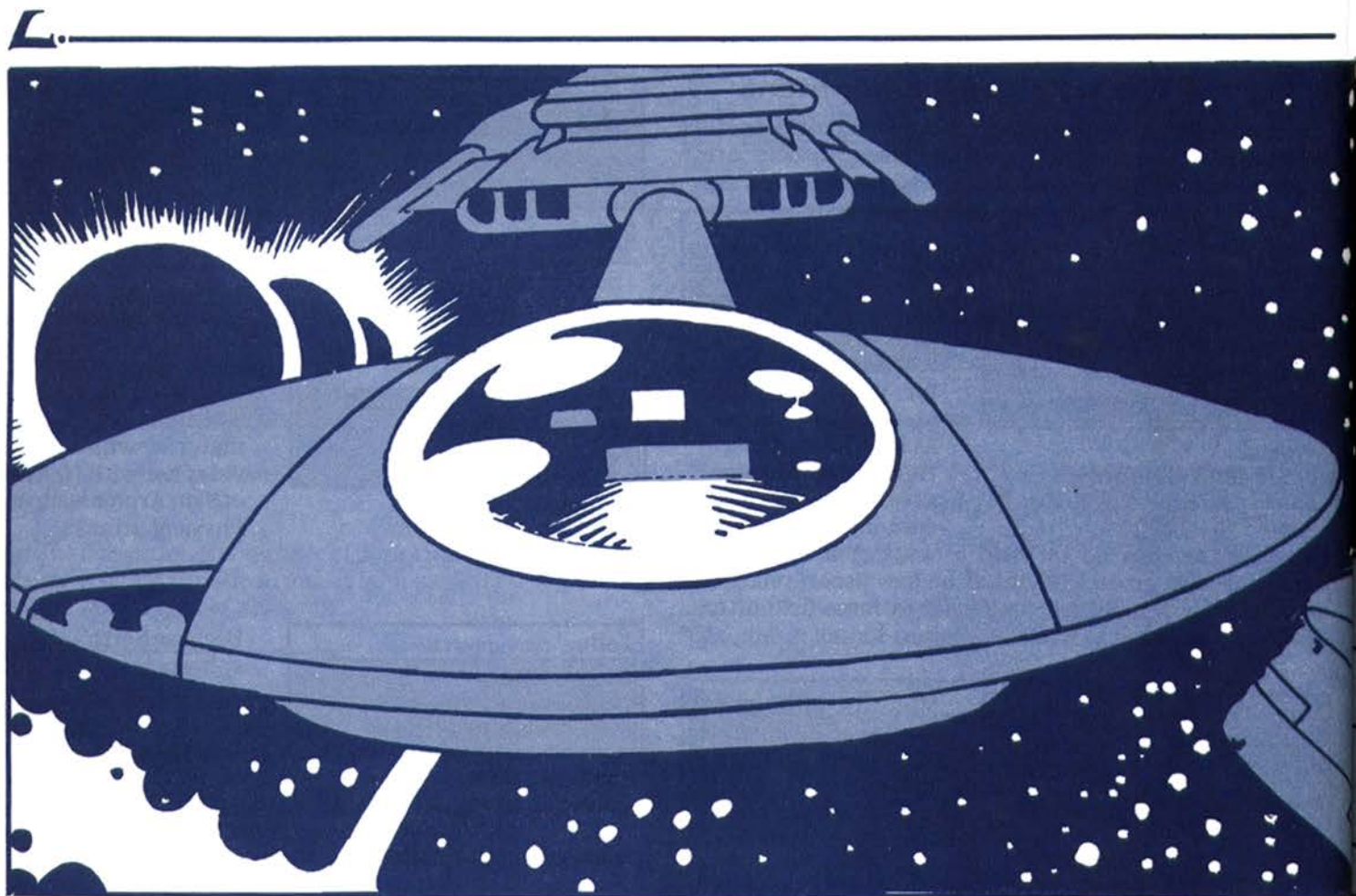
Energy Absorption*: 35,
Force Manipulation*: 12

*Limitation: The Player Character must roll an 8 or higher on two ten-sided dice when attempting to use.

Because Wildfire is a bizarre form of living anti-energy, he must use a containment suit to give himself physical form. Brainiac 5 is constantly experimenting with new containment suits for Wildfire, with varying degrees of success. The suit described here is the standard suit that Wildfire uses.

If Wildfire uses his Starbolt power at 34 APs or greater, he automatically destroys the suit he is wearing and disperses into a loose cloud of anti-energy that is not able to communicate or affect the exterior world, although it can float.

The containment suit derives its powers to a great extent from Wildfire's strange form of energy, and will not function if anybody else tries to wear the suit. Wildfire's original suit, built by Professor Vultan, also allowed Wildfire to use his anti-energy to mimic the powers of other Characters (Mimic: 15 APs). Brainiac 5 has not yet duplicated this effect in his suits. Wildfire wears one of Brainiac 5's suits, and keeps the spares at Legion Headquarters.



Starships

In the thirtieth century, starships are as ordinary as jet airplanes are today. Both the Legion of Super-Heroes and the Science Police commonly utilize starships in the course of the everyday performance of their duties.

The starships described below first appeared in the *Legion Worldbook*. However, the *Legion Worldbook* did not treat them as gadgets (which they are); the entries below describe the starships in terms of the new Gadgetry rules.

Starship Drives

All starships use either an impulse or an ion drive for travel within the solar systems, and a warp drive for travel between solar systems. The impulse or ion drive is used for slower-than-light travel, and is described in each entry as the Flight power. The warp drive is used for faster-than-light travel, and is described in each entry as the Warp power. When it uses its Warp drive, a starship creates a field of "contra-energy" around the ship that allows it to escape the Einsteinian laws of physics and travel faster than light. In effect, it punches a hole in the universe as we know it and travels to its destination via another dimension where it is possible to attain such speeds.

Although such travel is much faster than Einstein would have believed possible, it still requires a certain amount of time to traverse the vast distances. Time passes normally for the travellers.

In addition, because of the enormous amounts of energy required and the extremely sensitive nature of the calculations involved, starships never engage their warp

drives until they have left a solar system. Attempts to engage warp drives before leaving the solar system have almost always resulted in the destruction of the ship.

While a starship is using its warp drive, it cannot be detected by any standard sensory devices (such as radar), or by any type of sensory power (such as Life Sense). This is because the starship is in effect in another dimension.

Other Powers

As one might expect, starships are supremely complex gadgets. Each ship utilizes an incredible number of powers at extremely high levels in order to carry its cargo safely across the vast distances it travels. The most common powers used are discussed below, so that each power does not need to be discussed independently under each entry.

Full Vision: Starships use Full Vision to provide visual images of objects of interest for the crew. This often helps the crew assimilate information more quickly and completely. This power is often limited to objects at fairly close ranges (up to 2000 miles).

Gravity Increase: Most starships are equipped with artificial gravity generators in order to create an internal gravity field. This helps the crew function more efficiently.

Magnetic Control: This is the tractor beam commonly referred to when describing starships. Most tractor beams attract any type of metal, however, and are not limited in effect to metals containing iron.



Matter Manipulation: Because of their vast energy requirements, starships must have internal power plants. These power plants rely upon advanced concepts of nuclear fusion. Most starships gather ambient hydrogen from the depths of space as they travel, then use this as fuel for the power plant. They also usually carry enough hydrogen to run the power plant for two days (16 APs), and in a pinch, the power plant can convert any type of matter to energy. The power plant produces one charge per AP of time for each AP of Matter Manipulation it possesses. In other words, a 20 AP power plant could provide 20 charges per AP of time, thus powering 20 different powers/ skills/attributes each AP.

Radar Sense: All starships use extremely advanced radar equipment in order to detect the presence of starships, heavenly bodies, and other objects in deep space.

Regeneration: Most UP and Legion starships are equipped with an emergency sealant system which automatically seals a breach in the hull. This sealant system effectively repairs a 0 AP x 0 AP hole every four seconds (0 APs). Consider such a repair the same as regenerating 3 APs to the ship's BODY. Unless the breach is larger than 0 APs x 0 APs, this system also prevents sudden depressurization.

Sealed Systems: All starships must be equipped with life support systems for the passengers. This equipment commonly provides water, air, and other physiological necessities through a series of recycling filters, or by drawing on the ship's stores (such as for food). Most

starship life support systems must be recharged on a fairly regular basis.

Starbolt: Starships rely on a variety of weapons for defense and offense. Most of these weapons operate on the basis of funnelled energy and can be considered Starbolts of varying degrees. Starships may carry more than one weapon; in such cases, the number of weapons is noted in the explanation of the Starbolt power. Ships with multiple weapons may use them individually or in combination. Use the multi-attack rules when weapons are used in combination.

Super-Ventriloquism: Most starships carry some form of long-range communications equipment. This equipment must be turned to the same frequency as the receiving/transmitting equipment at the other end in order to function.

Teleportation: Because most starships are not equipped for planetary landings, they rely on transport beams to move the cargo and crew to and from the planet.

Ultra Vision: Many starships are equipped with advanced sensory equipment for detecting objects at extreme distances. This equipment is often used in conjunction with radar to study objects of interest.

Keep in mind that the powers above are usually part of the starship itself. Most starships can also carry equipment that provides additional powers or skills. For example, many starships carry computers that provide navigational aids, information retrieval and processing, entertainment, etc. And very few starships venture forth without at least a rudimentary infirmary somewhere on board.

Legion Starships

Mark 494 Cruiser

DEX: 6 STR: 12 BODY: 26
INT: 20 WILL: 12 MIND: 0
CHARGES: 20
COST: 18811 HPs+\$23.8Q

POWERS: (*linked)

Flight: 24, Full Vision*: 20,
Gravity Increase*: 20,
Magnetic Control*: 12, Matter
Manipulation*: 20, Radar
Sense: 30, Regeneration: 3,
Sealed Systems*: 26,
Starbolt*: 12 (1-4 Gun
Batteries), Super
Ventriloquism: 62, Warp: 43

A Mark 494 has a variable number of weapons (1-4); each is a 12 AP Starbolt with a range of 28 APs.

Mark 594 Cruiser

DEX: 7 STR: 13 BODY: 28
INT: 21 WILL: 13 MIND: 0
CHARGES: 20
COST: 19245 HPs+\$24.5Q

POWERS: (*linked)

Flight: 25, Full Vision*: 21,
Gravity Increase*: 21,
Magnetic Control*: 13, Matter
Manipulation*: 21, Radar
Sense: 30, Regeneration: 3,
Sealed Systems*: 28,
Starbolt*: 13 (2-6 Gun
Batteries), Super
Ventriloquism: 62, Warp: 43

weapons (2-6); each is a Starbolt with a range of 29 APs.

The Legion owned twelve Mark 494 Cruisers from 2983-2984. Although they had a particularly ill-starred history with the Legion, there are still over four hundred active 494s in the UP fleet. The 494s are gradually being replaced in sensitive staging areas (such as the Khundian and Dark Circle frontiers) by Mark 594s.

A Mark 594 has a variable number of weapons (1-4); each is a 12 AP Starbolt with a range of 28 APs. The Mark 594 Cruiser is an improved version of the Mark 494. It sports a remodeled power plant which provides its Starbolts with more energy. It also has a more sophisticated computer operating system, which increases the powers linked to its INT and WILL. This is the type of cruiser the Legion currently uses.

The Mark 594 has a variable number of

Other Starships

Dark Circle Cruiser

DEX: 6 STR: 15 BODY: 28
INT: 18 WILL: 10 MIND: 0
CHARGES: 23
COST: 9723 HPs+\$4.06T

POWERS: (*linked)

Flight: 25, Gravity
Increase*: 18, Magnetic
Control*: 10, Matter
Manipulation*: 18, Radar
Sense: 28, Sealed
Systems*: 28, Starbolt*: 15,
Super Ventriloquism: 30,
Warp: 43

a limited transmission range. In order to respond to the mother ship, Dark Circle cruisers must relay their messages from one cruiser (or home base) to another.

The ray blaster (Starbolt) has a range of 28 APs.

These warships, designed by the horse-people of the Dark Circle, are usually manned by that evil empire's clone soldiers. The Dark Circle ray blaster can be fired at a single target or a 10 AP x 10 AP area with equal effect.

Note that although the Dark Circle cruiser can receive communications directly from its mother ship, it has

Dark Circle Mother Ship

DEX: 4 STR: 18 BODY: 35
INT: 19 WILL: 11 MIND: 0
CHARGES: 24
COST: 20450 HPs+\$17.5Q

POWERS: (*linked)

Flight: 21, Gravity
Increase*: 19, Magnetic
Control*: 11, Matter
Manipulation*: 19, Radar
Sense: 28, Sealed
Systems*: 35, Starbolt*: 18
APs (2 Ray Blasters), Super
Ventriloquism: 62,
Teleportation: 22, Warp: 42

space from one cruiser (or planetary base) to another until they reach the mother ship.

Like its cruisers, the mother ship's ray blasters can fire at a single target or a 10 AP x 10 AP area with equal effect. Each ray blaster's range is 25 APs.

Gil'dishpan Cruiser

DEX: 7 STR: 13 BODY: 28
INT: 28 WILL: 9 MIND: 0
CHARGES: 20
COST: 8745 HPs+\$7.6T

POWERS: (*linked)

Flight: 23, Full Vision*: 28,
Gravity Increase*: 28,
Magnetic Control*: 9, Matter
Manipulation*: 28, Radar
Sense: 28, Sealed
Systems*: 28, Starbolt*: 13 (2
Ray Blasters), Super
Ventriloquism: 28, Ultra
Vision*: 28, Warp: 44

the circuitry defies all known physics. Although he attempted to program the cruiser to return to a UP base, its circuits overrode his instructions and the auto-pilot returned it to Zymyr.

Khundian Battlewagon

DEX: 4 STR: 10 BODY: 30
INT: 16 WILL: 10 MIND: 0
CHARGES: 20
COST: 18381 HPs+\$22.5Q

POWERS: (*linked)

Flight: 23, Gravity
Increase*: 15, Magnetic
Control*: 10, Matter
Manipulation*: 16, Radar
Sense: 28, Sealed
Systems*: 30, Starbolt*: 10
(16 Ray Blasters), Super
Ventriloquism: 62, Warp: 42

ship is still no match for a coordinated Legion attack.

The ray blasters have a range of 27 APs. All 16 blasters are rarely fired at once because it requires all of the ship's power to do so.

This massive artificial environment, orbiting near the sun of the Dark Circle home-world, is capable of teleporting the entire population of a planet. Although it can transmit orders to Dark Circle cruisers over great distances, the cruisers are not furnished with comparable transmission equipment and so return messages must be relayed across

space from one cruiser (or planetary base) to another until they reach the mother ship.

Like its cruisers, the mother ship's ray blasters can fire at a single target or a 10 AP x 10 AP area with equal effect. Each ray blaster's range is 25 APs.

The Gil'dishpan scientist and renegade, Zymyr, designed this extraordinary vessel. It is currently located on Zymyr's private sanctuary world outside the UP border.

After the Legion of Super-Villains used this vessel in its last battle with the Legionnaires, Brainiac 5 had an opportunity to analyze it. He was able to determine only that

There are only about a dozen of these heavily-armored vessels in the Khundian fleet. They are the greatest ships-of-the-line that the Khundians possess, and command of such a vessel is the dream of every Khundish warlord. Although they have the power to reduce a planetary landscape to rubble within a matter of hours, an individual



Pirate Raider

DEX: 6 STR: 11 BODY: 18
INT: 15 WILL: 12 MIND: 0
CHARGES: 18
COST: 8252 HPs + \$3.68T

POWERS: (*linked)

Flight: 23, Invisibility*/**: 6,
Full Vision*: 15, Gravity
Increase*: 15, Magnetic
Control*: 30, Matter
Manipulation*: 15, Radar
Sense: 27, Sealed Systems: 18,
Starbolt*: 11 (2 Gun-
Batteries), Teleportation*: 12,
Warp: 42

**Clarification: See accompanying
entry.

their visual sensors, fire a few rounds at it to pacify the crew, lock onto the victim with their tractor beam, then board and loot the vessel. Afterwards, they use their warp engines to escape.

**Most pirate raiders do not have the power of Invisibility, however. This was an interesting variation introduced by two pirates from Phantom Girl's home planet, Bgtzl. These two starships masked their presence by utilizing their warp engines to distort Eisteinian physics in much the same manner as starships travel faster-than-light. This effect distorted all electro-magnetic

This vessel, typical of the interstellar craft that space pirates and smugglers use to ply their nefarious trades, is somewhat flimsy and can remain in deep space only for short periods (1-2 weeks) before requiring maintenance and resupply. Pirates typically lie in wait near an isolated portion of a trade route until a freighter comes along. They then approach the freighter, study it with

radiation (including all forms of light, radar, and microwaves) in such a manner that it became very difficult to detect the presence of the ship. Of course, once the Legion discovered what was happening, it required very little effort to end the pirates' career.

Pirate raider gun batteries have a typical range of 26 APs.

Khundian Cruiser

DEX: 6 STR: 10 BODY: 28
INT: 12 WILL: 8 MIND: 0
CHARGES: 21
COST: 12627 HPs + \$5.06T

POWERS: (*linked)

Disintegration: 15, Flight: 24,
Gravity Increase*: 12,
Magnetic Control*: 8, Matter
Manipulation*: 12, Radar
Sense: 27, Sealed Systems: 28,
Starbolt*: 10 (6 Ray Blasters),
Super Ventriloquism: 40,
Warp: 43

Heavier and more heavily armed than its UP counterpart, this standard Khundian fleet ship is also slower and less maneuverable.

Khundian Cruisers are equipped with a special disciplinary device: a disintegrator platform. The disintegrator platform is a 0 AP x 0 AP area on the bridge. Those who have failed the Empire

are placed on the platform and disintegrated. See "Appendix A: New Powers" for a full description of the power. Consider such attacks Killing Combat.

The Khundian ray blasters have a range of 26 APs.

Science Police Ark

DEX: 5 STR: 12 BODY: 31
 INT: 12 WILL: 0 MIND: 0
 CHARGES: 21
 COST: 9679 HPs+\$3.88T

POWERS: (*linked)

Flight: 23, Gravity
 Increase*: 12, Matter
 Manipulation*: 12, Radar
 Sense: 30, Sealed
 Systems*: 31, Starbolt*: 12 (8
 Gun Batteries), Super-
 Ventriloquism: 30,
 Teleportation: 9, Warp: 42

(see "Arsenal" in Legion Headquarters).

The ark's gun batteries have a range of 28 APs.

Science Police Blitzzer

DEX: 8 STR: 13 BODY: 12
 INT: 26 WILL: 0 MIND: 0
 CHARGES: 15
 COST: 2713 HPs+\$2B

POWERS: (*linked)

Flight: 23, Full Vision*: 26,
 Matter Manipulation*: 26,
 Radar Sense*: 26,
 Regeneration: 3, Sealed
 Systems: 15, Starbolt*: 13
 (1 Ray Cannon), Super
 Ventriloquism*: 26, Ultra
 Vision*: 26

is lightly armored and its pilot relies on his or her spacesuit for life support. Pilots of these crafts collect hazardous-duty pay for each flight.

A blitzzer's ray cannon has a range of 24 APs.

Science Police Light Cruiser

DEX: 7 STR: 12 BODY: 27
 INT: 12 WILL: 0 MIND: 0
 CHARGES: 22
 COST: 18343 HPs+\$23.2Q

POWERS: (*linked)

Flight: 24, Magnetic
 Control: 12, Matter
 Manipulation*: 12, Radar
 Sense: 30, Regeneration: 3,
 Sealed Systems*: 27,
 Starbolt*: 12 (3 Gun
 Batteries), Super
 Ventriloquism: 62, Warp: 43

of these ships and a senior pilot to fly it.

The light cruiser's gun batteries have a range of 28 APs.

This 300 foot, multi-decked craft is used to transport large numbers of people from one location to another. Because it often transports criminals, it carries holding cells similar to the Legionnaires' holding cells (see "Detention Center" in Legion Headquarters), and is fully stocked with standard Science Police security devices

These one-man crafts are part of the planetary defense systems on many worlds. Blitzzers are well equipped with detection devices, since their primary mission is to act as a screen between incoming raiders and the planet. They are equipped only for short journeys, and have no warp drive at all. Less than 20' long, the Blitzzer

This two-man craft is often employed by SP teams on off-system assignments. It is small but incredibly maneuverable in the hands of an experienced pilot, and is one of the few types of craft capable of navigating through the Takronian asteroid fields near the Dark Circle frontier. Every Science Police detachment has at least one

Science Police Patrol Ship

DEX: 5 STR: 12 BODY: 28
 INT: 20 WILL: 12 MIND: 0
 CHARGES: 22
 COST: 19131 HPs+\$24Q

POWERS: (*linked)

Flight: 25, Full Vision*: 20,
 Gravity Increase*: 20,
 Magnetic Control*: 12, Matter
 Manipulation*: 20, Radar
 Sense: 30, Regeneration: 3,
 Sealed Systems*: 28,
 Starbolt*: 12 (6 Laser
 Blasters), Super
 Ventriloquism: 62,
 Teleportation*: 12, Warp: 43

The patrol ship's laser blasters have a range of 26 APs.

UP Freighter

DEX: 4 STR: 19 BODY: 22
 INT: 8 WILL: 0 MIND: 0
 CHARGES: 22
 COST: 7924 HPs+\$1.85T

POWERS: (*linked)

Flight: 21, Gravity
 Increase*: 8, Matter
 Manipulation*: 8, Radar
 Sense: 28, Regeneration: 3,
 Sealed Systems*: 22,
 Starbolt: 9 (1 Gun Battery),
 Super Ventriloquism: 30,
 Warp: 41

a range of 25 APs. It can be used for defense against pirates and to clear obstacles like small asteroids out of the freighter's path.

This large vessel carries a crew of 6-16 members. Most often used as an interplanetary patrol vessel, it can also operate within planetary atmospheres. It carries a gas projector (Fog: 30) which its crew can use to break up riots, provide breathable air, etc. It also carries a loudspeaker (Super Ventriloquism: 8) which is useful for crowd control during such emergencies.

Freighters plying the UP trade have cargo capacities ranging from 100 to over 10,000 tons. Many are equipped with special handling facilities, according to their specific cargo needs: deep-freeze, artificial sunlight, secret compartments to hide from raiders and others, etc.

A freighter's gun battery typically has

a range of 25 APs. It can be used for defense against pirates and to clear obstacles like small asteroids out of the freighter's path.

UP Passenger Transport

DEX: 4 STR: 17 BODY: 20
 INT: 8 WILL: 0 MIND: 0
 CHARGES: 22
 COST: 8092 HPs+\$1.94T

POWERS: (*linked)

Flight: 22, Full Vision: 20,
 Gravity Increase*: 8, Matter
 Manipulation*: 8, Radar
 Sense: 30, Regeneration: 3,
 Sealed Systems*: 20, Super
 Ventriloquism: 30, Warp: 40

passenger areas including a null-gee recreation area, lounges, entertainment centers, etc.

A standard long-haul passenger transport operates much like a ferry. It carries up to 2,000 passengers in individual 2-4 person airships that it stores internally for the duration of the voyage. These individual airships facilitate easy on- and off-loading. Most passenger transports have central



The Teen Titans



Like the Batman, the Teen Titans employ many gadgets in their struggles against crime. The gadgets below were first described in the "Gadgetry" section of the *Gamemaster's Manual*. The entries here update them according to the

revised Gadgetry rules presented in this book. Unlike many other crimefighters, the Teen Titans have high-level connections with S.T.A.R. Labs; consequently, S.T.A.R. Labs built many of these gadgets.

Vehicles



Skycycle

DEX: 0 STR: 4 BODY: 5
CHARGES: 26
COST: 421 HPs + \$2.2M

POWERS:

Flight: 8, Super
Ventriloquism*: 17

*Restriction: Can only communicate with another radio tuned to the same frequency.

The Skycycle is a small anti-gravity cart designed to provide limited flight capability for up to three of the Titans' non-flying members. It is open to the elements and carries only a minimum amount of equipment.



T-Barge, Cargo

DEX: 0 STR: 15 BODY: 8
CHARGES: 30
COST: 417 HPs + \$260K

POWERS:

Swimming: 3

this barge (all Titans team members possess such a card).

The Teen Titans use their large cargo barge to carry supplies across the East River to Titan's Tower. Only individuals with specially coded ID cards have access to



T-Barge, Personnel

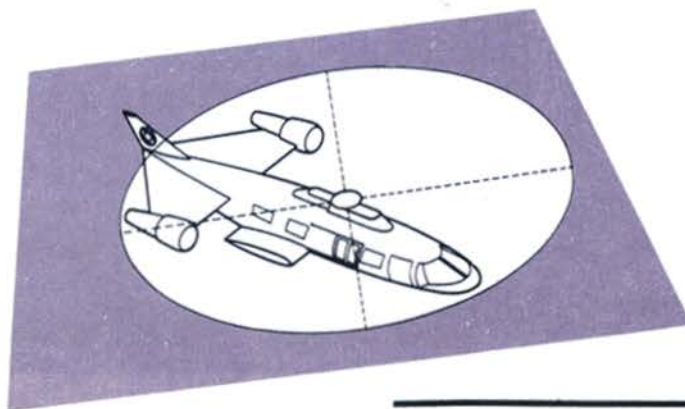
DEX: 0 STR: 5 BODY: 3
CHARGES: 30
COST: 65 HPs + \$550

POWERS:

Swimming: 3

River to the Titans' Tower. Like the cargo carrier, access to the personnel barge is restricted to individuals possessing a specially coded I.D. card.

The Teen Titans' personnel barge can carry up to five people (for larger groups, they travel in the cargo barge). The Titans typically use these boats to cross the East



T-Helicopter

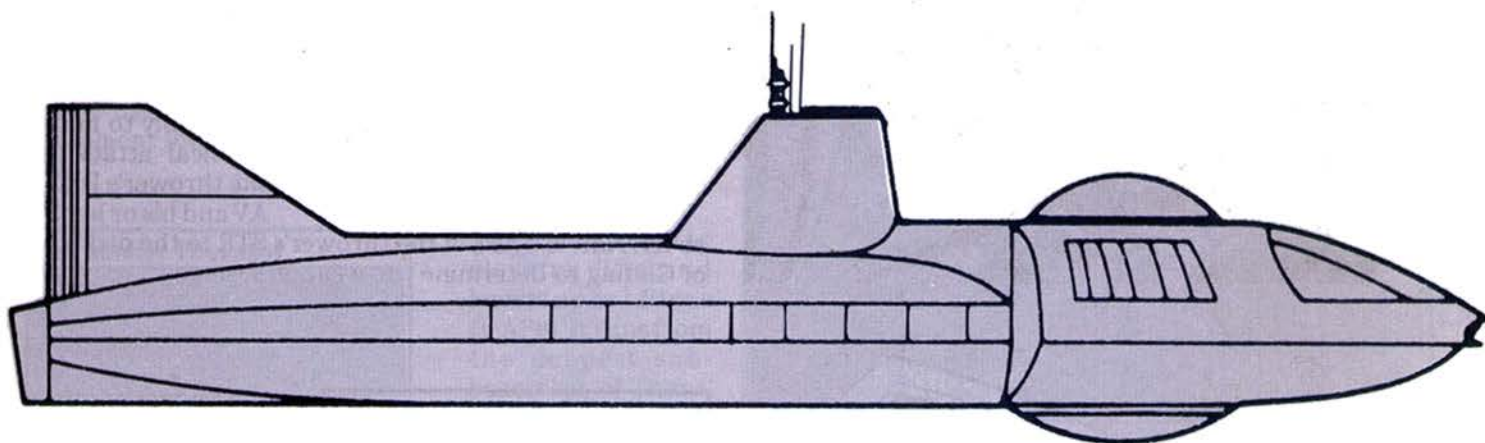
DEX: 0 STR: 9 BODY: 8
CHARGES: 26
COST: 589 HPs + \$10.75M

POWERS:

Flight: 7, Super
Ventriloquism*: 19

*Restriction: Can communicate only with another radio tuned to the same frequency.

The Teen Titans use the T-Helicopter for short trips and official business. Generally, they don't get beyond the New York metropolitan area on such jaunts. With a strength of 9, the T-Helicopter can easily carry all of the Titans.



T-Submarine

DEX: 0 STR: 8 BODY: 8
INT: 15 WILL: 0 MIND: 0
CHARGES: 61
COST: 1559 HPs + \$415M

POWERS: (*linked)

Active Sonar*: 15, Passive
Sonar*: 15, Sealed
Systems: 18, Super
Ventriloquism*: 22,
Swimming: 7, Radar
Sense*: 15

SKILLS:

Military Science/Cartography,
ECM, Tracking*: 15,
Thief/Stealth: 5

**Restriction: Can only communicate with another radio tuned to the same frequency.

(Cartography). The onboard computer can also track submerged objects (such as other submarines or fish) using either active sonar, passive sonar, or a combination of the two (Tracking).

When the Titans wish to mask their presence, they activate the computer's Electronic Counter-Measures program, turn off the active sonar, and switch the propulsion method to silent running (Stealth). When operating in this mode, the T-submarine has a maximum speed of 15 mph (4 APs). The T-submarine can communicate with Titans' Tower via Extremely Low Frequency (ELF) while submerged; unfortunately, it requires several minutes to issue even the simplest instruction (Super Ventriloquism). Each sentence requires a full minute to send or receive.

The T-submarine is one of the most advanced submarines submerged in the world's oceans today. Capable of sustaining underwater speeds of 100 mph (Swimming), the T-submarine can dive to depths well in excess of 25,000 feet (12 APs) and remain submerged for up to two weeks (Sealed Systems). Its onboard computer constantly monitors its position by comparing its Active Sonar readings to geographical data stored in its memory banks

For more rapid communications, the T-submarine may surface and use its two-way radio (Super Ventriloquism). When surfaced, the T-submarine may use its radar (Radar Sense) to detect objects in the air or on the surface (but not submerged) as far away as 30 miles.

The T-submarine can carry all of the Titans and 10 tons of cargo. They occasionally use it for purely research-related purposes in ocean depths that normal submarines cannot reach.

T-Jet

DEX: 0 STR: 12 BODY: 7
INT: 4 WILL: 0 MIND: 0
CHARGES: 48
COST: 1274 HPs + \$435M

POWERS:

Flight: 11, Sealed Systems: 13,
Super Ventriloquism*: 22,
Radar Sense: 14

SKILLS:

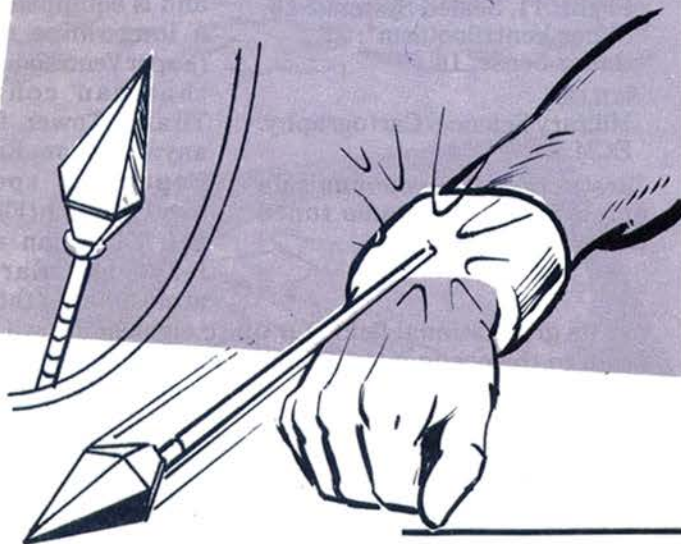
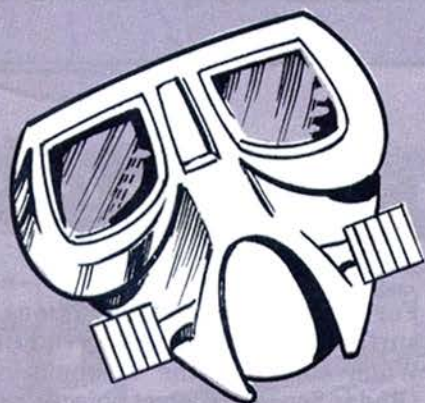
Military Science/Cartography,
ECM: 4

*Restriction: Can communicate only with another radio tuned to the same frequency.

The Teen Titans use the T-Jet for long trips. The T-Jet can carry 10 people and 48 tons (11 APs) of cargo. It is capable of vertical take-off and landing, and is equipped with a long-range radio (Super Ventriloquism) that can contact Titan's Tower from anywhere on Earth. Capable of speeds over 1,000 mph (Flight), the T-Jet can even leave the Earth's atmosphere (though

not its gravitational field) for up to eight hours with no harm to the occupants (Sealed Systems).

The T-Jet's on-board computer is a useful navigational aid (Cartography), as well as providing electronic counter-measures (ECM) when the Titans wish to keep their approach confidential.



Nightwing's Gadgets

Nightwing uses many gadgets in addition to those belonging to the Teen Titans as a group. The entries below are updated from the entries in the *Gamemaster's Manual*.

Combat Disk

DEX: 0 STR: 0 BODY: 8
CHARGES: NA
COST: 92 HPs + \$2200

POWERS:
Gliding: 3

as EV. Add the APs of the thrower's STR to the disk's APs of Gliding to determine the weapon's range.

Nightwing's combat disk is a derivative of the Batman's Batarang. It is thrown at opponents only to make a Physical attack; use the thrower's DEX as AV and his or her STR

Gas Mask

DEX: 0 STR: 0 BODY: 1
CHARGES: 12
COST: 64 HPs + \$1800

POWERS:
Systemic Antidote: 8

enter the victim's body through other means, however, such as skin contact.

Add the APs of Systemic Antidote to the Character's RV against poison gas attacks.

The gas mask protects the wearer from the effects of any airborne poison which the victim must inhale, such as tear gas. It has no effect against poison gases which

Stun Bomb

DEX: 0 STR: 0 BODY: 0
CHARGES: 1
COST: 22 HPs + \$60

POWERS:
Bomb: 3

thrower's DEX as AV and bomb's APs of Bomb as EV. No target's current BODY will fall below -1 APs.

The stun bomb is a small, cigar-shaped charge that Nightwing carries on his belt. The charge is intended to render the target(s) unconscious without serious injury. Use the

Wrist Rockets

DEX: 0 STR: 1 BODY: 5
CHARGES: 1
COST: 101 HPs + \$2800

POWERS:
Flight: 8

head lodges itself into the target, anchoring the cable so that Nightwing can climb or swing on it.

The user's DEX is the AV, and the rocket's Flight is the EV. The target's DEX (0 for stationary objects) is the OV. To determine the RV, subtract six APs from the object's BODY. RAPs of one or more indicates that the arrow successfully imbedded itself and the line is anchored.

Anyone shooting the arrowhead at another Character is considered to have entered Killing Combat.

Nightwing's wrist rocket functions similarly to a grappling hook. The wrist rocket fires a steel arrowhead towing a strong, thin cable 100 yards long (5 APs). The arrow

New Additions

The gadgets described in the following entries have not appeared in DC Heroes previously.

Titans' Tower

Titans' Tower, as one might expect of any ultra-modern, ten-story building, contains an impressive array of equipment. The descriptions in the following paragraphs are provided for the reference of those running extensive Teen Titans' campaigns. However, these entries should prove useful to anyone needing descriptions of the equipment found in large buildings.

Sub-Basement Five

Pneumatic Elevator

DEX:	3	STR:	6	BODY:	8
INT:	0	WILL:	0	MIND:	0
CHARGES: EPS					
COST: 148 HPs + \$3400					

The pneumatic elevator lifts and lowers up to 1.5 tons (6 APs). It runs from the deepest sub-basement of Titans' Tower to the roof at a speed of 8 mph (3

APs), requiring just 45 seconds (3 APs) to climb the 475 feet from the bottom to the top of the tower. It has a very limited intelligence which allows it to respond when called from another floor. A security camera hidden in the ceiling monitors the elevator at all times.

The elevator will move only when activated by a passenger or by a signal from one of the floors. Its power of independent locomotion is strictly limited to its course inside Titans' Tower. The manual override controls, pumps, and generator for the elevator are located at the lowest level of the tower, in sub-basement five.

Submarine Dock/Dry Dock

DEX:	0	STR:	0	BODY:	6
INT:	0	WILL:	0	MIND:	6
CHARGES: EPS					
COST: 376 HPs + \$1.4M					

POWERS:

Water Control: 16

lock which opens into the East River. Both the doors leading from the dock into the sea-lock and the doors leading from the sea-lock into the East River are monitored by security cameras.

Sub-Basement Four

Central Water Circulation

DEX:	0	STR:	0	BODY:	6
INT:	1	WILL:	0	MIND:	0
CHARGES: EPS					
COST: 207 HPs + \$95K					

POWERS:

Water Control: 12

water is pumped into the city sewage system. The water circulation facility in Titans' Tower contains one unique feature: it recycles as much water as possible through a series of filters.

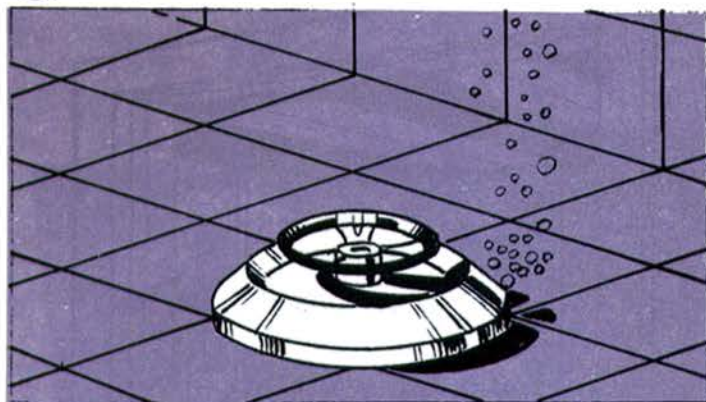
A single security camera monitors this area.

The submarine dock is on the lowest level of Titans' Tower, sub-basement five. The dock can be converted to a dry dock for working on the T-submarine. The access doors lead into a sea-

lock which opens into the East River. Both the doors leading from the dock into the sea-lock and the doors leading from the sea-lock into the East River are monitored by security cameras.

The central water circulation pumps on sub-basement four control the flow of water throughout Titans' Tower. Fresh water enters the tower through here from the city water main. Waste





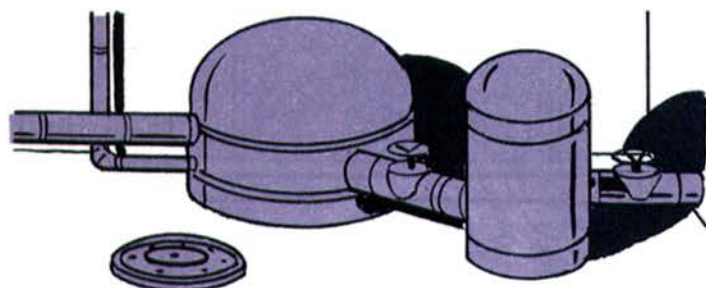
Pool Airlock

DEX:	0	STR:	0	BODY:	4
INT:	1	WILL:	0	MIND:	0
CHARGES:	EPS				
COST:	75 HPs + \$1100				

POWERS:

Water Control: 6

A mechanical locking mechanism prevents the door leading to the pool from opening while the door leading into sub-basement four is open. A separate electronic lock prevents the door leading into the sub-basement from opening while the airlock is filled with water.



Pool Circulation

DEX:	0	STR:	0	BODY:	4
INT:	1	WILL:	0	MIND:	0
CHARGES:	EPS				
COST:	99 HPs + \$2600				

POWERS:

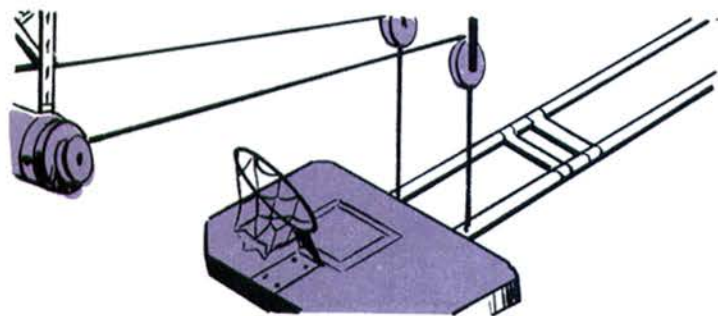
Water Control: 8

water circulation system into the pool as needed.

The pool airlock is located at the east end of the pool floor on sub-basement four. It allows underwater access to the pool by emptying or filling a pantry-sized, water-proof room with water.

The pool circulation system automatically measures and balances all of the chemical levels in the swimming pool located in sub-basements three and four. It also circulates fresh water from the

Sub-basement Three



Electric Pulleys

DEX:	0	STR:	4	BODY:	1
INT:	1	WILL:	0	MIND:	0
CHARGES:	EPS				
COST:	28 HPs + \$250				

several sports. An electric pulley also slides the wall separating the two racquetball courts into its storage recess.

Electric pulleys raise and lower the basketball hoops, volleyball nets, and soccer goals to convert the gymnasium into an arena for any one of



Steam Room

DEX:	0	STR:	0	BODY:	1
INT:	1	WILL:	0	MIND:	0
CHARGES:	EPS				
COST:	48 HPs + \$160				

POWERS:

Heat Vision: 3, Water Control: 3

The steam room is used for relaxation after a hard workout. It first converts water to steam using an electric pressure boiler (Heat Vision), then pipes it (Water Control) into the enclosed room.



Weight Machines

DEX:	0	STR:	9	BODY:	9
INT:	1	WILL:	0	MIND:	0
CHARGES:	NA				
COST:	192 HPs + \$3600				

of dropping it on him- or herself. The Titans possess state-of-the-art equipment, however, which utilizes pneumatics and hydraulics to provide measured counterforces for maximum result during training.

Most weight machines are simply mechanical pulleys arranged so that the user can lift a large amount of weight without the danger

Holojector

DEX: 0 STR: 0 BODY: 2
 INT: 2 WILL: 2 MIND: 0
 CHARGES: EPS
 COST: 202 HPs + \$27K

POWERS:

Illusion: 10, Super
 Ventriloquism: 4

SKILLS:

Scholar/History: 7

combination of Kilotrax' information processing capabilities and its own memory banks (Scholar/History) to turn the court area into an accurate, three-dimensional, life-sized, holographic diorama of any scene the Titans wish (Illusion). This holographic diorama seems real to the touch, and the holojector utilizes the most advanced speakers to provide a true sound background (Super Ventriloquism). The holojector can even adjust the temperature in the room through the building's air-conditioning and heating systems, and use the room's air-vents to provide the necessary odors.

Sub-Basement Two

Sub-basement two is basically a highly sophisticated biological and chemical laboratory rated at 20 APs (see "Laboratories" on page 37 of the *Gamemaster's Manual* and "Chapter 2: Laboratories" in this volume for details on laboratories). It contains several items of importance.

Automatic Doors

DEX: 1 STR: 1 BODY: 6
 INT: 1 WILL: 0 MIND: 0
 CHARGES: EPS
 COST: 52 HPs + \$900

These doors are programmed for emergency procedures when the computer senses a possible contamination in one of the labs. They will remain closed until

forced open, the danger of contamination is past, or until instructed to open via computer. (There is a computer terminal in each of the laboratories that will allow someone trapped inside a laboratory to instruct the computer to open the doors, but these terminals can be disabled via terminals outside the science labs.)

Infirmiry

DEX: 0 STR: 0 BODY: 1
 INT: 1 WILL: 0 MIND: 0
 CHARGES: EPS
 COST: 944 HPs + \$63M

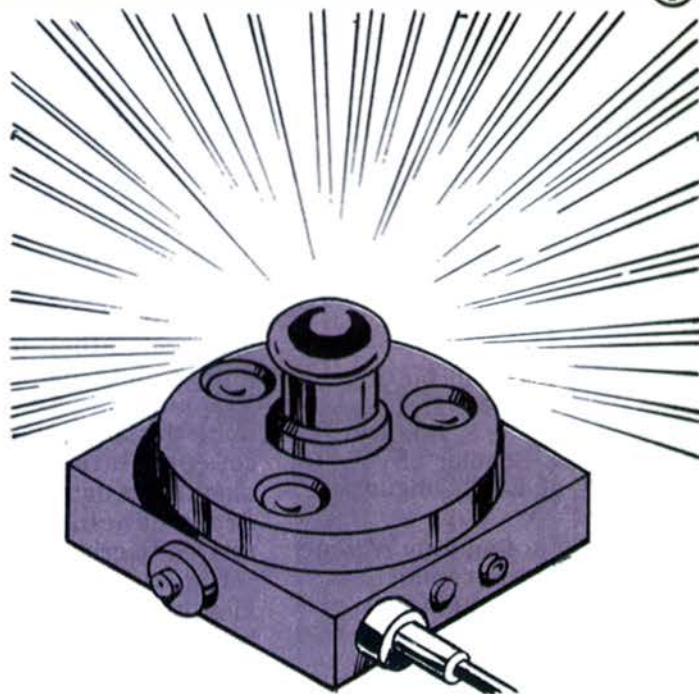
POWERS:

Illusion: 5, Life Sense: 10,
 Recall: 8, Sealed Systems: 20,
 Super Ventriloquism: 18

(Life Sense; this is a variant usage). The infirmiry can also be quarantined (Sealed Systems) to prevent the passage of bacteria, viruses and germs in either direction.

Since the Titans spend more time here than most people realize, the infirmiry also contains sophisticated entertainment equipment for patients' use (Illusion, Recall, and Super Ventriloquism).

Cyborg recently installed an advanced, total sensory holograph projector which can turn the Titans' tennis and racquetball courts into an advanced training ground for any type of environment. The holojector is tied into the Titans' Kilotrax computer. It uses a



S.T.A.R. Kilotrax Computer

DEX: 0 STR: 0 BODY: 6
 INT: 8 WILL: 8 MIND: 0
 CHARGES: EPS
 COST: 3018 HPs + \$59B

POWERS: (*linked)

Recall: 37

SKILLS:

Gadgetry*: 8, Medicine/First Aid, Forensics, Medical Treatment*/**: 8, Military Science*: 8, Scholar*: 8 (History, all Earth languages), Scientist*: 8

**Restriction: Can only recommend treatments; cannot implement treatments itself.

Formerly known as Titans' Computer, the Titans' Kilotrax is one of their most important pieces of equipment. They have stored millions of facts about their opponents in the computer's data banks. The computer can utilize this information to correlate vast amounts of data, and draw conclusions related to crime patterns, the possible identity of the culprit behind a certain crime,

and where a criminal might strike next. When the computer attempts to draw such conclusions, its AV is its INT and its EV is its WILL. The OV/RV is the INT of the crime's perpetrator. Determine RAPs normally, and compare the results to the Computer Check RAPs chart on the inside back cover of this sourcebook.

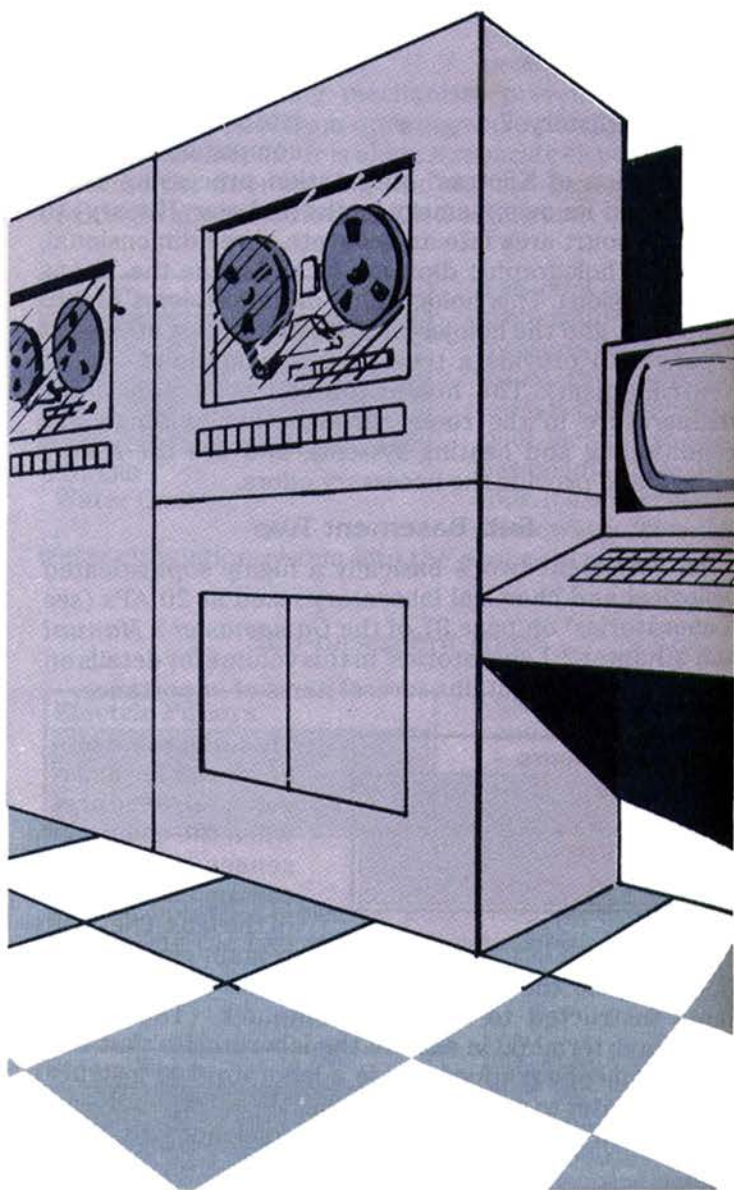
Unfortunately, however, the Titans' computer does not have artificial intelligence. It only answers questions which are asked of it. If someone asks the wrong question, the answer may be of little use or even misleading. The Titans must still use their own wits to determine the correct questions to ask.

The S.T.A.R. Kilotrax mainframe computer is also the heart of the new tower's intelligence system. Its operational system is so vast that it can handle 20 APs of data at one time (this is the equivalent of eight sets of the *Encyclopaedia Britannica*), and its storage banks (Recall) can hold 37 APs of data (the equivalent of all the information in the Library of Congress).

The Kilotrax monitors and executes most of the daily operational functions of Titans' Tower, including electrical, environmental, security, defense, and communications. Its sophisticated operating system identifies problems, brings them to the attention of the Titans, and attempts to correct the problems automatically if possible. When the problem involves its own operating system, the Kilotrax will shut itself down if there is a risk of further damage.

The Titans use the computer primarily for scientific studies and criminal analysis, but S.T.A.R. Labs does occasionally request its use when they need to process an immense amount of data very quickly. (The Kilotrax is especially efficient at processing large amounts of data because of its Hyper-Time Bubble; the "bubble" alters the passage of time inside the computer so that what requires years of work internally appears in only a few hours externally.)

The computer terminals located throughout the 15 levels of the tower can access Kilotrax and communicate with other terminals. In addition to mini-terminals located wherever needed, there is a complete computer terminal located next to the elevator on each floor. The computer



may also be accessed via phone-line or radio frequency. (This procedure is not very efficient, however. In order to safeguard the computer's operational system and data banks, the remote-accessor must use a lengthy sign-on procedure. If there is any electronic interference—which is quite frequent—the remote-accessor must sign-on again.)

The most frequently used terminals are in the library, the laboratories, and the Titans' apartments. The terminal at the base of the central computer lab in sub-basement one can override or modify any program running on any other terminal.

The room in which the computer is housed is constantly monitored by two, overlapping security cameras. This room is also climate controlled to prevent damage to the computer from excess moisture in the air, static electricity, or extremes of temperature.

Level One

Automatic Doors

DEX: 1 STR: 4 BODY: 7
 INT: 1 WILL: 0 MIND: 0
 CHARGES: EPS
 COST: 98 HPs + \$1300

Several automatic doors guard the entrance to Titans' Tower. A revolving door flanked by two sliding doors leads into the main foyer.

A large garage door

to the right of these leads into the loading docks.

All doors open automatically after the person seeking entry types the proper access code into the electronic lock, displays a Titans' security card, or, in the case of the Titans themselves, passes a retina and palm-print scan. Without one of the above, the doors remain shut against any visitor until activated from the inside. (The OV/RV vs. Lockpicking is 8 APs.)

All automatic doors are constantly monitored on the security level via security cameras.

Power Generator

DEX: 0 STR: 0 BODY: 8
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 20
 COST: 345 HPs + \$230K

POWERS:

Matter Manipulation*: 15

*Restriction: Converts fuel into energy without exploding.

use their power generator only when their normal power supply from the city is interrupted, or when they need to supplement the energy drawn from the city.

The power generator is located on the ground floor of Titans' Tower. It can convert any common type of fuel (oil, coal, gas, wood, even processed uranium) into energy for use in Titans' Tower. Although it is extremely efficient, the Titans

Air Conditioning/Heating Unit

DEX: 0 STR: 3 BODY: 5
 INT: 1 WILL: 0 MIND: 0
 INFL: 0 AURA: 0 SPIRIT: 0
 CHARGES: EPS
 COST: 255 HPs + \$29K

POWERS:

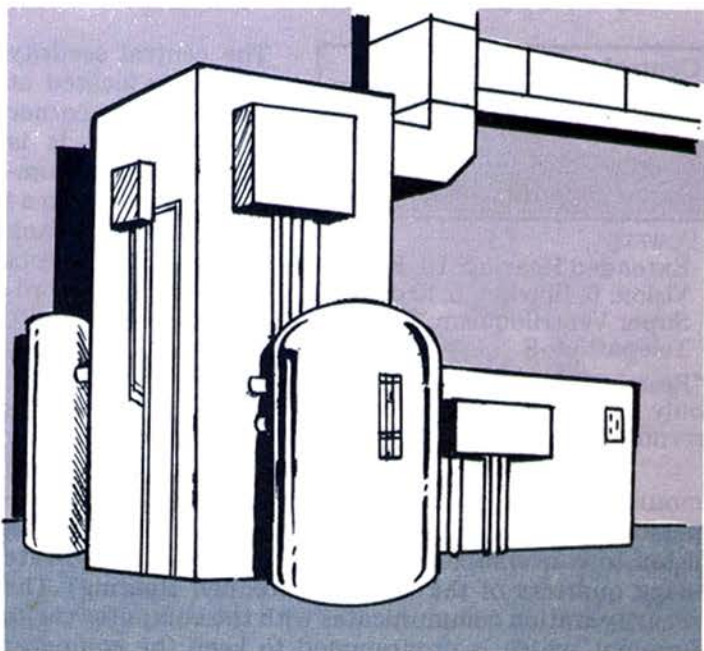
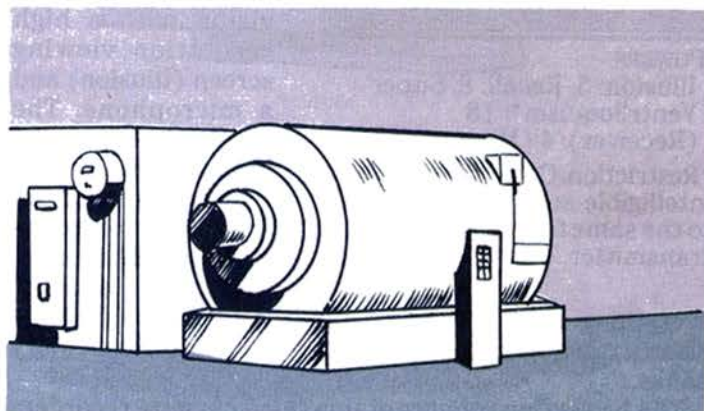
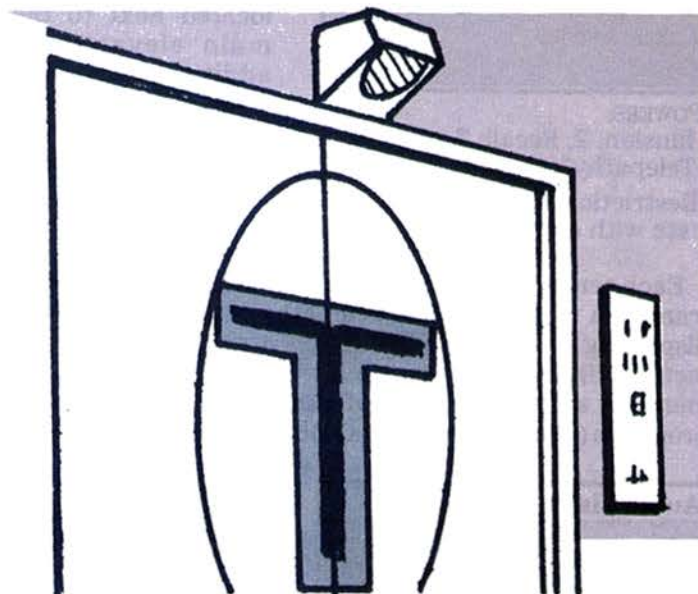
Air Control: 10, Weather Control*: 10

*Restriction: Can only change temperature

The air conditioning and heating unit is located on the ground floor of Titans' Tower. It is extremely unusual in that it provides both the heating and cooling for Titans' Tower. It utilizes extremely advanced technology from S.T.A.R. Labs to gather and store the excess heat when cooling the

Tower on hot summer days, and to store the excess cold when the Tower needs heating on frigid winter nights.

Because of its unique technology, the Titans' air conditioning/heating unit is located in an unusual location. Normally, the heating unit for large buildings (usually a hot water boiler or a forced air furnace) is located in the basement. The air conditioning unit is normally located on the roof.



Computer Terminal

DEX: 0 STR: 0 BODY: 1
 INT: 1 WILL: 0 MIND: 0
 CHARGES: EPS
 COST: 134 HPs + \$1700

POWERS:

Illusion: 2, Recall: 7,
 Telepathy*: 6

*Restriction: Can only communicate with computer

Each terminal communicates with the Kilotrax mainframe via a small cable (Telepathy), and is capable of displaying information via graph, written language, or picture (Illusion). All terminals are equipped with 64K memory, and are capable of running simple computer programs (500 lines or less) independent of the mainframe.

Audio Visual Equipment

DEX: 0 STR: 0 BODY: 0
 INT: 0 WILL: 0 MIND: 0
 CHARGES: EPS
 COST: 462 HPs + \$8.75M

POWERS:

Illusion: 5, Recall: 8, Super
 Ventriloquism*: 18
 (Receiver)/4 (Microphone)

*Restriction: Can only reproduce intelligible sounds when tuned to the same frequency as a radio transmitter

everything that is said in the meeting room to the Kilotrax, which records this information in its memory banks.

The projection room contains video cassette recorders and cameras (Recall), a large screen television, closed circuit television equipment, radio receivers, and a stereo. The Titans use this room for both pleasure and business viewing/listening.

Central Security Station

DEX: 0 STR: 0 BODY: 2
 INT: 2 WILL: 0 MIND: 0
 CHARGES: EPS
 COST: 434 HPs + \$49K

POWERS:

Extended Hearing: 10, Full
 Vision: 6, Illusion: 5, Recall: 8,
 Super Ventriloquism: 8,
 Telepathy*: 8

*Restriction: Can communicate only with computer or other terminals

mounted at entrances and other critical points. If the person operating the security station desires, s/he can listen to conversations in any room except the private living quarters of the Titans (Extended Hearing). The security station communicates with the computer via its terminal, which is programmed to keep the computer

There are computer terminals on every level of Titan's Tower, located next to the main elevator. In addition, there are computer terminals in the library, all of the labs, the meeting room on this floor, and in each of the Titans' living quarters.

Two rooms on level two are equipped with audio-visual equipment. The meeting room contains a television with a high resolution viewing screen (Illusion) and a microphone. The screen is used for viewing closed circuit transmissions from the projection room. The microphone automatically transmits

everything that is said in the meeting room to the Kilotrax, which records this information in its memory banks. The projection room contains video cassette recorders and cameras (Recall), a large screen television, closed circuit television equipment, radio receivers, and a stereo. The Titans use this room for both pleasure and business viewing/listening. The central security station is located at the southeast corner of level two. It is equipped with a computer terminal (Telepathy), a bank of television monitors (Illusion), and recording equipment (Recall). From here, the Titans can monitor the security status of the Tower via the security cameras (Full Vision)

advised of the tower's security status at all times.

The computer can detect changes in temperature, air flow, and pressure in the floors and walls thanks to its role as the automatic monitor of the building's environmental systems. This information is fed into the security station via the computer terminal. It automatically records and reports any significant deviations.

The security station also monitors all entrances to the tower automatically. An authorization ID is required just to enter Titans' Tower. Access to all areas beyond the level one foyer/lounge and the level two reception room is limited to the Teen Titans themselves. A special access code is required to open the doorways leading out of these areas.

The codes required for access beyond the reception room are assigned by the computer on an erratic basis, and are known only to the Teen Titans and their most trusted friends. The computer sets the code arbitrarily using one of its many coding programs, then begins trying to break its own code using a special program. When the computer finally breaks its own code, it assigns a new one.

There are several classified areas in the tower where extra security precautions are taken. These include the blueprint files room on level one, the central security control room on level two, each Titan's living quarters on levels four and five, all of levels seven, eight, and nine, all entrances to the tower on level ten, and the computer room on level one.

As the Titans approach the entrances of each of these areas, they must stare directly at the security camera monitoring the entrance. The computer automatically does a retinal scan to determine whether the person approaching is a Titan. When the Titan reaches the door, s/he places his or her palm over a scanner. Once the computer has used both the retina scan and the palm-print identification to confirm the Titan's identity, it automatically opens the door. (Someone in the company of a Titan will be allowed to pass.) If the person attempting to enter these areas fails these tests, the computer sounds a stage one security alarm (see following paragraphs).

The Teen Titans use a two-stage alert system. Stage one, Yellow Alert, is activated when someone attempts to gain entry to the tower or a room inside it and fails, when the computer detects a significant deviation in the environment inside the tower, or when someone attempts to access the computer and fails. During a stage one alert, the computer informs the Titan on watch of the condition, including the nature of the action causing the alert, the location, etc. It automatically displays a visual and audio image of the area in question on the primary security monitor. If the Titan on duty does not cancel the alert within one minute, the security control center automatically initiates stage two, Red Alert.

During a stage two alert, a general alarm siren sounds throughout the tower and the surrounding grounds. The computer locks all automatic doors, elevators, and stairwell covers near the Red Alert area. The security control center automatically initiates a stage two alert if an unauthorized person suddenly appears in the tower, if the tower or its island is attacked, if the computer suddenly shuts down, if the security center suddenly shuts down, or if requested to do so by any Titan. A stage two alert remains in effect until two Titans request its cancellation.

Consider all locks in Titans' Tower to have an OV/RV of 8/8 for purposes of Lockpicking. Remember, too, that even if a thief successfully picks one of these locks, the computer and/or security center will be alerted. To enter the Tower without sounding the alarm, an intruder must find a way to trick the computer and the security cameras as well.

Level Three

Television

DEX:	0	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	0
CHARGES:	EPS				
COST:	358 HPs+\$1.15M				

POWERS:

Illusion*: 5, Super Ventriloquism*: 17

*Restriction: Can only reproduce pictures and sound when tuned to the same frequency as a television transmitting station.

This large screen (Illusion), stereo compatible (Super Ventriloquism) television is kept in the level three recreation room for the Titans' pleasure viewing. It is especially good for video game tournaments (the combatants have a larger area of which to keep track).

Video Games

DEX:	0	STR:	0	BODY:	1
INT:	3	WILL:	0	MIND:	0
CHARGES:	EPS				
COST:	73 HPs+\$300				

POWERS:

Illusion*: 5

*Restriction: Only produces pictures on video screen.

The Titans have built up an extensive library of video games from the simple target types to the most complex interactive programs. The games sharpen their reflexes and test their wits and memories.

Elevator Spots

DEX:	1	STR:	3	BODY:	1
CHARGES:	EPS				
COST:	42 HPs+\$160				

POWERS:

Flight*: 3

*Restriction: can only fly straight up or down

These small platforms can lift one person from the floor of level three to either of its two sub-levels. A high-speed propeller operates in much the same manner as a helicopter's rotor blades to provide lift.

A gyroscopic stabilizer prevents the elevator spot from going any direction except straight up or down. To start an elevator spot, the operator must be standing on it.

Levels Four and Five

Hologram Projector

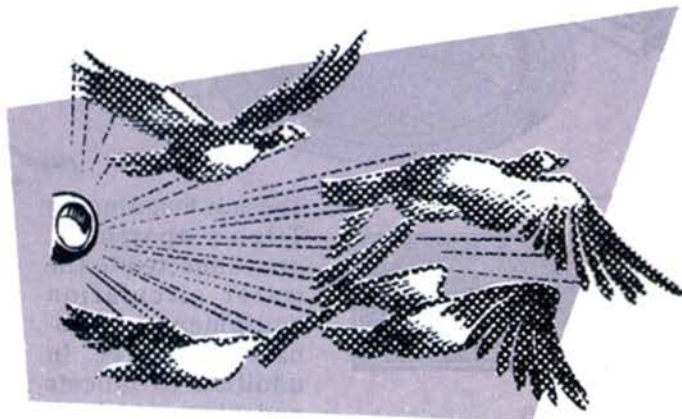
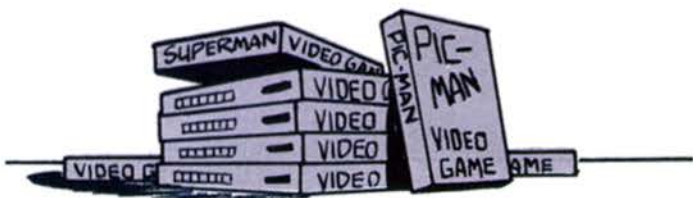
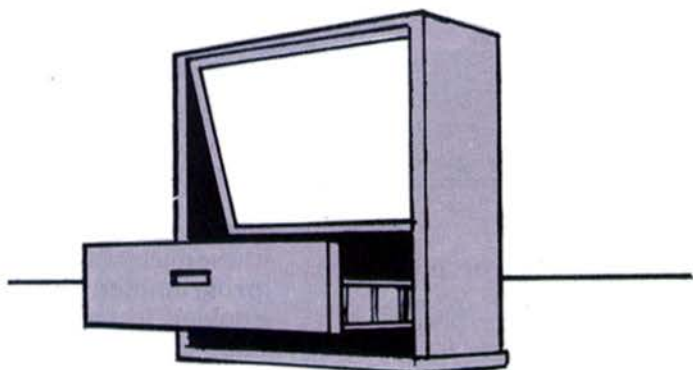
DEX:	0	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	0
CHARGES:	EPS				
COST:	92 HPs+\$1000				

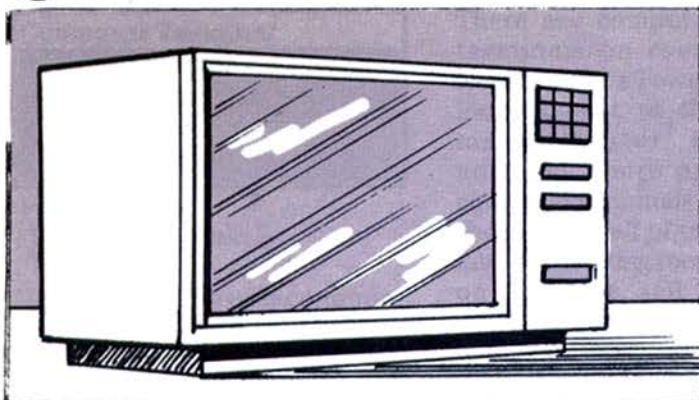
POWERS:

Illusion: 7, Super Ventriloquism: 2

speakers provide the peaceful music of chirping birds.

Cyborg built this hologram projector for Starfire to make her feel more comfortable in her apartment in Titans' Tower. It projects images of birds flying through Starfire's apartment; the special hidden





Microwave Oven

DEX: 0 STR: 1 BODY: 1
INT: 1 WILL: 0 MIND: 0
CHARGES: EPS
COST: 36 HPs + \$350

POWERS:

Heat Vision*: 4

*Restriction: Can only heat organic material.

for optimum flavor for nearly 1,000 different meals. The ovens also take periodic temperature readings to insure that the meal is cooking properly.

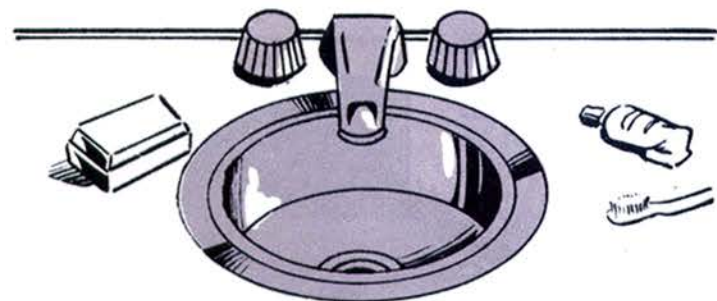
Electric Range

DEX: 0 STR: 0 BODY: 2
INT: 0 WILL: 0 MIND: 0
CHARGES: EPS
COST: 45 HPs + \$100

POWERS:

Heat Vision: 3

moment chemical experiments, while Changeling has never even turned his on.



Sink

DEX: 0 STR: 0 BODY: 2
INT: 0 WILL: 0 MIND: 0
CHARGES: EPS
COST: 18 HPs + \$40

POWERS:

Water Control: 0

each sink has a spray attachment which can spray water up to ten feet from the sink.

The microwave ovens found in each Titans' apartment is of the very latest design. In addition to turning the meal on a small rotisserie to insure even heating, these microwaves are programmed with cooking instructions

The electric ovens found in each Titan's apartment have four surface burners, a large oven compartment, and a broiler (Heat Vision). Nightwing often uses his oven for spur of the

The sinks found in each Titan's apartment are connected to the water circulation equipment in sub-basement three. In addition to faucets and plugs which fill and drain the basin,

Disk Stereo System

DEX: 0 STR: 0 BODY: 1
INT: 0 WILL: 0 MIND: 0
CHARGES: EPS
COST: 334 HPs + \$4.75M

POWERS:

Super Ventriloquism: 18 APs

in the sound waves of the original and the reproduction.

Changeling's Mini-Computer

DEX: 0 STR: 0 BODY: 1
INT: 1 WILL: 1 MIND: 0
CHARGES: EPS
COST: 113 HPs + \$3K

POWERS:

Recall: 9

SKILLS:

Scientist/Analysis: 3

his ideal companion from a list of candidates. So far, the computer still has insufficient data.

Jericho's Recording Studio

DEX: 0 STR: 0 BODY: 1
INT: 1 WILL: 0 MIND: 0
CHARGES: EPS
COST: 117 HPs + \$1900

POWERS:

Recall: 6, Super Hearing: 6,
Super Ventriloquism: 6

ing), and speakers (Super Ventriloquism).

Voice Synthesizer

DEX: 0 STR: 0 BODY: 1
INT: 0 WILL: 0 MIND: 0
CHARGES: EPS
COST: 7 HPs + \$20

POWERS:

Super Ventriloquism*: 1

*Restriction: Works only over a telephone

words as audio impulses for the telephone.

Telephone

DEX: 0 STR: 0 BODY: 1
INT: 0 WILL: 0 MIND: 0
CHARGES: EPS
COST: 604 HPs + \$250M

POWERS:

Super Ventriloquism*: 24

*Restriction: can only communicate with other people using a telephone

dialing for important numbers like the police and pizza, etc. The cost reflects the fact that a telephone uses a worldwide network of lines.

Nightwing's disk stereo system integrates the most advanced sound technology available. It electronically reproduces sound that is so accurate the Kilotrax can barely detect the difference

True to form, Changeling's computer is not used for any serious work. He bought an expensive personal computer to store girlfriends' phone numbers in a private place. He recently programmed the computer to choose

Although "studio" might be misleading, Jericho does possess a remarkable amount of sophisticated sound equipment for making and mixing music, including tapes (Recall), microphones (Super Hear-

Jericho keeps his voice synthesizer in his room, where he uses it to answer and make phone calls. When he wishes to communicate over the phone, he enters his message on a keyboard. The voice synthesizer then constructs those

Each Teen Titan has an extension for Titans' Tower in his or her own room; each has a private line as well. There are also at least two telephones (Titans' Tower lines) on each floor. All phones have the latest in services: call waiting, call forwarding, auto

Level Six (Storage)

Levels Seven & Eight (Hangar Levels)

T-Jet Elevators

DEX: 1 STR: 9 BODY: 4
 CHARGES: EPS
 COST: 125 HPs + \$2800

The T-Jet elevators raise and lower the T-Jet, Skycycles, and T-Helicopter to level ten, where they serve as landing pads. This area is carefully monitored by four security cameras.

Level Nine
 (Aircraft Parts Storage)

Level Ten**Landing Lights**

DEX: 0 STR: 0 BODY: 1
 INT: WILL: MIND:
 CHARGES: EPS
 COST: 38 HPs + \$300

POWERS:
 Glow: 5

The landing lights illuminate all of the top of Titans' Tower, making the roof a safe place to land after dark.

Retractable Landing Pad Covers

DEX: 1 STR: 7 BODY: 7
 INT: 1 WILL: 0 MIND: 0
 CHARGES: EPS
 COST: 244 HPs + \$26K

POWERS:
 Telepathy: 10

The retractable landing pad covers protect the open shaft when the T-Jet elevators are not in use. The landing pad covers can be opened or closed via radio signal from any of the Titans' flying vehicles. Two security cameras constantly monitor each cover, and the covers can only be opened via special access code (see the entry for the "Central Security Station" on level two).

Stairwell Cover

DEX: 1 STR: 2 BODY: 7
 INT: 1 WILL: 0 MIND: 0
 CHARGES: EPS
 COST: 82 HPs + \$1100

The stairwell cover is actually an automatic door. It can only be opened via special access code (see the entry for the "Central Security Station" on level two).



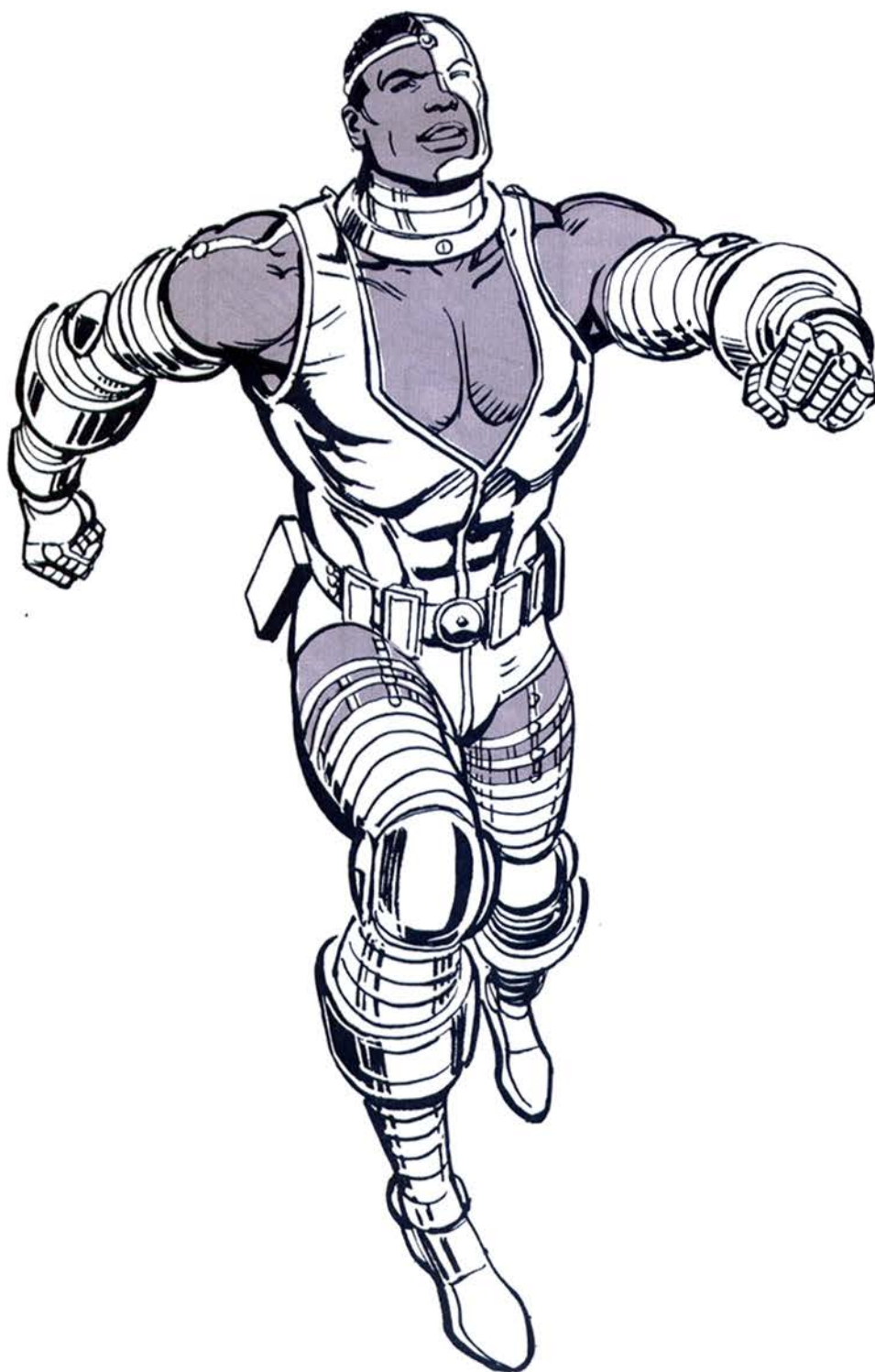
Cyborg

Cyborg presents an interesting dilemma. Is he a gadget, or is he a Character? The truth is that he is a Character. While he possesses at least 1 AP in every attribute (giving him independent locomotion, artificial intelligence, and a free will), Cyborg's intelligence and free will existed before the operation which gave him his powers and his molybdenum steel body.

On the other hand, to treat Cyborg as if he derived his powers from any source other than mechanical would

be to ignore his essence. Were it not for the gadgetry that is now his body, Cyborg would be a bed-ridden cripple. Yet, this gadgetry is so well integrated into his body that we cannot separate the two. Therefore, for the purposes of this book, we will treat Cyborg as a gadget—but we wouldn't recommend calling him that to his face!

The statistics given below reflect two changes. First, Cyborg has been "rebuilt" according to the new Gadgetry rules explained in this sourcebook. Second, he has discovered new ways to use his body and even added some improvements.



Cyborg *alias Victor Stone*

DEX:	6	STR:	7	BODY:	4
INT:	6	WILL:	5	MIND:	5
INFL:	8	AURA:	5	SPIRIT:	4
INITIATIVE:	20	HERO POINTS:	50		
CHARGES:	23				
COST:	1591 HPs + \$695K				

POWERS: (*linked)

Cling*: 7, Directional
Hearing*: 6, Extended
Hearing*: 6, Flame
Project*: 7, Heat Vision*: 6,
Jumping*: 7, Lightning*: 5,
Omni-Arm: 7,
Regeneration: 10, Running: 5,
Skin Armor: 11, Solar
Sustenance: 8, Sonic
Beam: 10, Stretching*: 6,
Super Hearing*: 6,
Telepathy*: 1, Telescopic
Vision*: 6, Thermal Vision: 9,
Ultra Vision: 12

SKILLS:

Charisma/Intimidation*: 8,
Gadgetry: 7, Scientist: 9,
Vehicles*: 6

**Restriction: can communicate only with computers via computer jack

EQUIPMENT:

Internal Mini-Computer

DEX:	0	STR:	0	BODY:	2
INT:	2	WILL:	0	MIND:	0
CHARGES:	EPS*				
COST:	466 HPs + \$1.95M				

POWERS:

Radar Sense: 10, Recall: 9,
Telepathy*: 16

*Power source: photo voltaic cells

**Restriction: can only interpret radio waves; cannot use internal radio to transmit

CONNECTIONS:

S.T.A.R. Labs (high level)

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Adventurer

RACE: Artificial Life/Human

Victor Stone became Cyborg when his father, one of S.T.A.R. Labs' best cybernetic engineers, replaced parts of his son's mangled body with equipment he had developed for the defense department. The amplifier in Cyborg's artificial ear allows him to pinpoint the source of a sound (Directional Hearing), to hear sounds made a long distance away (Extended Hearing), and to hear sounds emitted at very high or low frequencies (Super Hearing). (Needless to say, he is a pretty tough fellow to surprise). Victor also makes good use of his artificial eye. He can use it to see into the infrared spectrum (Thermal Vision and Ultra Vision), and carries a telescopic attachment in his finger which gives his eye the power of Telescopic Vision.

Cyborg's mechanical parts are encased in molybdenum steel, making him practically bullet-proof (Skin Armor). In his massive steel arms, Victor carries an impressive array of equipment. Probably the most famous piece is his white sound generator (Sonic Beam), which can create about 1 million decibels of static noise. He can also attach a laser (Heat Vision) or a grappling hook with a line (Omni-Arm) to his arms. Note that Cyborg's Omni-Arm Power is limited to using it as a grappling hook; he cannot spontaneously use Omni-Arm to utilize a power he does not already possess. Cyborg's arms can deliver a powerful electric shock to anyone he touches if he desires (Lightning), and he carries a 10 AP repair kit in a storage compartment (Regeneration). To use the repair kit, Cyborg must be

away from combat for a full minute.

When he needs a little extra stretch, Cyborg can extend his wrist up to 100 yards (Stretching). Inside his fingers, Cyborg has hidden a utility torch (Flame Project) and a computer jack. The computer jack allows him to patch directly into the circuitry of most computers (Telepathy). Cyborg's internal computer often aids in communicating directly with other computers, as well as detecting approaching objects long before a normal person could (Radar Sense) and constantly monitoring the air for unusual radio transmissions (Telepathy). Cyborg also relies heavily on the extended memory capacity his internal computer provides (Recall).

Because of the strength in his mechanical legs, Cyborg can leap great heights and distances (Jumping) and run at high speeds for great distances (Running). He also carries a set of suction cups which, when attached to his feet and hands, allow him to climb smooth surfaces (Cling).

When Cyborg makes an attack, use his DEX as the AV and the APs of the power he is using as the EV.

Cyborg is powered in three ways. First, he powers the human part of his body by eating, just like a normal human being. Second, the photo-electric cell in his head powers his internal computer and much of his other circuitry. Finally, a sophisticated, miniaturized power-plant deep within his metal body supplies the energy for his mechanical operations.

Nightwing's New Gadgets

The entries that follow are gadgets that Nightwing uses which have not previously been described in DC Heroes.

Gas Pellets

DEX: 0 STR: 0 BODY: 1
CHARGES: 1
COST: 107 HPs + \$2600

POWERS:

Fog: 4, Poison Touch: 8

the APs of Poison Touch). The victim subtracts the RAPs from his or her BODY, and cannot counter-attack while inside the gas cloud. This gas is never lethal, however. A victim's BODY will not fall below 0 APs due to its effect. The cloud disperses after a length of time equal to its APs of Fog (4 APs in this case).

Nightwing carries two of these pellets, one in each of his wrist bands.

Wrist Rocket Bombs

DEX: 2 STR: 1 BODY: 5
CHARGES: 4
COST: 181 HPs + \$4800

POWERS:

Flight: 8, Bomb: 8

his wrist bands contains one wrist rocket bomb.

Nightwing's gas pellets release an irritating gas, similar to tear gas, when broken. Anyone inside the area of effect (the APs of Fog) is attacked by the gas (AV/EV is

the APs of Poison Touch). The victim subtracts the RAPs from his or her BODY, and cannot counter-attack while inside the gas cloud. This gas is never lethal, however. A victim's BODY will not fall below 0 APs due to its effect. The cloud disperses after a length of time equal to its APs of Fog (4 APs in this case). Nightwing has recently modified the design of his wrist rockets; now he attaches explosive tips. Use Nightwing's DEX as AV and the rocket's APs of Bomb as EV. Each of



OMNI-GADGET

CLASS A: 5
CLASS C: 5
CLASS D: 5
CHARGES: 15
COST: *HPs + \$750

Nightwing learned the value of omni-gadgets early from his mentor, the Batman. He carries one of these in each wrist band at all times. As with all omni-gadgets, Nightwing pays the Hero Point cost when he uses the omni-gadget.

Other Titans' Gadgets

Nightwing is not the only Titan to use portable gadgets.

Titan Beeper

DEX: 0 STR: 0 BODY: 1
INT: 0 WILL: 0 MIND: 0
CHARGES: 20
COST: 484 HPs + \$115M

POWERS:

Super Ventriloquism: 22



A. The Titan beeper alerts Titans away from the Tower when they are needed. When a particular Titan is needed, the computer activates his beeper. The Titan hears a pleasant beeping tone, and knows he or she must report to the Tower immediately.

Flash's ring

DEX: 0 STR: 0 BODY: 1
CHARGES: 15
COST: 168 HPs + \$65K

POWERS:

Shrinking: 12



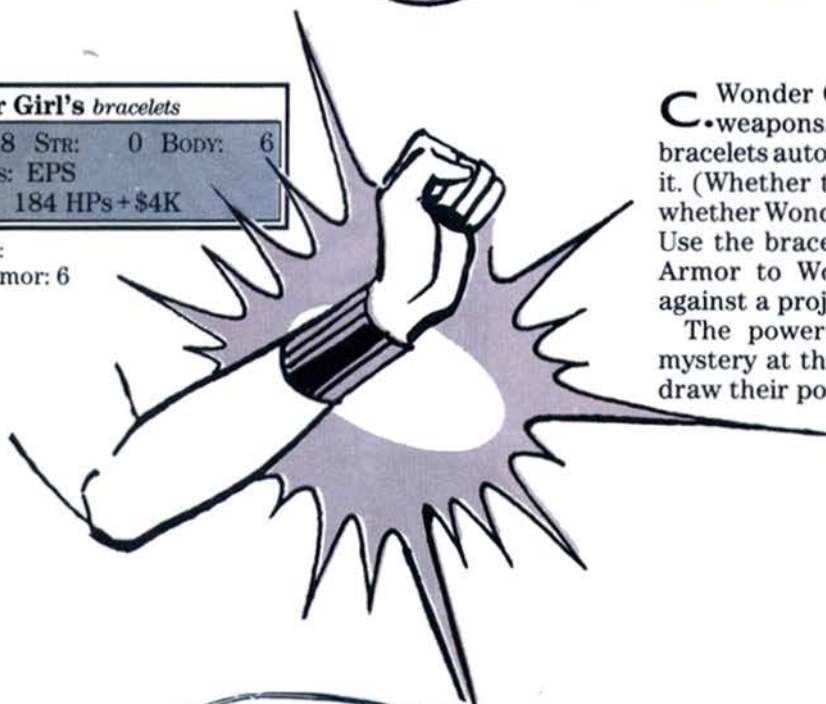
B. Flash's ring serves as a convenient storage compartment for his costume. It has the power to shrink the suit down to less than a half inch square, with a thickness of only a few millimeters. When the ring is opened, the suit automatically springs out, ready for Flash to step inside. When he wants to store the suit again, Flash takes the suit off and opens the ring. The suit automatically shrinks back into the ring.

Wonder Girl's bracelets

DEX: 8 STR: 0 BODY: 6
CHARGES: EPS
COST: 184 HPs + \$4K

POWERS:

Skin Armor: 6

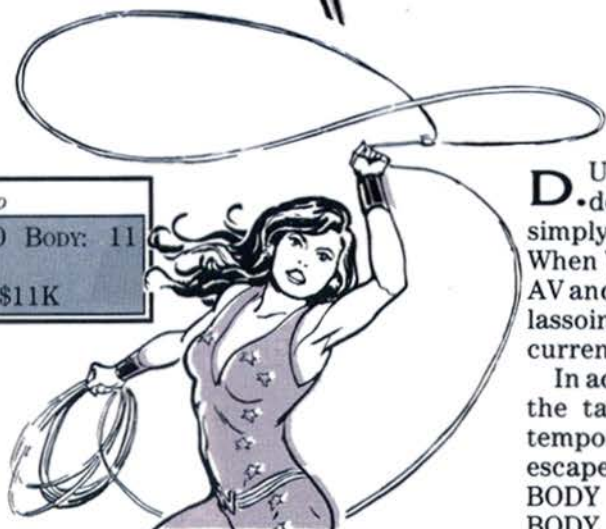


C. Wonder Girl's bracelets protect her from projectile weapons. When a projectile travels toward her, the bracelets automatically intercept the projectile and deflect it. (Whether the bracelets really move automatically or whether Wonder Girl is just that quick remains a mystery.) Use the bracers' DEX as OV and add their APs of Skin Armor to Wonder Girl's BODY to determine her RV against a projectile weapon attack.

The power source for the bracers also remains a mystery at this time, but we have determined that they draw their power from Paradise Island in some manner.

Wonder Girl's lasso

DEX: 0 STR: 0 BODY: 11
CHARGES: NA
COST: 160 HPs + \$11K



D. Unlike Wonder Woman's lasso, Wonder Girl's lasso does not appear to have any special powers. It is simply a very sturdy golden line with a constricting loop. When Wonder Girl attempts to lasso a target, her DEX is AV and her STR is EV (assuming she jerks the target after lassoing him or her). Subtract the RAPs from the target's current BODY.

In addition, if the lasso's BODY exceeds the target's STR, the target is entangled. His or her DEX drops to 0 temporarily and s/he cannot move. S/He may attempt to escape by making a physical attack on the lasso with its BODY as OV/RV. If his or her RAPs exceed the lasso's BODY, s/he escapes.

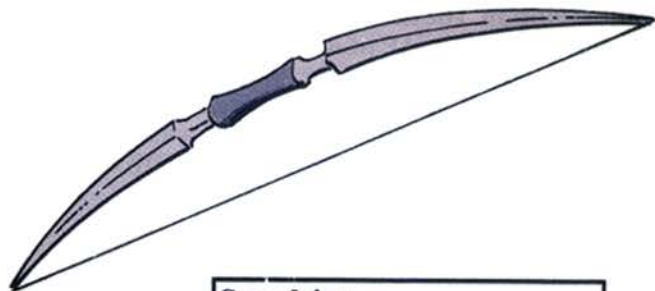
Speedy

Speedy has been working with Wonder Girl, along with Hawk, Aqualad, and Robin, to fill in for the regular Teen Titans until they get back together again. He relies as heavily upon his bow and special arrows as Green Arrow does his own, but Speedy has found only limited need to put his impressive arsenal to use in the Titans' absence. The following entries describe the few items he has used.

E. Speedy's bow can fire any of his special arrows for a great distance. When making a ranged attack with the bow, use the operator's DEX as AV, and either the bow's STR or the arrows APs of a power as EV. The bow's maximum range is one quarter mile, no matter how strong the user is.

F. Speedy's reconnaissance arrow is equipped with a miniature television camera which transmits a picture of the target area back to the television monitor in Speedy's belt buckle. Using this device, Speedy can scout ahead up to one quarter mile (8 APs). The diameter of the area being scouted is also 8 APs. The monitor on Speedy's belt buckle is equipped with limited playback ability, so that the target area can be studied carefully before entering.

G. Speedy borrowed the idea for the bola arrow from Green Arrow. When fired, this arrow trails a strong line. When the arrow reaches its target, it wraps the line around the victim. Use the shooter's DEX as AV and the line's STR as EV. Subtract the RAPs from the target's current BODY. In addition, if the bola arrow's STR exceeds the STR of the victim, the victim's DEX is temporarily reduced to 0 and s/he may not move. The victim may attempt to break the entanglement by making a Physical attack on the bola; use the bola's STR as OV and its BODY as EV.



Speedy's bow

DEX: 0 STR: 8 BODY: 5
CHARGES: NA
COST: 112 HPs + \$2600

Speedy's reconnaissance arrow

DEX: 0 STR: 0 BODY: 2
INT: 0 WILL: 0 MIND: 0
CHARGES: 6
COST: 68 HPs + \$2K

POWERS:

Full Vision: 8

Speedy's bola arrow

DEX: 0 STR: 8 BODY: 8
CHARGES: 10
COST: 160 HPs + \$3200

APPENDIX A

New Powers

CLAWS

LINK: DEX RANGE: Touch
TYPE: Standard BASE COST: 15

CLAWS allows Characters to make attacks with edged or sharpened weapons, whether natural defenses (teeth, tusks, spines, etc.) or manufactured blades. The APs of the power are treated as STR for cutting materials.

DISINTEGRATION

LINK: AURA RANGE: Normal
TYPE: Standard BASE COST: 40

DISINTEGRATION breaks the molecular bonding of an object, causing the structure to dissolve into component elements. Treat as a Physical attack similar to Poison Touch; once a successful attack has been made, the target is attacked each subsequent phase by the APs of Disinte-

gration until either the target's BODY is reduced to its negative value (and it is disintegrated) or the action check fails.

If the target still exists, the attacker may make another attempt to disintegrate it when it has stopped taking damage from the previous attack. A partially disintegrated target will take twice as many phases to solidify as it did to dissolve, unless a healing or repair attempt is made. The object may not move, be moved, or be used until it is solid again (the molecular structure is still unstable). If the object is moved before it is solid, it will automatically Disintegrate to its former state and the solidifying process must start all over again.

If used against another Character, the user enters Killing Combat. A Character attacked with Disintegration who is not instantaneously killed can be healed with Regeneration while s/he is fading.

GLOW

LINK: STR RANGE: Normal
TYPE: Automatic BASE COST: 10



GLOW allows the Character to produce a steady source of illumination. The APs of the power are the brightness of the glow. For every AP of distance from the light source, brightness decreases 2 APs; if Glow is 5, a Character standing 80 feet (3 APs) away is in darkness. Zero APs is about the same illumination as a 10 watt lightbulb. The following table gives some rough approximations of brightness for certain APs.

1	nightlight	13	theater projector
3	living room lamp	18	noon sunlight
5	flood lamp	24	lightning
8	street light	29	nuclear bomb

PROJECTILE WEAPONS

LINK: STR RANGE: Normal
TYPE: Standard BASE COST: 15

PROJECTILE WEAPONS allows the Character to fire projectiles at an object. It is most often used as a gadget power, that is, a submachine gun has 6 APs of Projectile Weapons enabling it to fire bullets; but a Character based on a porcupine could use Projectile Weapons to throw its quills. The APs of the Power are the EV*. Most Projectile Weapons have a range, as stated in the *Player's Manual*. Unless otherwise determined, find the range of a weapon or the power by subtracting 3 from the APs of the power for short range, and adding 1 to the APs of the power for long range. Medium range is in between the two figures.

Weapons are always used at full power and may not be reduced in STR. Because of this restriction, a Character or gadget using the Projectile Weapons power may be entering Killing Combat.

*A Character may substitute his or her DEX for AV. Projectile Weapons is not used for the AV of an action check: any weapon without a DEX has an AV of 0.

NOTE: As we understand more about Time Travel, we can be more precise in our descriptions. The following definition of the power reflects a greater familiarity with knowledge of 30th Century cosmic laws, and is more accurate than the entry under Time Travel in the *Legion of Superheroes, Volume 1*. Of course, as the Time Trapper continues to twist time to his whims, even this explanation may become obsolete!

TIME TRAVEL

LINK: NONE RANGE: Special
TYPE: Standard BASE COST: 1000

TIME TRAVEL allows the user to travel backwards or forwards through time. To understand the ramifications of this power, we must digress a little into the theory of time.

Time can be pictured as a broad, constantly shifting stream, whose various rivulets and channels make an interlocking web of possible realities. The pathways a drop of water (or a time traveller) may take are multitude, and each looks identical to the next, stretching forward and backward and interconnecting to any other path or

point in the stream. A traveller could easily lose track of the path from which s/he departed.

Every day innumerable actions and decisions occur that set off new ripples in the timestream, as new possibilities add alternative realities. Most of these ripples have no lasting effect, eventually recombining with the mainstream and leaving no mark in history. But occasionally, events occur with consequences so severe or wide in scope that they become permanent features in the timestream, creating completely different realities.

In time research, these phenomena are called Nexus Events, and the individuals whose combined presence and actions created the events are known as Nexus Personalities. An example of a Nexus Event is the development of the atom bomb in 1945, and an example of a Nexus Personality is Elizabeth I of England, who sponsored colonization in the new world and kept Spain from invading England.

But not all Nexus Events or Personalities make headlines and history books. Sometimes it is the failure of an event, or the children or students of a particular individual, that are important to the timestream, because their successes or failures in some alternate reality may transform society in unexpected and disturbing ways.

With all of this in mind, these are the abilities and drawbacks of the power of Time Travel:

If the user travels backward or forward to a time in which s/he is alive, s/he violates the Law of Duplication, and creates an infinite loop. The traveller repeats the events of his or her first visit endlessly, or until rescued by another time traveller.

For example, if Supergirl decided to time travel after her high school graduation, and went back to her time at Midvale Orphanage, she would have to relive the occurrences in her life between her reappearance at the orphanage and her high school graduation forever, or until another time traveller "broke" the cycle by intervening in the events.

However, if the time traveller goes to a period during which s/he is not alive, use the APs of Time Travel as AV/EV. Use the APs of time over which the Character wishes to travel as OV/RV. The RAPs equal the amount of time that will have to pass before the timestream repairs any changes the Character intentionally makes.

Thus, if the RAPs are less than the APs of time travelled, the traveller's visit has had no lasting effect. But, if the RAPs exceed the APs of time travelled, the Character has created a Nexus Event, and the changes to reality are still felt when s/he gets back.

To check that the traveller arrived at the desired destination, roll an action check as if pushing the Character's INT. (That is, use the traveller's INT for both AV and OV. If the Character has Military Science/Tracking, s/he gets one column shift to the left on the RV.) Any positive RAPs indicate that the traveller recognizes his or her location.

Thirtieth century Earth has erected a Time Beacon as a navigational aid for time travellers to locate their own timestream. Travellers who use the Beacon to return to the thirtieth century get two column shifts to the left on their RV.

If the user, in his or her travels, dies or creates a situation in which s/he never existed, the Character encounters the Law of Death. The traveller ceases to exist in his or her own time, and other time travellers cannot go backward or forward to effect a rescue.

The actual process of travelling from one time to another requires 0 APs.

Generic Gadgets

The following section is composed of generic gadgets—those for-the-most-part common items that people, or heroes, might use every day. A number of these are hardware from the *Gamemaster's Manual* reworked according to the new Gadgetry rules. Many are completely fresh, objects never before seen in a Mayfair module.

For organizational ease, there are two sub-sections in this appendix, Vehicles and Handguns, and then the bulk of the gadgets follow. In each section, entries are arranged in alphabetical order.

GM NOTE: Many of the entries both in this appendix and in the Character chapters have notes about Killing Combat. Gadgets can be dangerous. Those that are capable of fatal damage have been marked. But most heroes are sufficiently dextrous, and also sufficiently aware of the potential for harm, that they can use such a weapon and *not* kill their opponent.

It is the GM's discretion whether use of a gadget automatically initiates Killing Combat. Warn the Player Character of the possibility, and require him or her to state his or her intentions (trickshot, weapon modifications, whatever) with enough accuracy to avoid fatal consequences and negate the Killing Combat penalty.

Handguns

Hand-held projectile weapons have a variety of uses and styles, even in the 20th century. Many can be fitted with various sights to improve targeting ability, and most can handle different types of projectiles. An automatic usually has a clip of 11 rounds; a revolver holds 6 rounds. Unless otherwise noted, any time a Character uses a handgun against another Character, s/he enters Killing Combat.

Disintegrator Pistol

DEX: 0 STR: 0 BODY: 3
INT: 0 WILL: 3 MIND: 0
INFL: 0 AURA: 3 SPIRIT: 0
CHARGES: 10
COST: 106 HPs + \$650

POWERS:

Disintegration: 4

the target's BODY is reduced below the negative Resistance value, and the target disintegrates. See Appendix A: New Powers for a full description. If aiming at another Character, the user enters Killing Combat.

Flare Gun

DEX: 0 STR: 0 BODY: 1
CHARGES: 1
COST: 43 HPs + \$300

POWERS:

Projectile Weapons: 5

The disintegrator pistol is a beam weapon. Subtract RAPs from the target's BODY once a successful attack has been made. The beam continues to attack each phase until either it fails the action check, or

Commonly, a flare gun is used to signal someone or illuminate something. If fired at another Character, the user has entered Killing Combat.

Paint Pellet Gun

DEX: 0 STR: 0 BODY: 1
CHARGES: 14
COST: 37 HPs + \$250

POWERS:

Projectile Weapons: 4

A paint pellet gun, or tree gun, is used by the Forest Service to mark trees. It fires semi-soft capsules of oil- or water-based dye that break on impact.

If fired at a Character, the pellets may raise a welt, and will "mark" the Character with a dye splash.

Pistol, .38

DEX: 0 STR: 0 BODY: 1
CHARGES: 6/11
COST: 31 HPs + \$80

POWERS:

Projectile Weapons: 3

Pistol, .44 Magnum

DEX: 0 STR: 0 BODY: 1
CHARGES: 6/11
COST: 43 HPs + \$300

POWERS:

Projectile Weapons: 5

Pistol, .45

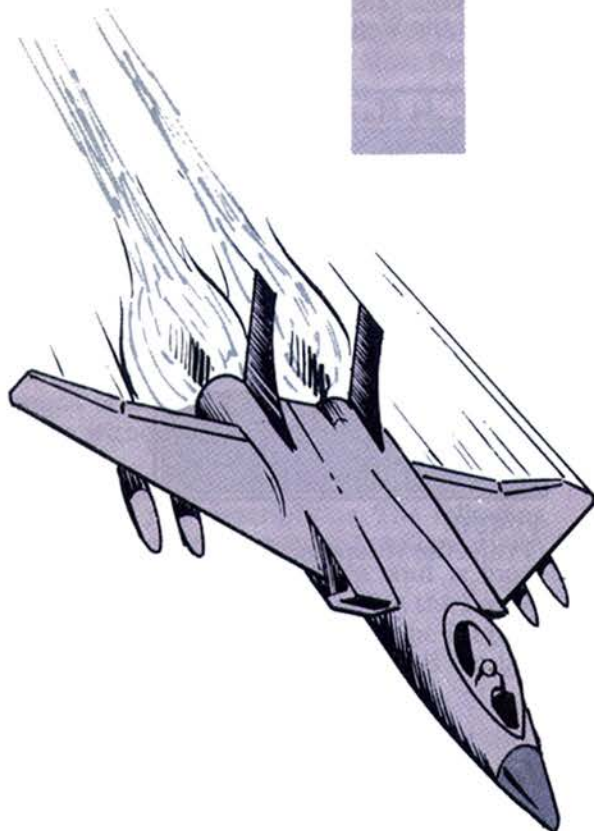
DEX: 0 STR: 0 BODY: 1
CHARGES: 6/11
COST: 37 HPs + \$250

POWERS:

Projectile Weapons: 4

Vehicles

Humans, and non-humans, have developed numerous devices for traveling from one place to another, ranging from personal sized, self-propelled vehicles (bicycles) to interstellar craft. The transportation gadgets described here cover this range, and should serve as guidelines for those myriad other vehicles we did not have space to include. Note that while we tried to keep the costs as accurate as possible, there are some flaws. We recommend there be no production-model cost-break on the smaller combustion powered vehicles such as motorcycles, cars, and motorboats; the wide availability and common technology used to produce these items has built the price break into the given figures.

**Air Boat (PBY Catalina)**

DEX: 0 STR: 7 BODY: 10
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 65
 COST: 854 HPs + \$3.1M

POWERS:

Flight: 7, Radar Sense: 16,
 Swimming: 5, Telepathy: 17

This twin prop air boat has a long range and is designed to land on water, although it prefers fairly smooth seas. An air boat looks ungainly, but it is valuable because of its seaworthiness.

Bicycle (10 Speed)

DEX: 0 STR: 3 BODY: 2
 CHARGES: NA
 COST: 53 HPs + \$500

POWERS:

Running: 5 (speed)

A bicycle is a self-propelled land vehicle. Some cyclists can get up to 6 APs of speed, if the bike is a racing model and the cyclist is very strong.

Boeing 747

DEX: 0 STR: 11 BODY: 8
 INT: 17 WILL: 0 MIND: 0
 CHARGES: 61
 COST: 1090 HPs + \$3.2M

POWERS: (*linked)

Flight: 9, Radar Sense*: 17,
 Sealed Systems: 14,
 Telepathy*: 17

SKILLS:

Military Science/Tracking: 5

A 747 is a commercial passenger and cargo plane which holds 300 passengers in a pressurized cabin. It uses Military Science/Tracking to navigate by electronic beacons. Radio (Telepathy) is line-of-sight: contact must be in a straight, unobstructed line.

Compact Car

DEX: 0 STR: 7 BODY: 4
 CHARGES: 19
 COST: 187 HPs + \$2400

POWERS:

Glow: 6, Running: 7

Designed for economy of fuel consumption, the compact car is an enclosed land vehicle. Up to four adults can cram themselves into most compact cars; however, the backseat passengers may have their chins on their knees.

F-15 Eagle

DEX: 0 STR: 8 BODY: 9
 INT: 17 WILL: 0 MIND: 0
 CHARGES: 51
 COST: 1498 HPs + \$415M

POWERS: (*linked)

Flight: 11, Projectile
 Weapons: 8, Radar Sense*: 17,
 Telepathy*: 17/23**

SKILLS:

Military Science/Tracking: 5

**Clarification: see accompanying entry

A military attack vehicle, this plane comes equipped with numerous cannons (Projectile Weapons) and rockets, including heat guided missiles (see following entry). **The F-15 uses both line-of-sight radio and the communications net (Telepathy). The lower value is for radio contact with individual planes and ships. When hooked

into the communications net, use the higher AP value. It uses considerably more fuel while fighting than while cruising.

Glider (plane)

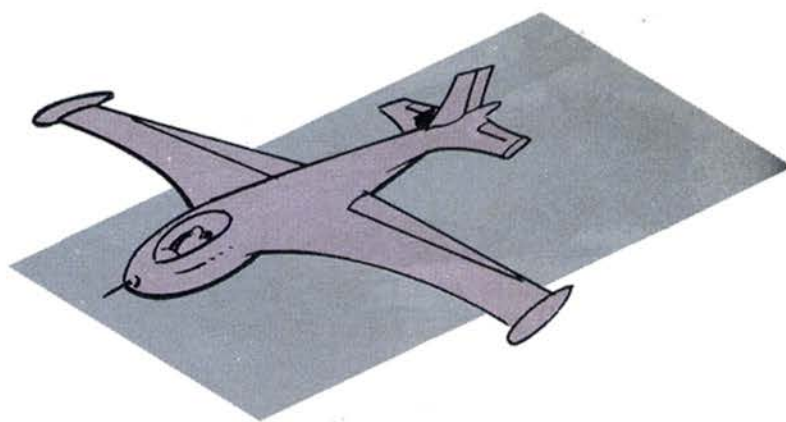
DEX: 0 STR: 4 BODY: 5
 CHARGES: NA
 COST: 92 HPs + \$1500

POWERS:

Gliding: 6

distance above the ground. Since cabin is not pressurized, a glider cannot be towed higher than 11 APs (20,000').

A pleasure and observation craft, a glider must be towed into the air by another vehicle. Distance glider can travel is equal to the sum of APs of Gliding and APs of

**Hot Air Balloon**

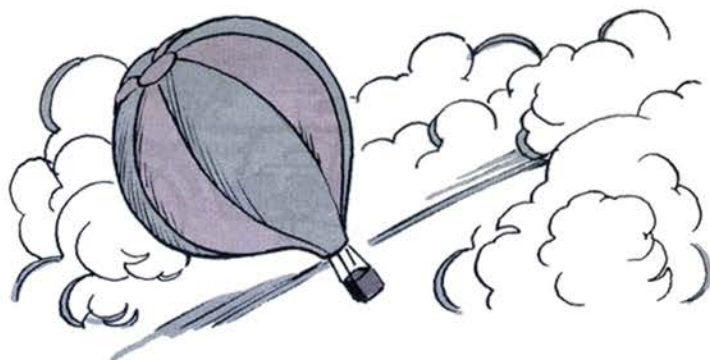
DEX: 0 STR: 4 BODY: 2
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 24
 COST: 62 HPs + \$500

POWERS:

Flame Control: 1, Flight: 3

balloon gets, the faster it will fall, to a maximum speed of 7 APs (earth's terminal velocity).

Originally for military observation, hot air balloons are now primarily pleasure craft. If the balloon loses the power of Flame Control, it will begin to sink. The cooler the air in the

**Jeep**

DEX: 0 STR: 8 BODY: 6
 CHARGES: 38
 COST: 248 HPs + \$5800

POWERS:

Glow: 6, Running: 7, Skin
 Armor: 2

steep inclines and such keep it from travelling *everywhere*. The undercarriage is protected from stray stones and sharp objects by metal plates.

A jeep is built "tougher" than a normal passenger car to travel on less well surfaced areas than the average car. With four wheel drive, a jeep can even venture off-road, although trees and

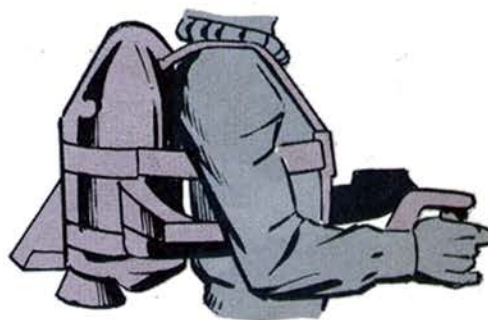
**Jet Pack**

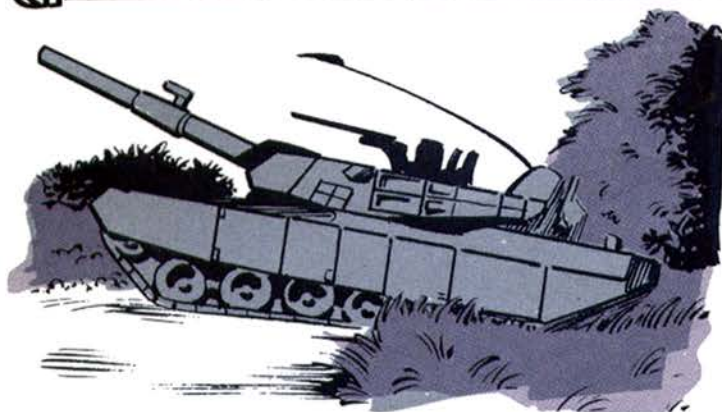
DEX: 0 STR: 3 BODY: 2
 CHARGES: 11
 COST: 65 HPs + \$1100

POWERS:

Flight: 6 (Speed)

This is a personal-size lifter designed for in-atmosphere use. The jet pack straps between the user's shoulder blades like a knapsack.





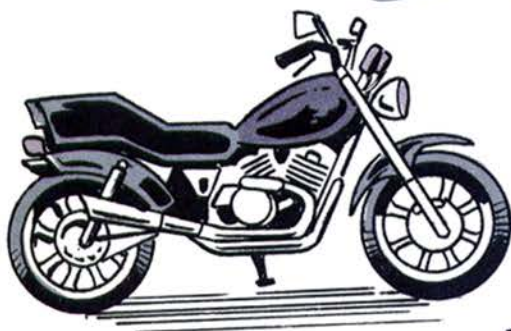
M-1 Abrams Tank

DEX: 0 STR: 10 BODY: 11
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 54
 COST: 823 HPs + \$680K

POWERS:

Running: 6, Projectile
 Weapons: 10, Telepathy: 15,
 Skin Armor: 9

The tank's strengths are its maneuverability and its firepower.



750cc Motorcycle

DEX: 0 STR: 5 BODY: 3
 CHARGES: 19
 COST: 135 HPs + \$2000

POWERS:

Glow: 5, Running: 7

Designed to carry one or two passengers on land, a motorcycle's small fuel tank is compensated for by its great efficiency in using fuel.



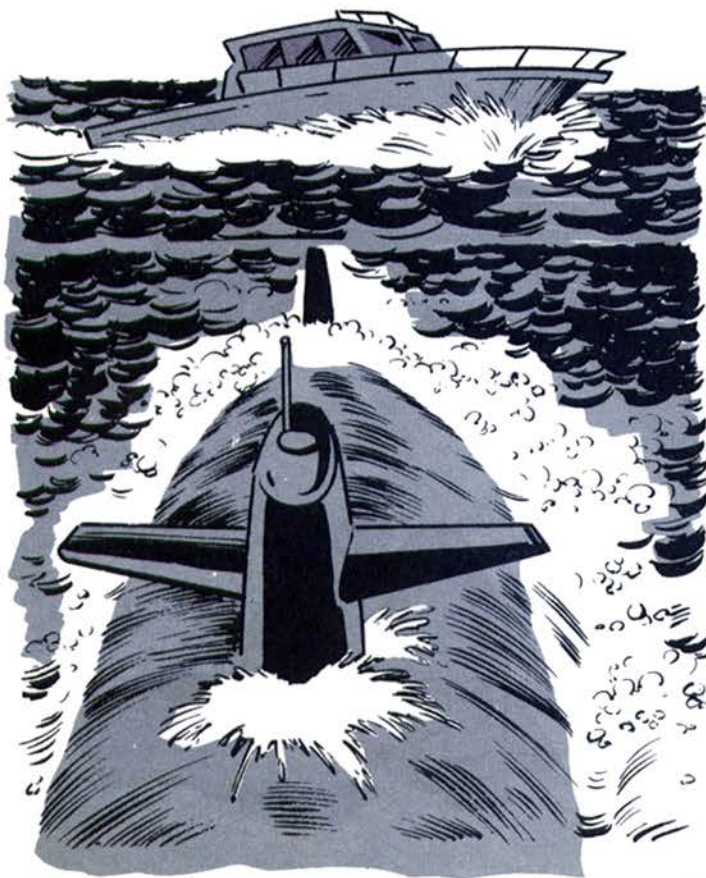
Moped

DEX: 0 STR: 3 BODY: 1
 CHARGES: 17
 COST: 77 HPs + \$650

POWERS:

Glow: 4, Running: 5

A powered personal transportation device, this motorized bicycle is designed to carry one person and very little cargo, with a top speed of 35 mph (5 APs).



Motorboat

DEX: 0 STR: 4 BODY: 4
 CHARGES: 18
 COST: 77 HPs + \$650

POWERS:

Swimming: 4

A single engine outboard, this motorboat is a standard pleasure craft used for fishing and recreational outings, like picnicking and waterskiing.

Nuclear Submarine

DEX: 0 STR: 19 BODY: 24
 INT: 16 WILL: 0 MIND: 0
 CHARGES: NA*
 COST: 2546 HPs + \$1.02B

POWERS:

Active Sonar*: 16, Matter
 Manipulation*: 16, Passive
 Sonar*: 16, Radar Sense*: 16,
 Swimming: 5, Telepathy: 23,
 Sealed Systems*: 24

SKILLS:

Military Science: 10,
 Thief/Stealth: 10

is on, the sub is nearly impossible to detect. It can communicate worldwide using the ELF network, and stay submerged months on end if need be.

A nuclear powered submarine is one of the most complex pieces of military equipment in the twentieth century. It is powered (Matter Manipulation) by a contained nuclear reaction that turns matter into energy, and includes many sophisticated sensory devices (Sonar, Radar Sense). When silent running (Thief/Stealth)

Ocean Liner

DEX: 0 STR: 20 BODY: 18
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 70
 COST: 1496 HPs+\$78M

POWERS:

Active Sonar: 13,
 Swimming: 5, Telepathy: 17

SKILLS:

Military
 Science/Cartography: 5

Racing Car

DEX: 0 STR: 10 BODY: 5
 CHARGES: 19
 COST: 295 HPs+\$31K

POWERS:

Glow: 6, Running: 8

SKILLS:

Acrobatics/Dodging: 2

Rowboat

DEX: 0 STR: 3 BODY: 3
 CHARGES: EPS
 COST: 49 HPs+\$180

POWERS:

Swimming: 3

rowboat can hold up to 3 people, and draws power from the rower; it can move as fast as the rower's STR.

Sailboat

DEX: 0 STR: 4 BODY: 4
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 20
 COST: 117 HPs+\$1700

POWERS:

Air Control: 2, Swimming: 5

windspeed. Air Control simulates the effect of trimming the sails.

Semi Truck

DEX: 0 STR: 9 BODY: 9
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 40
 COST: 277 HPs+\$220K

POWERS:

Glow: 6, Running: 7,
 Telepathy: 13

has 2 column shifts to the right on any attempts involving evasive action, due to sluggish response.

A large passenger boat designed to move between the continents, the ocean liner is now usually regarded more as a pleasure craft than as a necessary method of travel. Most ocean liners cruise the Caribbean or the Mexican coast, but a few still ply the Atlantic Ocean.

Race cars are designed for top ground speeds and quick response, the thoroughbreds of auto sports. Add APs of Dodging to driver's DEX when attempting evasive action, because of the car's superior handling ability.

One of the oldest types of vehicles, a rowboat carries humans over water. It can be made from any number of materials, including rushes, rubber, fiberglass, and wood. A

This forty foot sailboat has an auxiliary motor for calm spells—the boat only uses charges when windspeed is less than 3 APs. Otherwise, its speed is the APs of Air Control plus the

A semi can haul large quantities of just about any goods available, including produce, machine parts and livestock. It has quartz halogen headlights (Glow) and a CB radio (Telepathy). When fully loaded, a semi

Single Prop (Cessna 150)

DEX: 0 STR: 5 BODY: 5
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 36
 COST: 427 HPs+\$1.7M

POWERS:

Flight: 7, Telepathy: 17

Single Prop (T-34 Mentor)

DEX: 0 STR: 5 BODY: 6
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 50
 COST: 725 HPs+\$2.6M

POWERS:

Flight: 8, Radar Sense: 16,
 Telepathy: 17

Small Truck

DEX: 0 STR: 7 BODY: 7
 CHARGES: 40
 COST: 215 HPs+\$2600

POWERS:

Glow: 6, Running: 6

attempts involving evasive action, due to sluggish response.

Speedboat

DEX: 0 STR: 3 BODY: 4
 CHARGES: 18
 COST: 81 HPs+\$1300

POWERS:

Swimming: 6

Ultra Light (plane)

DEX: 0 STR: 3 BODY: 2
 CHARGES: 10
 COST: 41 HPs+\$220

POWERS:

Flight: 3

be used in strong winds. Most Ultra Lights come equipped with parachutes for passenger and plane in case the wings fall off.

Yacht

DEX: 0 STR: 11 BODY: 13
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 40
 COST: 831 HPs+\$53K

POWERS:

Active Sonar: 13,
 Swimming: 5, Telepathy: 15

amenities, from showers to stereo to champagne.

A small, propeller-driven passenger plane, the Cessna 150 can carry 2 people and a small amount of luggage; oxygen masks are recommended above 10 APs (10,000').

A military training plane, the T-34 is a tougher, longer range plane than the Cessna. It can carry wing-mounted machine guns. Oxygen masks are recommended above 10 APs (10,000').

Used for hauling bulky or heavy cargo, the small truck is invaluable to businesses and consumers. When fully loaded, a small truck has 1 column shift to the right on any

This is the faster version of the boat above. With an inboard engine, an a more hydrodynamic design, this boat trades load capacity for speed.

Ultra Lights are usually home-built, somewhat flimsy aircraft that are powered by a small (lawnmower sized) engine. They usually only carry one person, and cannot

A 60 to 70 foot vessel, this is a pleasure boat for the very well heeled. In addition to the standard depth finder (Active Sonar) and ship-to-shore radio (Telepathy), the yacht can be equipped with all the necessary

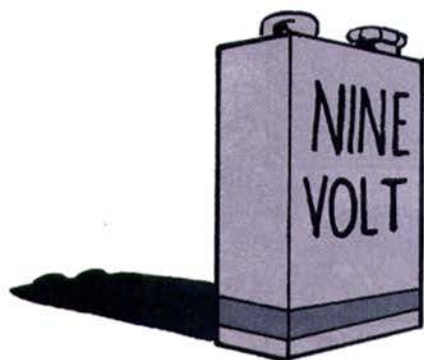


Automatic Rifle

DEX: 0 STR: 0 BODY: 1
CHARGES: 22
COST: 55 HPs + \$700

POWERS:
Projectile Weapons: 6

enters Killing Combat when aiming at another Character.



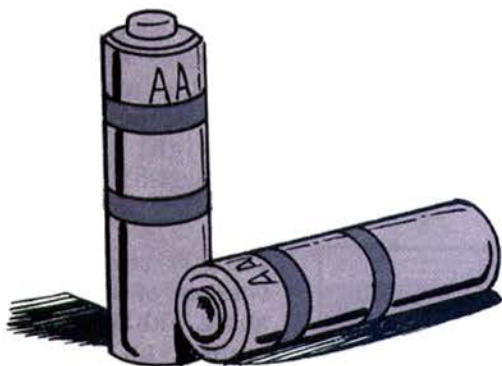
Battery, 9 volt*

DEX: 0 STR: 0 BODY: 1
CHARGES: 13
COST: 25 HPs + \$60

POWERS:
Energy Absorption: 2

*not included

creating battery-operated gadgets must specify voltage required.



Battery, AA*

DEX: 0 STR: 0 BODY: 1
CHARGES: 11
COST: 22 HPs + \$20

POWERS:
Energy Absorption: 1

*not included

creating battery-operated gadgets must specify voltage required.



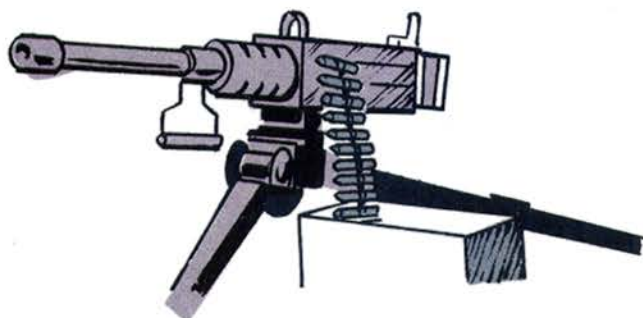
Bazooka

DEX: 0 STR: 0 BODY: 1
CHARGES: 1
COST: 125 HPs + \$3000

POWERS:
Projectile Weapons: 8,
Bomb: 6

from the target area reduces blast RAPs by 2. For example, a Character standing 3 APs from a bazooka target receives RAPs reduced by 6 (probably no effect). If aimed at another Character, user enters Killing Combat.

A hand-held artillery weapon, the bazooka fires a single explosive shell. Everything in the target area (a 0 AP square of 10' x 10') takes full damage from a Physical attack. Each AP of distance



Belt-fed Machine Gun

DEX: 0 STR: 0 BODY: 1
CHARGES: 50
COST: 79 HPs + \$1800

POWERS:
Projectile Weapons: 8

substantial deterrent to attack. Belts can be linked together for nearly endless charges. User enters Killing Combat.

Both a rapid fire (8 rounds per phase) and an area effect weapon (APs of Projectile Weapons equal volume of space covered each phase), the belt-fed machine gun is a

Broadsword

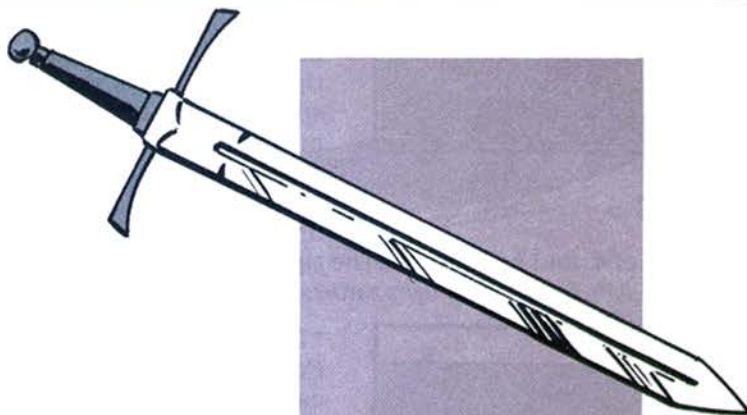
DEX: 0 STR: 3* BODY: 3
 CHARGES: NA
 COST: 53 HPs + \$160

POWERS:
 Claws: 2*

not terribly sharp, as the broadsword was most often used for bashing, not slicing.

*If striking with the edge of the sword, however, user "activates" the power of Claws. For a bashing (flat of blade) blow, use STR as EV, for slicing (edge of blade) blow, use Claws as EV. The user's STR must be 2 or greater to control the weight of the weapon. If swung against another Character, the user enters Killing Combat.

This weapon is now generally known as a decorative heirloom, or a demonstration weapon at medieval fairs. The steel blade is 4 inches wide and up to 6 feet long, and

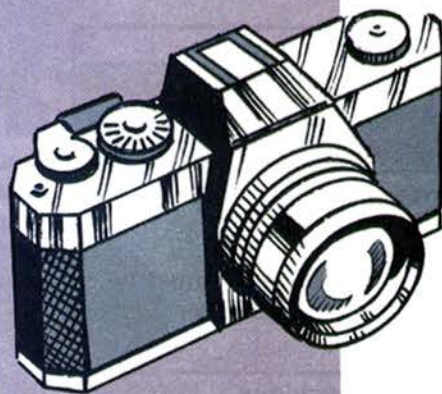
**Camera, 35mm SLR**

DEX: 0 STR: 0 BODY: 1
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 22
 COST: 100 HPs + \$11K

POWERS:
 Recall: 10

various mechanisms including the shutter, need replacing several times a year, depending on amount of use. Lenses are interchangeable.

A standard single lens reflex (SLR) camera can photograph objects between 4 feet and 10 APs distance from the user. The photo will include everything seen through the viewer. Batteries, which run

**Concussion Grenade**

DEX: 0 STR: 0 BODY: 1
 CHARGES: 1
 COST: 33 HPs + \$300

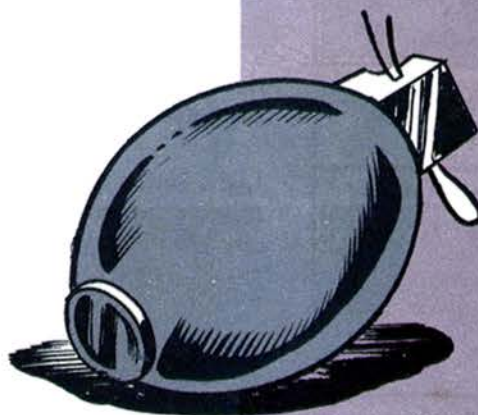
POWERS:
 Super Breath: 5

RAPs earned are the distance the target is "pushed." Damage results only if the target is slammed into an obstacle.

To determine damage to a target, use RAPs earned as the EV, and target's BODY (with any modifiers such as Skin Armor) as RV. To determine damage to the obstacle, use RAPs earned as the EV, obstacle's BODY as the RV. If obstacle's BODY is 0 or above after the collision, the target has been stopped by the obstacle.

Therefore, if the grenade is used in a confined area, the user may be entering Killing Combat.

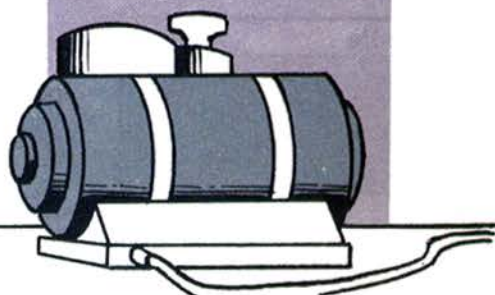
The purpose of a concussion grenade is to knock back the target, whether it is a door, a wall, or a Character. The target's BODY is the RV; AV, EV and OV are all standard.

**Electric Generator**

DEX: 0 STR: 0 BODY: 1
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 32
 COST: 41 HPs + \$80

POWERS:
 Matter Manipulation: 3

This small, gasoline powered generator can power a variety of electrical items. In a variant use, Matter Manipulation converts fuel to electricity without exploding.



Epee

DEX: 0 STR: 0* BODY: 1
 CHARGES: NA
 COST: 37 HPs + \$250

POWERS:
 Claws: 4*

has a STR of 4, and no Power. If the tip guard is removed, use Claws APs for EV; the user enters Killing Combat.

Fish Eye Lens

DEX: 0 STR: 0 BODY: 1
 INT: 0 WILL: 0 MIND: 0
 CHARGES: NA
 COST: 10 HPs + \$60

POWERS:
 Full Vision*: 2

Flame Thrower

DEX: 0 STR: 0 BODY: 1
 CHARGES: 6
 COST: 38 HPs + \$300

POWERS:
 Flame Project: 5

The flame thrower must be lit before it is used. When turned against another Character, the user enters Killing Combat.

Flare Cartridges

DEX: 0 STR: 0 BODY: 0
 CHARGES: 1
 COST: 34 HPs + \$250

POWERS:
 Glow: 5

Fluorescent Bulb, 40 watt

DEX: 0 STR: 0 BODY: 0
 CHARGES: EPS
 COST: 28 HPs + \$200

POWERS:
 Glow: 4

Fragmentation Grenade

DEX: 0 STR: 0 BODY: 1
 CHARGES: 1
 COST: 59 HPs + \$400

POWERS:
 Bomb: 3, Claws: 4

F-15 Missile

DEX: 8 STR: 5 BODY: 2
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 18
 COST: 479 HPs + \$230K

POWERS:
 Bomb: 8, Flight: 13, Thermal Vision: 10

A light, tempered-steel blade with a plastic tip guard, this is the sport weapon used in most fencing classes and tourneys.

*If the tip guard is in place, the weapon

has a STR of 4, and no Power. If the tip guard is removed, use Claws APs for EV; the user enters Killing Combat.

*This adaptation of Full Vision allows the camera lens to photograph objects within 180 degrees. Objects toward the edge of the image appear distorted.

Used to clear brush and spread fire over a large area, the flame thrower consists of an insulated, pressurized tank of fuel, and a nozzle and/or hose for distributing the fire.

Flare cartridges contain a chemical that burns brightly for a period of time. They are only designed for use in flare guns.

Light bulbs can illuminate areas when used in electrical fixtures. They are very fragile. Many fluorescent bulbs produce a bluish light.

The most common type of grenade, frag grenades throw knife-like metal shards over an area equal to the APs of Bomb. User enters Killing Combat.

The sensors in the nose of this missile lock onto the infrared radiation of the target. The high DEX allows the bomb to follow most evasive maneuvers the target can make.

Hammer

DEX: 0 STR: 1 BODY: 1
 CHARGES: NA
 COST: 8 HPs + \$20

user's STR for EV. If swung at another Character's head, the user enters Killing Combat.

Handcuffs

DEX: 0 STR: 0 BODY: 4
 CHARGES: NA
 COST: 24 HPs + \$200

attempts, the Gadgetry rating of the maker is 4.

Household Scissors

DEX: 0 STR: 0 BODY: 2
 CHARGES: NA
 COST: 35 HPs + \$100

POWERS:
 Claws: 3

Howitzer, 155 mm

DEX: 0 STR: 0 BODY: 2
 CHARGES: 1
 COST: 225 HPs + \$22K

Projectile Weapons: 10, Bomb: 10

accuracy. User enters Killing Combat if aiming at another Character.

Kitchen Fork

DEX: 0 STR: 0 BODY: 1
 CHARGES: NA
 COST: 4 HPs + \$10

The run-of-the-mill hammer is used for driving nails into wood and other relatively soft substances. Add hammer's STR to the

Handcuffs are generally used by the police to bind the limbs of suspects in custody and prevent their escape. For Escape Artist

Used for cutting paper, cloth, and other materials, these 8" long scissors have molded handles to fit either right- or left-handed grips.

Designed to fire over obstacles (hills, trees, buildings, etc.) that would obstruct direct fire weapons, a howitzer "throws" rounds in an arc with good targeting

An eating utensil, the kitchen fork can also be used for stirring, mixing, and other assorted tasks.

Kryptonite Bike Lock

DEX: 0 STR: 0 BODY: 4
 CHARGES: NA
 COST: 63 HPs + \$450

POWERS:
 Invulnerability: 5

a tough steel alloy. To smash or cut through the lock, make a Physical attack. If RAPs are 8 or higher, roll again, using lock's APs of BODY as OV/RV and the APs of Invulnerability as AV/EV. RAPs are the number of BODY APs regained (up to original level). For Lockpicking attempts, the Gadgetry rating of the builder is 10.

Light Bulb, 75 watt

DEX: 0 STR: 0 BODY: 0
 CHARGES: EPS
 COST: 22 HPs + \$60

POWERS:
 Glow: 3

Light bulbs can illuminate areas when used in electrical fixtures. They are very fragile. Most 75 watt bulbs produce a yellowish light.

Nuclear Warhead Missiles

DEX: 6 STR: 8 BODY: 4
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 36
 COST: 1042 HPs + \$19.75M

POWERS:

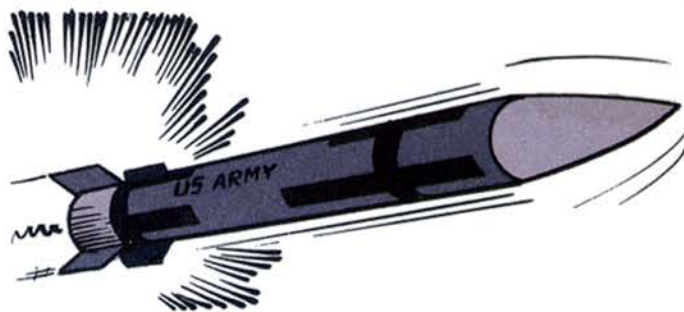
Bomb: 18, Flight: 15, Radar
 Sense: 10, Telepathy: 18

SKILLS:

Military
 Science/Cartography: 5

(Military Science/Cartography, Radar Sense, Telepathy).

A sub can fire nuclear warhead missiles from underwater. The missile uses the power of Flight to break the surface and enter the atmosphere; then homes in on its target with a sophisticated guidance system that combines internal map programming, radar and radio signals

**Panoramic Camera**

DEX: 0 STR: 0 BODY: 1
 INT: 0 WILL: 0 MIND: 0
 CHARGES: 18
 COST: 160 HPs + \$80K

POWERS:

Full Vision: 3, Recall: 12

This camera has a built-in motor that rotates it on its base to take a 360 degree picture of objects within its line of sight. It is most often used for scenic landscapes and posters. Negatives



and prints are very long compared to standard film.

Parachute

DEX: 0 STR: 4 BODY: 1
 CHARGES: NA
 COST: 40 HPs + \$400

POWERS:

Gliding: 3*

A parachute is a life-saving mechanism for in-air emergencies; it can also be used for pleasure.

*Gliding is standard action with a parachute. Roll Character's

DEX against the chute's DEX to determine if the chute opens. If no RAPs are earned, the parachute fails, and Character must roll again to determine if the emergency chute opens. If the emergency chute also fails, the user falls at earth's terminal velocity of 7 APs, or the BODY of the user plus the distance to the ground, whichever is less.

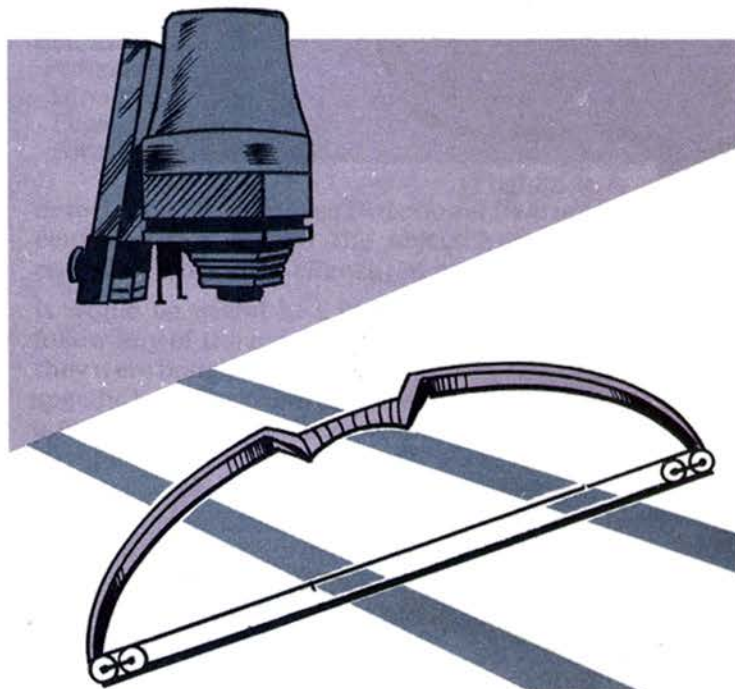
**Photo Enlarger**

DEX: 0 STR: 0 BODY: 1
 INT: 0 WILL: 0 MIND: 0
 CHARGES: EPS
 COST: 62 HPs + \$1K

POWERS:

Glow: 6, Microscopic Vision: 3

This state-of-the-art enlarger uses a bright light and a number of lenses to enlarge any photographic material. RAPs of Microscopic Vision are the number of times the original image is enlarged.

**Reflex Bow**

DEX: 0 STR: 0 BODY: 1
 CHARGES: NA
 COST: 37 HPs + \$250

POWERS:

Projectile Weapons: 4

is less than 2, the Character cannot draw the bowstring back far enough to fire. This is because the user's STR is the energy used to "throw" the projectile. Projectile Weapons gives the range, or distance the projectile can be "thrown."

An 80 lb, fiberglass, laminated, target bow, this gadget is standard recreational equipment. The power of Projectile Weapons has this limitation: if the user's STR or BODY

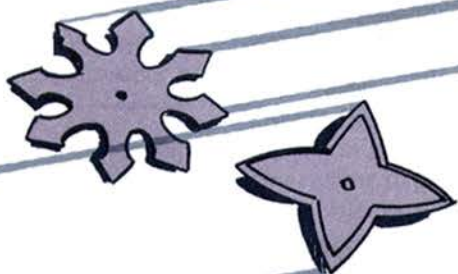


Shotgun

DEX: 0 STR: 0 BODY: 1
CHARGES: 11
COST: 43 HPs + \$300

POWERS:
Projectile Weapons: 5

A shotgun is an area effect weapon: it sprays pellets over an area of about 2 square feet (-2 APs). If loaded with shot, the user enters Killing Combat.



Shuriken

DEX: 0 STR: 0 BODY: 1
CHARGES: NA
COST: 43 HPs + \$350

POWERS:
Gliding: 4, Claws: 2

A martial arts weapon, the shuriken is a flat metal "star" with a variable number of razor-sharp points. Its purpose is the same as a throwing knife: to attack silently and

at greater than hand-to-hand range. When aiming at another Character, user enters Killing Combat.



Sledgehammer

DEX: 0 STR: 3 BODY: 1
CHARGES: NA
COST: 20 HPs + \$80

A sledgehammer is designed for driving objects through other objects, or for breaking up solids. Add its STR to the user's STR for

EV. If swung at another Character, the user enters Killing Combat.

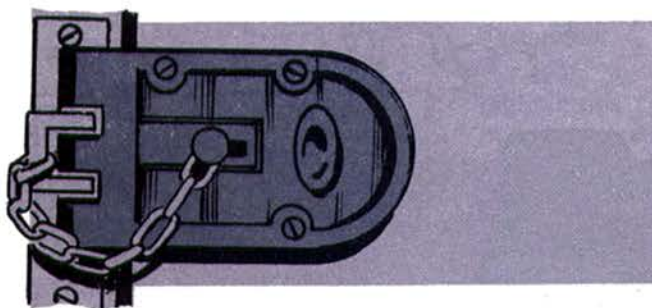


Smoke Grenade

DEX: 0 STR: 0 BODY: 1
CHARGES: 1
COST: 16 HPs + \$80

POWERS:
Fog: 3

Smoke grenades produce a dense cloud of smoke, and are most often used as signals or to obscure the vision of enemies. The smoke can be colored.



Standard Deadbolt

DEX: 0 STR: 0 BODY: 6
CHARGES: NA
COST: 48 HPs + \$600

Intended to keep a door closed against substantial stress, a deadbolt cannot be picked, but it may be forced with a

Physical attack. If the BODY of the door is less than the STR of the deadbolt, the door will splinter or buckle, and the lock remain intact.



Standard Padlock

DEX: 0 STR: 0 BODY: 3
CHARGES: NA
COST: 16 HPs + \$60

A standard padlock is designed to obstruct theft and unauthorized entry by securing two sides of an opening or by joining two or more

objects together. For Lockpicking attempts, the Gadgetry rating of the builder is 4.



Switchblade Knife

DEX: 0 STR: 0 BODY: 1
CHARGES: NA
COST: 25 HPs + \$60

POWERS:
Claws: 2

Because the blade is hidden, a switchblade knife can be used as a surprise weapon. When used against a Character, the user enters Killing Combat.

Tank Gun, 105 mm

DEX: 0 STR: 0 BODY: 2
 CHARGES: 1
 COST: 125 HPs + \$3K

POWERS:

Projectile Weapons: 8,
 Bomb: 8

Throwing Knife

DEX: 0 STR: 0 BODY: 1
 CHARGES: NA
 COST: 37 HPs + \$250

POWERS:

Claws: 4

Designed to pierce tanks, this weapon gets 1 column shift to the left against Skin Armor or similar protective devices. If aimed at a Character, user enters Killing Combat.

Perfectly weighted for throwing, this knife will always hit point-first in the target. If thrown at another Character's body, the user has entered Killing Combat (see trick

shots in the *Player's Manual* for pinning clothing).

Torpedo

DEX: 6 STR: 6 BODY: 2
 INT: 2 WILL: 0 MIND: 0
 CHARGES: 27
 COST: 357 HPs + \$42K

POWERS:

Active Sonar: 10, Bomb: 8,
 Swimming: 8
 another Character or an undefended watergoing vessel.

A projectile used underwater, the torpedo is essentially a submerged missile. Some torpedoes have guidance capabilities. The user enters Killing Combat if firing at

Tranquilizer Darts

DEX: 0 STR: 0 BODY: 0
 CHARGES: 1
 COST: 43 HPs + \$250

POWERS:

Poison Touch: 4

Hollow barreled, needle tipped cartridges, tranquilizer darts hold a measured dose of medicine. For large animals, it may take several phases for the tranquilizer to spread

through the system. Once a successful attack has been made, using the APs of Poison Touch as AV/EV and the victim's BODY as OV/RV, the poison continues to attack each phase until either it fails or the victim's BODY falls below 0, and the victim becomes unconscious.

Tranquilizer Rifle

DEX: 0 STR: 0 BODY: 1
 CHARGES:
 COST: 79 HPs + \$1800

POWERS:

Projectile Weapons: 8

Used by zoos and veterinarians, tranquilizer rifles are long distance weapons for subduing large animals. They fire special darts, described above.

Zoom Lens

DEX: 0 STR: 0 BODY: 1
 INT: 0 WILL: 0 MIND: 0
 CHARGES: NA
 COST: 16 HPs + \$200

POWERS:

Telescopic Vision: 3

This lens magnifies what it views, allowing the user to photograph distant objects. Add the APs of Telescopic Vision to the range of the camera. Images may be enlarged (see photo enlarger entry)

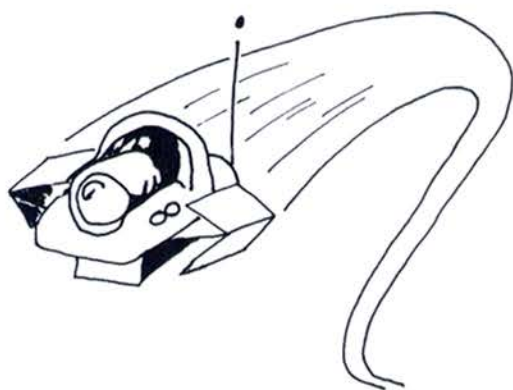
to show details not visible on the negative.

If you subscribe to the DC Heroes Newsletter (if you don't, here's how: on page 2 of each module is a be-part-of-the-legend proof-of-purchase seal. A \$7.00 module is 1 point, a \$10.00 sourcebook is 2 points, a boxed set is 3 points. Collect four points, mail them to the address at the bottom of page 2, and you've got a 1 year subscription!), you know we ran a contest in issue #2, asking for gadgets. We outlined the new Gadgetry rules, as they stood at the time, and promised to publish the winning entry, and send the inventor copies of the book.

Well,...

We Have a Winner!

David Persinger of Portland, Oregon sent us this prize-winning piece of hardware—he says he was thinking of Dr. Shocker and the 1000 when he designed it. May I present:

**Trakker**

DEX: 6 STR: 1 BODY: 4
 INT: 4 WILL: 0 MIND: 0
 CHARGES: 10
 COST: 360 HPs + \$43K

POWERS:

Directional Hearing: 5,
 Flight: 6, Object
 Awareness: 10, Recall: 10

The Trakker is a sophisticated tracing and observational device. Any object or person that has been within 0 APs of the Trakker in the last 24 hours can be traced with Object Awareness. Since the Trakker flies up to a mile behind its target (Flight), it is hard to

detect. The Trakker uses Directional Hearing to pinpoint conversations around the object being followed, and records a video tape (Recall) of its findings.

It would be useful in a little junk shop, where it could follow any of the objects it had been resting among once they were bought; in a library, where it could follow either specific books or patrons that had been close to it; even in a foyer to an office suite, where it would be exposed to anyone who visited the office.

But David wasn't the only one to send in handy hardware, and I want to thank all of the other gadgeteers out there who gave it a shot. We had a number of good submissions, and I hope you'll keep building them now that you have a whole book full of inspirations.

ACTION TABLE

	Acting Value Rows	1 to 71																					
		0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	61 to 65	66 to 70	71 to 75
U S E	1-2	6	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	85	90	95
	3-4	5	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	85	90
	5-6	4	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	85
	7-8	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80
	9-10	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75
	11-12	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70
	13-15	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65
	16-18	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60
	19-21	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55
	22-24	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50
D E X	25-27	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45
	28-30	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40
	31-35	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36
	36-40	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32
	41-45	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28
I N T	46-50	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24
	51-55	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21
	56-60	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18
	61-65	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15
	66-70	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13
I N F L	71-75	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11
	76-80	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9
	81-85	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7
	86-90	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5
	91-95	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4
P O W E R	96-100	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	101-105	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	106-110	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	111-115	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	116-120	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
O R	121-125	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	126-130	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	131-135	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	136-140	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	141-145	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
S K I L L	146-150	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	151-155	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	156-160	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	161-165	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	166-170	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	171-175	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	176-180	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	181-185	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	186-190	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	191-195	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	196-200	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
	+5																						

Opposing Value Columns — USE DEX, INT, INFL, POWER OR SKILL

81 to 85	86 to 90	91 to 95	96 to 100	101 to 105	106 to 110	111 to 115	116 to 120	121 to 125	126 to 130	131 to 135	136 to 140	141 to 145	146 to 150	151 to 155	156 to 160	161 to 165	166 to 170	171 to 175	176 to 180	181 to 185	186 to 190	191 to 195	196 to 200	+5
105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	215	220	
100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	215	
95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	
90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	
85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	
80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	
75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	
70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	
65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	
60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	
55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	
50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	
45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	
40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	
36	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	
32	36	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	
28	32	36	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	
24	28	32	36	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	
21	24	28	32	36	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	
18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	
15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	
13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	
11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	
9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	85	90	95	100	105	
7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	85	90	95	100	
5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	85	90	95	
4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	85	90	
3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	85	
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3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	
3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	

C

+5: For every additional 5 APs of Acting Value, take one column shift to the left.

For every additional 5 APs of Opposing Value, move one row vertically up the 196-200 column.

C: Cancel. Each +5 row cancels one +5 column, and vice versa.

RESULT TABLE

Effect Value Rows	x	0	1	3	5	7	9	11	13	16	19	22	25	28	31	36	41	46	51	56	61	66
			to 2	to 4	to 6	to 8	to 10	to 12	to 15	to 18	to 21	to 24	to 27	to 30	to 35	to 40	to 45	to 50	to 55	to 60	to 65	to 70
1-2	+1	A	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
3-4	+1	A	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
5-6	+1	A	3	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
7-8	+1	A	5	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
9-10	+1	A	8	6	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
11-12	+1	A	10	9	7	6	4	3	N	N	N	N	N	N	N	N	N	N	N	N	N	N
13-15	+1	A	12	11	9	8	7	5	3	N	N	N	N	N	N	N	N	N	N	N	N	N
16-18	+1	A	14	13	11	10	9	8	6	4	N	N	N	N	N	N	N	N	N	N	N	N
19-21	+1	A	18	17	16	14	12	10	8	6	4	N	N	N	N	N	N	N	N	N	N	N
22-24	+1	A	21	20	19	17	15	13	11	9	7	5	N	N	N	N	N	N	N	N	N	N
25-27	+1	A	24	23	22	20	18	16	14	12	10	8	6	N	N	N	N	N	N	N	N	N
28-30	+1	A	27	26	25	23	21	19	17	15	13	11	9	7	N	N	N	N	N	N	N	N
31-35	+1	A	30	29	28	26	24	22	20	18	16	14	12	10	8	N	N	N	N	N	N	N
36-40	+1	A	35	34	33	31	29	27	25	23	21	19	17	14	12	9	N	N	N	N	N	N
41-45	+1	A	40	38	36	34	32	30	28	26	24	22	20	18	16	13	10	N	N	N	N	N
46-50	+1	A	45	43	41	40	38	36	34	31	28	26	24	22	20	17	14	11	N	N	N	N
51-55	+1	A	50	48	46	44	42	40	38	36	34	32	30	27	24	21	18	15	12	N	N	N
56-60	+1	A	55	53	51	49	47	45	43	41	39	36	33	30	27	24	21	18	15	13	N	N
61-65	+1	A	60	58	56	54	52	50	48	46	44	41	38	35	32	29	26	23	20	18	13	N
66-70	+1	A	65	63	61	59	57	55	53	51	49	46	43	40	37	34	31	28	25	23	18	N
71-75	+1	A	70	68	66	64	62	60	58	56	54	51	48	45	42	39	36	33	30	28	23	N
76-80	+1	A	75	73	71	69	67	65	63	61	59	56	53	50	47	44	41	38	35	33	28	N
81-85	+1	A	80	78	76	74	72	70	68	66	64	61	58	55	52	49	46	43	40	38	33	N
86-90	+1	A	85	83	81	79	77	75	73	71	69	66	63	60	57	54	51	48	45	43	38	N
91-95	+1	A	90	88	86	84	82	80	78	76	74	71	68	65	62	59	56	53	50	48	43	N
96-100	+1	A	95	93	91	89	87	85	83	81	79	76	73	70	67	64	61	58	55	53	48	N
101-105	+1	A	100	98	96	94	92	90	88	86	84	81	78	75	72	69	66	63	60	58	53	N
106-110	+1	A	105	103	101	99	97	95	93	91	89	86	83	80	77	74	71	68	65	63	58	N
111-115	+1	A	110	108	106	104	102	100	98	96	94	91	88	85	82	79	76	73	70	68	63	N
116-120	+1	A	115	113	111	109	107	105	103	101	99	96	93	90	87	84	81	78	75	73	68	N
121-125	+1	A	120	118	116	114	112	110	108	106	104	101	98	95	92	89	86	83	80	78	73	N
126-130	+1	A	125	123	121	119	117	115	113	111	109	106	103	100	97	94	91	88	85	83	78	N
131-135	+1	A	130	128	126	124	122	120	118	116	114	111	108	105	102	99	96	93	90	88	83	N
136-140	+1	A	135	133	131	129	127	125	123	121	119	116	113	110	107	104	101	98	95	93	88	N
141-145	+1	A	140	138	136	134	132	130	128	126	124	121	118	115	112	109	106	103	100	98	93	N
146-150	+1	A	145	143	141	139	137	135	133	131	129	126	123	120	117	114	111	108	105	103	98	N
151-155	+1	A	150	148	146	144	142	140	138	136	134	131	128	125	122	119	116	113	110	108	103	N
156-160	+1	A	155	153	151	149	147	145	143	141	139	136	133	130	127	124	121	118	115	113	108	N
161-165	+1	A	160	158	156	154	152	150	148	146	144	141	138	135	132	129	126	123	120	118	113	N
166-170	+1	A	165	163	161	159	157	155	153	151	149	146	143	140	137	134	131	128	125	123	118	N
171-175	+1	A	170	168	166	164	162	160	158	156	155	151	148	145	142	139	136	133	130	128	123	N
176-180	+1	A	175	173	171	169	167	165	163	161	159	156	153	150	147	144	141	138	135	133	128	N
181-185	+1	A	180	178	176	174	172	170	168	166	164	161	158	155	152	149	146	143	140	138	133	N
186-190	+1	A	185	183	181	179	177	175	173	171	169	166	163	160	157	154	151	148	145	143	138	N
191-195	+1	A	190	188	186	184	182	180	178	176	174	171	168	165	162	159	156	153	150	148	143	N
196-200	+1	A	195	193	191	189	187	185	183	181	179	176	173	170	167	164	161	158	155	153	148	N
+5	+1	A																				

Resistance Value Columns

C

C: Cancel. Each +5 row cancels one +5 column, and vice versa.

x: If you earned more column shifts than there are rows in the table (if you “fell off” the left edge of the table), add 1 RAP for each extra column shift.

For every additional 5 APs of Resistance Value, move one row vertically up the 196-200 column.

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Air Boat (PBY Catalina): 854 H.P. + \$3.1M	80	Glue arrow: 88 H.P. + \$2K	38	Rebreathing apparatus: 148 H.P. + \$65K	33
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Flash arrow: 73 H.P. + \$2K	38
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Oil slick arrow: 88 H.P. + \$750	39
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Standard padlock: 16 H.P. + \$60	88
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Epee: 37 H.P. + \$250	86
Fish eye lens: 10 H.P. + \$60	86
Glider (plane): 92 H.P. + \$1500	81
Holojector: 202 H.P. + \$27K	67
Hot air balloon: 62 H.P. + \$500	81
Jeep: 248 H.P. + \$5800	81
Jericho's recording studio: 117 H.P. + \$1900	72
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Moped: 77 H.P. + \$650	82
Motorboat: 77 H.P. + \$650	82
Ocean liner: 1496 H.P. + \$78M	83
Ordinary arrow: 8 H.P. + \$40	42
Paint pellet gun: 37 H.P. + \$250	79
Panoramic camera: 160 H.P. + \$80K	87
Parachute: 40 H.P. + \$400	87
Photo enlarger: 62 H.P. + \$1K	87
Quiver: 48 H.P. + \$600	43
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Sailboat: 117 H.P. + \$1700	83
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Speedboat: 81 H.P. + \$1300	83
Steam room: 48 H.P. + \$160	66
Throwing knife: 37 H.P. + \$250	89
Ultra light: 41 H.P. + \$220	83
Video games: 73 H.P. + \$300	71
Weight machines: 192 H.P. + \$3600	66
Yacht: 831 H.P. + \$53K	83
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Disk stereo system: 334 H.P. + \$4.75M	72
Micro cassette recorder: 148 H.P. + \$65K	32
Subvocal. mike & receiver: 40 H.P. + \$600	35
Telephone: 604 H.P. + \$250M	72
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Botany lab: 1953 H.P. + \$2.1B	52
Changeling's mini-computer: 113 H.P. + \$3K	72
Computer terminal: 134 H.P. + \$1700	70
Computo: 5482 H.P. + \$2.7T	45
Crime lab, portable: 682 H.P. + \$90K	34
Detector field: 43 H.P. + \$300	35
Fingerprint dusting kit: 76 H.P. + \$2K	32
Gadgetry Lab: 568 H.P. + \$640M	52
Hologram projector: 92 H.P. + \$1K	71
Internal mini-computer: 466 H.P. + \$1.95M	74
Kilotrax computer: 3018 H.P. + \$59B	68
Legionnaire's computer: 5922 H.P. + \$1.02T	48
Life sensor: 182 H.P. + \$25K	24
Multi-lab: 5453 H.P. + \$80B	53
On board computer: 376 H.P. + \$1.7M	34
Telecom. system: 20416 H.P. + \$12.7Q	61

visual:

Binoculars: 176 H.P. + \$75K	33
Camera, 35 mm SLR: 100 H.P. + \$11K	85
Contest winner—trakkor: 360 H.P. + \$43K	89
Fish eye lens: 10 H.P. + \$60	86
Hologram projector: 92 H.P. + \$1K	71

Holojector: 202 H.P. + \$27K	67
Mini camera: 148 H.P. + \$65K	32
Television: 358 H.P. + \$115M	71

Medicine & Medications:

Infirmery: 944 H.P. + \$63M	67
Knockout gas arrow: 153 H.P. + \$3400	42
Sick bay: 533 H.P. + \$340M	54

Offensive Weapons:

artillery & heavy machinery:

Bazooka: 125 H.P. + \$3K	84
Belt-fed machine gun: 79 H.P. + \$1800	84
F-15 Eagle: 1498 H.P. + \$415M	80
Howitzer, 155 mm: 225 H.P. + \$22K	86
Khundian battlewagon: 18381 H.P. + \$22.5Q	58
Khundian cruiser: 12627 H.P. + \$5.06T	59
M-1 Abrams tank: 823 H.P. + \$680K	82
Mark 494 cruiser: 18811 H.P. + \$23.8Q	58
Mark 594 cruiser: 19245 H.P. + \$24.5Q	58
Nuclear submarine: 2546 H.P. + \$1.02B	82
Pirate raider: 8252 H.P. + \$3.68Q	59
Science Police Blitz: 2713 H.P. + \$1.22B	60
Sci. Pol. light cruiser: 18343 H.P. + \$23.2Q	60
Sci. Pol. patrol ship: 19131 H.P. + \$24Q	60
Tank gun, 105 mm: 125 H.P. + \$3K	89

explosives:

Bat-torpedoes: 535 H.P. + \$45K	28
Concussion grenade: 33 H.P. + \$300	85
Explosive arrow: 78 H.P. + \$2K	37
Fragmentation grenade: 59 H.P. + \$400	86
Nuclear missiles: 1042 H.P. + \$19.75M	87
Plastic explosives: 74 H.P. + \$1K	32
Stun bomb: 22 H.P. + \$60	64
Torpedo: 357 H.P. + \$42K	89
Wrist rocket bombs: 181 H.P. + \$4800	75

handheld weapons:

Batarang: 108 H.P. + \$2400	31
Bow: 112 H.P. + \$2600	37
Broadsword: 53 H.P. + \$160	85
Combat disk: 92 H.P. + \$2200	64
Epee: 37 H.P. + \$250	86
Khundian sonic stunner: 44 H.P. + \$350	50
Reflex bow: 37 H.P. + \$250	87
Shuriken: 43 H.P. + \$300	88
Switchblade knife: 25 H.P. + \$60	88
Throwing knife: 37 H.P. + \$250	89
Wonder Girl's lasso: 160 H.P. + \$11K	76

projectiles:

Acetylene arrow: 73 H.P. + \$2K	40
Acid arrow: 78 H.P. + \$2K	40
Adhesive arrow: 154 H.P. + \$3400	40
Airbag arrow: 88 H.P. + \$2K	41
Bat-torpedoes: 535 H.P. + \$45K	28
Blunt-ended arrow: 8 H.P. + \$40	41
Bola arrow: 80 H.P. + \$1600	37
Clamp arrow: 78 H.P. + \$2K	41
Cryonic arrow: 73 H.P. + \$2K	41
Disorientation arrow: 78 H.P. + \$2K	41
Drill arrow: 313 H.P. + \$950K	37
Electric arrow: 78 H.P. + \$2K	42
Explosive arrow: 78 H.P. + \$2K	37
Extinguisher arrow: 78 H.P. + \$2K	37
Feedback arrow: 94 H.P. + \$3200	42
Flare arrow: 73 H.P. + \$2K	38
Flare cartridges: 34 H.P. + \$250	86
Flash arrow: 73 H.P. + \$2K	38
Glue arrow: 88 H.P. + \$2K	38
Grappling hook arrow: 116 H.P. + \$2800	38
Handcuff arrow: 80 H.P. + \$1600	38
Jet arrow: 69 H.P. + \$600	38
Knockout gas arrow: 153 H.P. + \$3400	42
Magnetized arrow: 68 H.P. + \$2K	38
Net arrow: 80 H.P. + \$1600	39
Nuclear missiles: 1042 H.P. + \$19.75M	87
Oil slick arrow: 88 H.P. + \$750	39
Omni-gadget arrow: "H.P. + \$260K	42
Ordinary arrow: 8 H.P. + \$40	42
Parachute arrow: 88 H.P. + \$750	39
Putty arrow: 80 H.P. + \$1600	43
Silver iodide arrow: 82 H.P. + \$2600	43
Smoke arrow: 68 H.P. + \$2K	39
Speedy's bola arrow: 160 H.P. + \$3200	77
Speedy's recon. arrow: 68 H.P. + \$2K	77
Stink arrow: 153 H.P. + \$3600	43
Stun arrow: 24 H.P. + \$400	39

Sub-sonic arrow: 78 H.P. + \$2K	43
Tear gas arrow: 153 H.P. + \$3600	39
Throwing knife: 37 H.P. + \$250	89
Tranquilizer darts: 43 H.P. + \$250	89
Vortex arrow: 78 H.P. + \$2K	43
Wrist rockets: 101 H.P. + \$2K	64

shoulder weapons:

Automatic rifle: 55 H.P. + \$700	84
Flame thrower: 38 H.P. + \$300	86
Recoilless rifle: 82 H.P. + \$750	51
Science Police laser rifle: 103 H.P. + \$1500	51
Shotgun: 43 H.P. + \$300	88
Tranquilizer rifle: 79 H.P. + \$1800	89

sidearms:

Common blaster: 78 H.P. + \$600	49
Dark Circle blaster: 122 H.P. + \$1600	49
Disintegrator pistol: 106 H.P. + \$650	79
Flame thrower: 38 H.P. + \$300	86
Flare gun: 43 H.P. + \$300	79
Khundian Cyborg's blaster: 190 H.P. + \$20K	50
Khundian hand blaster: 112 H.P. + \$1500	50
Paint pellet gun: 37 H.P. + \$250	79
Pistol, .38 caliber: 31 H.P. + \$80	79
Pistol, .44 magnum: 43 H.P. + \$300	79
Pistol, .45 caliber: 37 H.P. + \$250	79
Science Police laser pistol: 65 H.P. + \$550	51

Security:

locks:	
Central Security Station: 434 H.P. + \$49K	70
Handcuffs: 24 H.P. + \$200	86
Kryptonite bike lock: 63 H.P. + \$450	86
Lockpick tools: 4 H.P. + \$10	33
Security systems: 5933 H.P. + \$1.22B	53
Standard deadbolt: 48 H.P. + \$600	88
Standard padlock: 16 H.P. + \$60	88

personal restraint:

Automatic doors, sub. 2: 52 H.P. + \$900	67
Automatic doors, level 1: 98 H.P. + \$1300	69
Batcuffs: 448 H.P. + \$10K	33
Bola arrow: 80 H.P. + \$1600	37
Detention Center: 31375 H.P. + \$36Q	52
Distortion bands: 813 H.P. + \$360M	49
Handcuff arrow: 80 H.P. + \$1600	38
Handcuffs: 24 H.P. + \$200	86
Intensifier: 895 H.P. + \$49M	49
Intertion: 2007/0 A.P. volume	47
Khundian Neutralizer: 80 H.P. + \$550	50
Net arrow: 80 H.P. + \$1600	39
Neutralizer pods: 1427 H.P. + \$2.55B	50
Power siphon: 128 H.P. + \$2800	51
Speedy's bola arrow: 160 H.P. + \$3200	77
Stairwell cover: 82 H.P. + \$1100	73
Wildfire's contain. suit: 2669 H.P. + \$30.5B	55
Wonder Girl's lasso: 160 H.P. + \$11K	76

Tools:

cutting:	
Acetylene arrow: 73 H.P. + \$2K	40
Acid arrow: 78 H.P. + \$2K	40
Broadsword: 53 H.P. + \$160	85
Drill arrow: 313 H.P. + \$950K	37
Epee: 37 H.P. + \$250	86
Household scissors: 35 H.P. + \$100	86
Laser torch: 153 H.P. + \$65K	31
Switchblade knife: 25 H.P. + \$60	88
Throwing knife: 37 H.P. + \$250	89

energy source:

Battery, 9 volt: 25 H.P. + \$60	84
Battery, AA: 22 H.P. + \$20	84
Electric generator: 41 H.P. + \$80	85
Micro processor power source: 4 H.P. + \$10	32
Power generator: 345 H.P. + \$230K	69

grappling:

Adhesive arrow: 154 H.P. + \$3400	40
Arrow line: 80 H.P. + \$1600	41
Batline: 96 H.P. + \$1800	31
Bola arrow: 80 H.P. + \$1600	37
Clamp arrow: 78 H.P. + \$2K	41
Grappling hook arrow: 116 H.P. + \$2800	38
Magnetized arrow: 68 H.P. + \$2K	38
Net arrow: 80 H.P. + \$1600	39
Speedy's bola arrow: 160 H.P. + \$3200	77
Wonder Girl's lasso: 160 H.P. + \$11K	76

lifting:

Dark Circle Mother Ship: 20450 H.P. + \$17.5Q	58
Electric pulley: 28 H.P. + \$250	66
Elevator Spots: 42 H.P. + \$160	71
Pneumatic elevator: 148 H.P. + \$3400	65
Propulsion system: 1195 H.P. + \$54M	53
Science Police Ark: 9679 H.P. + \$3.88T	60
T-Helicopter: 589 H.P. + \$10.75M	62
T-Jet elevator: 125 H.P. + \$2800	73

multi-purpose:

Adhesive arrow: 154 H.P. + \$3400	40
Arrow line: 80 H.P. + \$1600	41
Batarang: 108 H.P. + \$2400	31
Batline: 96 H.P. + \$1800	31
Clamp arrow: 78 H.P. + \$2K	41
Combat disk: 92 H.P. + \$2200	64
Cryonic arrow: 73 H.P. + \$2K	41
Defoliant sprayer: 137 H.P. + \$3200	35
Disintegrator pistol: 106 H.P. + \$650	79
Disorientation arrow: 78 H.P. + \$2K	41
Glue arrow: 88 H.P. + \$2K	38
Hammer: 8 H.P. + \$20	86
Household scissors: 35 H.P. + \$100	86
Intertion: 2007/0 A.P. volume	47
Invisible cling set: 106 H.P. + \$1300	23
Kitchen fork: 4 H.P. + \$10	86
Lockpick tools: 4 H.P. + \$10	33
Magnetized arrow: 68 H.P. + \$2K	38
Multi-lab: 5453 H.P. + \$80B	53
Net arrow: 80 H.P. + \$1600	39
Nightwing's omni-gadgets: *H.P. + \$750	75
Oil slick arrow: 88 H.P. + \$750	39
Omni-gadgets	32
Omni-gadget arrow: *H.P. + \$260K	42
Silver iodide arrow: 82 H.P. + \$2600	43
Sink: 18 H.P. + \$40	72
Sledgehammer: 20 H.P. + \$80	88
Stink arrow: 153 H.P. + \$3600	43
Storage tesseract: 537 H.P. + \$135M	54
Utility belt: 16 H.P. + \$320	31
Video games: 73 H.P. + \$300	71
Wonder Girl's lasso: 160 H.P. + \$11K	76
Wrist rockets: 101 H.P. + \$2K	64
Wrist rocket bombs: 181 H.P. + \$4800	75

plugging:

Adhesive arrow: 154 H.P. + \$3400	40
Glue arrow: 88 H.P. + \$2K	38
Pool airlock: 75 H.P. + \$1100	66
Putty arrow: 80 H.P. + \$1600	43
Telepathic ear plug: 686 H.P. + \$280M	47

repair:

Gadgetry Lab: 568 H.P. + \$640M	52
Glue arrow: 88 H.P. + \$2K	38
Hammer: 8 H.P. + \$20	86
Infirmary: 944 H.P. + \$63M	67
Multi-lab: 5453 H.P. + \$80B	53
Sick bay: 533 H.P. + \$340M	54
Sub. dock/dry dock: 376 H.P. + \$1.4M	65

Vehicles:

air:	
Air Boat (PBY Catalina): 854 H.P. + \$3.1M	80
Batcopter: 752 H.P. + \$3.7M	28
Batplane: 1198 H.P. + \$90M	29
Boeing 747: 1090 H.P. + \$3.2M	80
F-15 Eagle: 1498 H.P. + \$415M	80
Flight Ring: 10321 H.P. + \$7.9Q	47
Glider (plane): 92 H.P. + \$1500	81
Hot air balloon: 62 H.P. + \$500	81
Jet arrow: 69 H.P. + \$600	38
Jet pack: 65 H.P. + \$1100	81
Legion headquarters: 1000 H.P. + \$39M	48
Parachute: 40 H.P. + \$400	87
Parachute arrow: 88 H.P. + \$750	39
Single prop (Cessna 150): 427 H.P. + \$1.7M	83
Single prop (T-34 Mentor): 725 H.P. + \$2.6M	83
Skycycle: 421 H.P. + \$2.2M	62
T-Helicopter: 589 H.P. + \$10.75M	62
T-Jet: 1274 H.P. + \$435M	63
Ultra light: 41 H.P. + \$220	83

cargo:

Air Boat (PBY Catalina): 854 H.P. + \$3.1M	80
Boeing 747: 1090 H.P. + \$3.2M	80
Dark Circle Mother Ship: 20450 H.P. + \$17.5Q	58
Jeep: 248 H.P. + \$5800	81
Ocean liner: 1496 H.P. + \$78M	83
Pirate raider: 8252 H.P. + \$3.68Q	59
Science Police Ark: 9679 H.P. + \$3.88T	60
Semi truck: 277 H.P. + \$220K	83
Small truck: 215 H.P. + \$2600	83
T-Barge, cargo: 417 H.P. + \$260K	62
UP freighter: 7924 H.P. + \$1.85T	60
UP passenger transport: 8092 H.P. + \$1.94T	60

land:

All Terrain Vehicle: 666 H.P. + \$550K	34
Batmobile: 793 H.P. + \$3.6M	29
Bicycle (10 speed): 53 H.P. + \$500	80
Compact car: 187 H.P. + \$2400	80
Jeep: 248 H.P. + \$5800	81
M-1 Abrams tank: 823 H.P. + \$680K	82
Motorcycle, 750 cc: 135 H.P. + \$2K	82
Moped: 77 H.P. + \$650	82
Quislet's explor. vehicle: 941 H.P. + \$980M	55

Race car: 295 H.P. + \$1K	83
Semi truck: 277 H.P. + \$220K	83
Small truck: 215 H.P. + \$2600	83

space:

Dark Circle cruiser: 9723 H.P. + \$4.06T	58
Dark Circle Mother Ship: 20450 H.P. + \$17.5Q	58
Gildishpan cruiser: 8745 H.P. + \$7.6T	58
Khundian battlewagon: 18381 H.P. + \$22.5Q	58
Khundian cruiser: 12627 H.P. + \$5.06T	59
Legion headquarters: 1000 H.P. + \$39M	48
Mark 494 cruiser: 18811 H.P. + \$23.8Q	58
Mark 594 cruiser: 19245 H.P. + \$24.5Q	58
Pirate raider: 8252 H.P. + \$3.68Q	59
Science Police Ark: 9679 H.P. + \$3.88T	60
Science Police Blitz: 2713 H.P. + \$1.22B	60
Sci. Pol. light cruiser: 18343 H.P. + \$23.2Q	60
Sci. Pol. patrol ship: 19131 H.P. + \$24Q	60
UP freighter: 7924 H.P. + \$1.85T	60
UP passenger transport: 8092 H.P. + \$1.94T	60

time:

Time Bubble: 6002 H.P. + \$1.82T	54
Time Cube: 8060 H.P. + \$2.18T	54

water:

Air Boat (PBY Catalina): 854 H.P. + \$3.1M	80
Batboat: 1152 H.P. + \$20M	28
Nuclear submarine: 2546 H.P. + \$1.02B	82
Ocean liner: 1496 H.P. + \$78M	83
Motorboat: 77 H.P. + \$650	82
Rowboat: 49 H.P. + \$180	83
Sailboat: 117 H.P. + \$1700	83
Speedboat: 81 H.P. + \$1300	83
T-Barge, cargo: 417 H.P. + \$260K	62
T-Barge, personnel: 65 H.P. + \$22K	62
T-Submarine: 1559 H.P. + \$415M	63
Yacht: 831 H.P. + \$53K	83

How to Use This Book

This sourcebook is different from an adventure module, and is organized differently. The preface explains the basic set-up of the book.

Chapters are sited by number and sub-section ("Chapter 2: Miniaturization"), unless you are already reading that chapter, in which case only the sub-section ("Repair Kits") is used. A special section on page 26 explains the new gadget boxes.

The expanded Action and Result tables are for those ambitious Players who are building complex gadgets.

The function index should help you find a specific kind of gadget. While we tried to list the most common functions of the gadgets, we couldn't list all the alternative uses.

ABBREVIATIONS

AP(s)	Attribute Point(s)
AURA	Aura (Attribute)
AV	Acting Value
BODY	Body (Attribute)
DEX	Dexterity (Attribute)
EPS	External Power Source
EV	Effect Value
GM	Gamemaster
HP(s)	Hero Point(s)
INFL	Influence (Attribute)
INT	Intelligence (Attribute)
MIND	Mind (Attribute)
NA	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
RAP(s)	Result Attribute Point(s)
RV	Resistance Value
SPIRIT	Spirit (Attribute)
STR	Strength (Attribute)
WILL	Willpower (Attribute)

IDENTIFICATION RAPs TABLE

RAPs	Information Gained
N	No understanding of gadget.
1-2	Rudimentary understanding of gadget. Gadeteer can operate it with a modifier of four column shifts to the right on both the Action and Results Tables. He has only a vague idea of the gadget's purpose.
3-5	Working knowledge of gadget. Gadeteer can operate it with a modifier of two column shifts to the right on both the Action and Results Tables. He has a specific knowledge of the gadget's purpose.
6-9	Thorough knowledge of gadget. Gadeteer can operate it without a modifier. Knows which attributes, powers, or skills a gadget possesses (but not the number of APs). (In the case of an omni-gadget, the gadeteer knows what classes the gadget possesses.)
10-12	Total knowledge of gadget. Gadeteer can operate it without a modifier. Knows the number of APs the gadget has in each attribute, power, or skill. (In the case of an omni-gadget, the gadeteer knows the number of APs in each class.)
13+	Knowledge of inventor. In addition to possessing all knowledge about the gadget as described above, the gadeteer also knows a great deal about the inventor. If the inventor is a previous acquaintance of the gadeteer, the gadeteer knows who built the gadget. If the inventor and the gadeteer have not previously met, the gadeteer gains a thorough understanding of the inventor's personality.

TEAM IDENTIFICATION BONUS

Number of characters	Column shifts to the left
2	1
3-4	2
5-8	3
9-12	4
13-16	5
17-20	6
21-30	7
31-40	8
41-75	9
75+	10

COMPUTER CHECK RAPs

RAPs	INT only	INT and WILL
1-2	A few disconnected facts	A minor clue
3-5	Name or place of a character involved in the plot	Several possible answers to the question
6-9	List of names or places involved in the plot	A vague, but correct, answer to the question
10+	Complete list of names or places involved in the plot arranged in order of importance	A detailed answer to the question

LABORATORY COST TABLE

APs of Lab	Cost in dollars	Cost in Hero Points
5	\$500,000	5
7	\$1,000,000	10
10	\$4,000,000	40
12	\$8,000,000	80
15	\$60,000,000	600
20	\$500,000,000	5,000
25	\$4,000,000,000	40,000
30	\$30,000,000,000	300,000
35	\$250,000,000,000	2,500,000

REPAIR CHART

Item to be repaired	Opposing and Resistance Values
DEX, STR, or BODY	Total APs of DEX, STR, and BODY
INT, WILL, or MIND	Total APs of INT, WILL, and MIND
INFL, AURA, or SPIRIT	Total APs of INT, WILL, MIND, INFL, AURA, and SPIRIT
Power	Total APs of all powers and link attribute for power to be repaired
Skill	Total APs of all skills and link attribute for skill to be repaired

REPAIR BONUS

Number of Gadeteers	Column shifts to the left
2	1
3-4	2
5-8	3
9+	4

IMPROPER GADGET USE TABLE

Relationship of task to gadget's purpose	Suitability of gadget for task	Difficulty of task on Universal Modifiers Chart
Very Close (simple variation of original purpose)	Very Close (gadget possesses attributes needed for task, and its physical form is suited for task)	Easy Example: Using a wood chisel to chip ice
Moderately Close (complex variation of gadget's original purpose)	Very Close	Challenging Example: Using a screwdriver to chisel wood
Not Close (completely different than gadget's original purpose)	Very Close	Strenuous Example: Using a wood chisel to turn a screw
Very Close	Moderately Close (gadget possesses attributes needed for task, but its physical form is not suited for task)	Average Example: Using pliers to turn a screw
Moderately Close	Moderately Close	Extreme Example: Using a plastic knife to turn a screw
Not Close	Moderately Close	Pushing the Limit Example: Using a crowbar to turn a screw
Very Close	Not Close (gadget does not possess attributes needed for task)	Difficult Example: Using a crescent wrench to drive a nail
Moderately Close	Not Close	Herculean Example: Using a crowbar jack up a car
Not Close	Not Close	Beyond the Limit Example: Using a kitchen knife to break concrete

You're out-classed.

Three heavy-duty villains are breathing down your neck. Your only hope is a trick up your sleeve, some weaponry. . . *a fast car!*
You need *hardware!*

THIS IS WHERE YOU GET IT.

The **Hardware Handbook** puts instructions and information on the New Gadgetry Rules at your fingertips, including how to convert from old gadgets to new—and new gadgets to old. The **Hardware Handbook** makes a great companion volume to your sourcebooks, and an invaluable asset for your campaign.

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