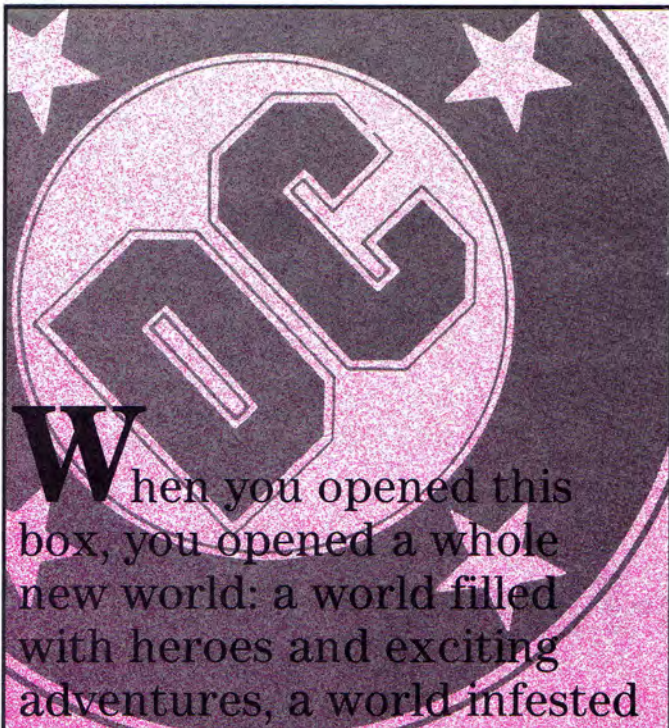




When you opened this box, you opened a whole new world: a world filled with heroes and exciting adventures, a world infested by villains and great dangers, a world where anything can happen.

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

DC Heroes is a role-playing game. But even if you've played role-playing games before, you'll find **DC Heroes** different from the rest. For those who have never played role-playing games, please read the first page of this booklet. Experienced role-players may skip this and start on page 2 at the: **Introduction.**

Read This First



What is a Role-Playing Game?

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

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

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

The hero you choose to play, called the **Character**, is involved in creating an interesting story with the other Players of the game. This creation is not hard. In fact, it's lots of fun. Everyone can learn role-playing games. They are straightforward, logical, and deal with understandable ideas.

Most people learn role-playing through experience. Start slowly. Take as much time as you need, then stop when it becomes confusing. The more you play the **DC Heroes RPG**, the more you will understand why

certain rules exist, and how to use them.

The rules in the **DC Heroes RPG** allow you to make up your own stories about your favorite heroes. Instead of just reading a comic book featuring Justice League International, you will play the role of one of the heroes. You decide which actions the hero will take, act as the Character would when meeting other Characters, and behave as if you were the hero. Your hero will then participate in an adventure which is coordinated by another person, called the **Gamemaster (GM)**.

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

For example, in the solo adventure, *Welcome to Gotham City*, on page 12, the GM would play the thief, or anyone else that Batman might meet in the story.

The Gamemaster writes down the basic framework of the story, drawing

out plans for the various locations, assigning Powers and Skills to the villains, and creating the special plot twists for each story.

The Gamemaster must have a good grasp of the rules of the game, since s/he is the one who conducts play and acts as a referee. Much of the material in the **DC Heroes RPG** is devoted to the Gamemaster, and gives helpful hints on how to play.

When your group sits down with the Gamemaster to play, everyone has his/her assigned role. As Players, your Characters are all heroes. The Gamemaster runs everything else.

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

As a Player, you must identify with your chosen heroic Character, and place him/her in that setting. Ask yourself questions about the environment and the Character. How would Wonder Woman act in this place? What would she say or try to do? It is all right to ask the Gamemaster questions to help you understand what is going on.

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

1. The **immediate environment** includes those things that are closest to your Character: his/her costume, the chair s/he is sitting in, the gadgets and equipment included with his/her costume, etc.

2. The **general environment** is the area in which the chair is placed: a room in the Character's headquarters, or a shack with all of its features (doors, windows, etc.) detailed by the Gamemaster.

3. The **larger environment** is the area beyond: the space outside the windows and doors, the city in which the headquarters is located, the swamp next to the shack, the trees, sky, birds, etc.

4. The **world environment** is usually the world of **DC Heroes**, but it could be a planet trillions of miles from Earth, the heart of a supernova, a cave one hundred miles beneath the surface of a planet, or anywhere the

Gamemaster takes your Character.

Once the environment and the heroes and other people have been established, the first problem can be presented by the Gamemaster.

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

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

When you act, the Gamemaster will ask for information about your Characters. On the back of each Character card in the **DC Heroes RPG** you will find numbers that are used to rate that Character's Abilities and Attributes.

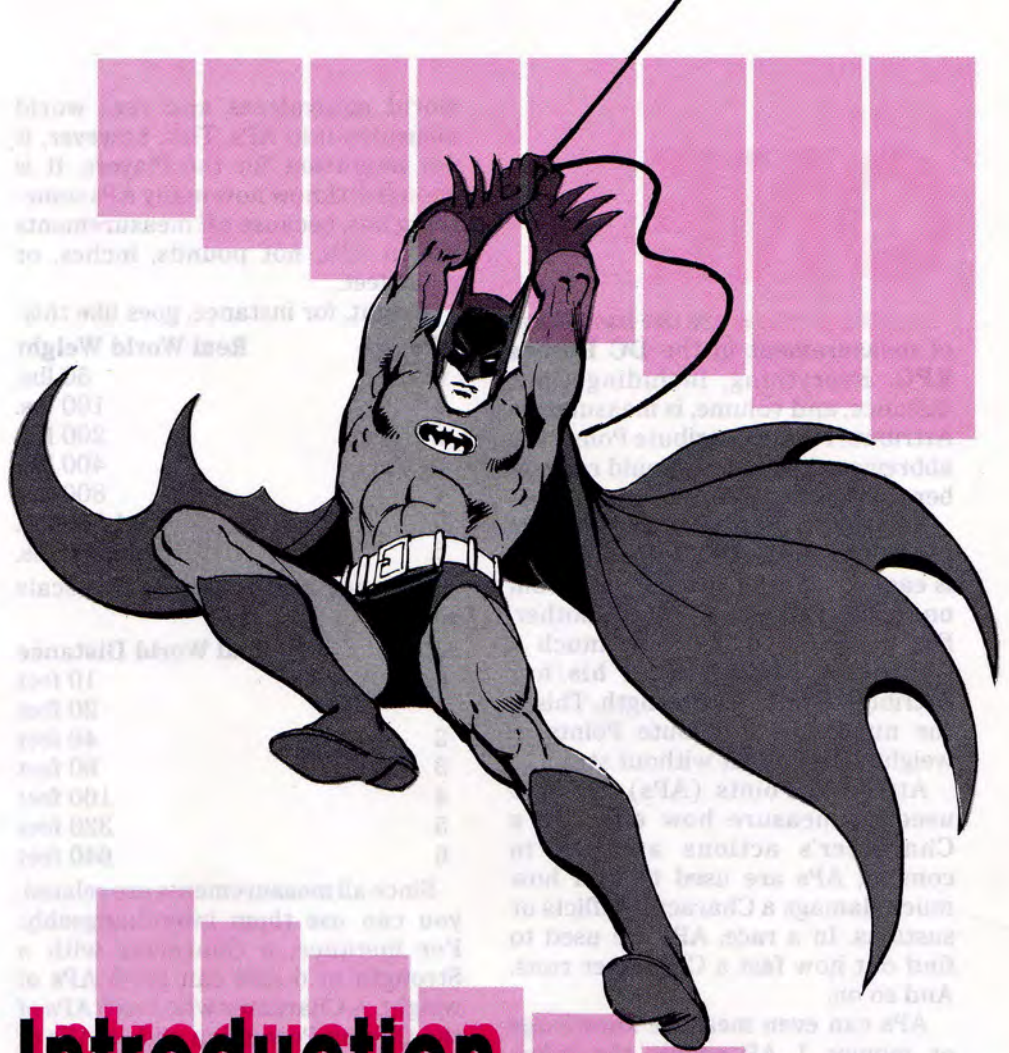
Sometimes the Gamemaster will ask you to roll dice. This is the method by which Players determine how successful their Character will be in certain actions. Once the dice are rolled, the Gamemaster will look at his/her tables and tell you the result of your actions.

After the first problem, you and the other Players take control of the game. Your Characters might have to follow up on clues or fight the bad guys to find more clues with which to keep the story moving.

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

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

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



Introduction

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

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

Like a language, the rules of the **DC Heroes RPG** will teach everyone common words and phrases that mean very specific things in the game. These terms will give each Player a good idea what his/her hero can do, as well as the abilities of the other Players' heroes. Using the game terms will make it easy to understand how tough the villain is and what it takes to "leap over a tall building in a single bound."

There are eight different ideas that you need to understand in the **DC Heroes RPG**. Some of these ideas are easy; some are a little harder. Take

your time. Everything here is explained in many different ways so that if you don't understand it here, you might get a better feel for it in the solo adventure at the end of this book, or in the Justice League International adventure, *Exposed!* Each idea will be reviewed in the *Rules Manual*.

Right now, just concentrate on the following:

Attribute Points
Attributes
How to Use the Dice
The Action Table
The Result Table
Powers, Skills, Advantages, Drawbacks
Hero Points
Automatic Actions

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

ONE

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

Since Attribute Points measure everything in the **DC Heroes RPG**, it is easy to transfer these Points from one form of measurement to another. For instance, to find how much a Character can lift, find his/her Attribute Points for Strength. This is the number of Attribute Points of weight s/he can lift without strain.

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

APs can even measure knowledge or money: 1 AP equals the information in a magazine or \$50, 3 APs equal a two volume dictionary or \$200, and 5 APs equal a ten volume encyclopedia or \$800.

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

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

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

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

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

The Gamemaster (GM) has a table on his/her screen that explains how to quickly convert APs into their real

world equivalents and real world measures into APs. This, however, is not important for the Players. It is enough to know how many APs something has, because *all* measurements are in APs, not pounds, inches, or cubic feet.

Weight, for instance, goes like this:

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

Distance also works on this scale so that:

APs	Real World Distance
0	10 feet
1	20 feet
2	40 feet
3	80 feet
4	160 feet
5	320 feet
6	640 feet

Since all measurements are related, you can use them interchangeably. For instance, a Character with a Strength of 6 APs can lift 6 APs of weight. A Character who has 5 APs of the Gliding Power can glide 5 APs of distance in a single phase (0 APs or 4 seconds) of time.

A Character with 6 APs of Gliding can glide 6 APs of distance, which is twice as far as 5 APs in the same amount of time.

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

The difference between a Strength of 2 (Jimmy Olsen) and a Strength of 25 (Superman) is much larger than it might seem at first. This leads us to our next idea: Attributes.

TWO

Attributes are natural abilities that every Character in the DC world possesses. If you look at the back of a Character card, you will notice a

series of abbreviations and numbers. This section will explain what those words and numbers mean and how they are used in the **DC Heroes RPG**.

Most of the terms in this section are familiar. Nine of these terms refer to Abilities of your Character. These are his/her Attributes. The other seven terms refer to the two ways the nine Attributes are grouped. This may seem like a lot of terms, but to make it easier, we will use the Batman Character card as an example of how these terms are interrelated.

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

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

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

BATMAN

DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10

Physical Attributes

Dexterity (DEX) is your Character's skill in using his/her hands and body, the degree of control s/he has over his/her physical self, or his/her ability to deflect a Physical Attack. Batman's Dexterity of 10 is incredible. He is many many times more accurate and agile than the average person, whose Dexterity is 2. In combat, this Dexterity is used to determine if Batman lands a punch or dodges a blow, depending on whether he is attacking someone or defending himself.

Strength (STR) is your Character's physical power, the amount of physical force s/he can bring to bear on an object. Batman's Strength of 5 is very good, but within human limits;

he is stronger than the best weightlifters. Batman's Strength is used to find out how much damage he gives when he lands a punch.

Body (BODY) is more than just your Character's physical self. It is his/her resistance to physical damage. When s/he sustains damage from a Physical Attack (like a punch), the number representing his/her APs of Body is lowered. This lowered number, however, is only your Character's **Current BODY Condition**; his/her Bodystatistic *always* remains constant when defending against an opponent.

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

The Batman's Body of 6 is very good. He has conditioned himself so well that he can take more damage than almost any other human. If he sustains enough damage in combat to bring his Current BODY Condition below -6, he will die.

BATMAN

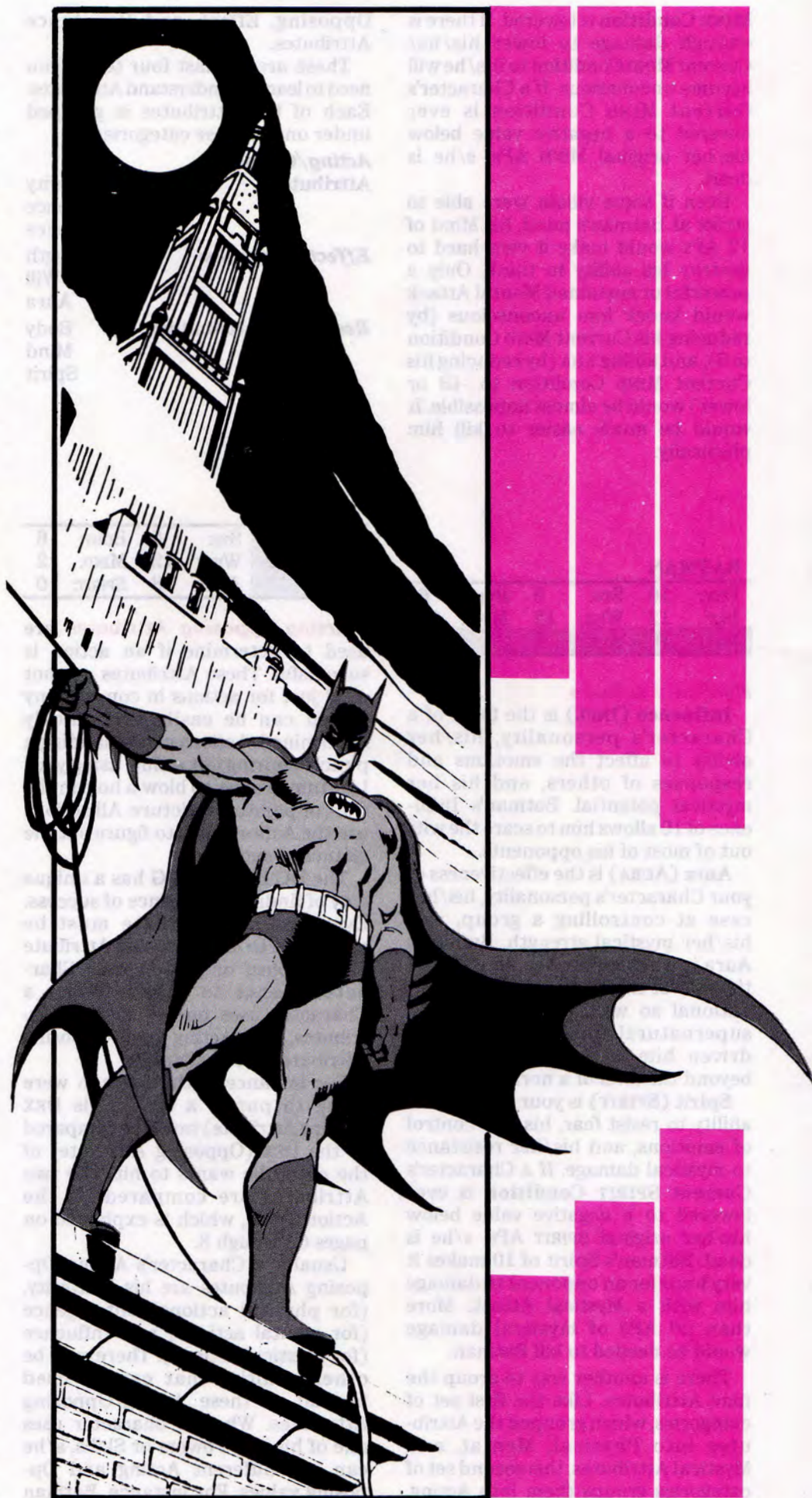
DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10

Mental Attributes:

Intelligence (INT) is a measure of how easily your Character grasps ideas, the degree of control s/he has over mental energy, and his/her ability to manipulate information. Batman's Intelligence of 12 is superior. He is a thousand times more perceptive than the average human (whose Intelligence is 2).

Will (WILL) is your Character's mental power, the amount of mental energy and strength s/he has naturally. Batman's Will of 12 APs is a measure of how well he can organize facts and draw conclusions. This strength is derived from his rigid self-discipline and proven resolve to fight crime. Batman's Will is his mental "muscle".

Mind (MIND) is your Character's resistance to mental damage in the form of Mental Attacks like Mind Probe. When a Character sustains mental damage, his/her **Current**



MIND Condition is lowered. If there is enough damage to lower his/her Current MIND Condition to 0, s/he will become unconscious. If a Character's Current MIND Condition is ever lowered to a negative value below his/her original MIND APs, s/he is dead.

Even if some villain were able to strike at Batman's mind, his Mind of 12 APs would make it very hard to destroy his ability to think. Only a powerful or sustained Mental Attack would knock him unconscious (by reducing his Current MIND Condition to 0), and killing him (by reducing his Current MIND Condition to -13 or lower) would be almost impossible. It would be much easier to kill him physically.

BATMAN

DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10

Mystical Attributes

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

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

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

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

Opposing, Effect, and Resistance Attributes.

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

Acting/Opposing

Attributes:

Dexterity
Intelligence
Influence
Strength
Will
Aura

Effect Attributes:

Resistance Attributes:

Body
Mind
Spirit

BATMAN

DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10

Acting/Opposing Attributes are used to determine if an action is successful. These Attributes are not used just for actions in combat; any action can be easily and quickly determined. Actions can be landing a punch, figuring out a clue, using your Lightning Power to blow a hole in the wall, or painting a picture. All actions use the Action Table to figure out the chance of success.

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

For instance, if the Batman were going to punch a crook, his DEX (Acting Attribute) would be compared to the DEX (Opposing Attribute) of the crook he wants to hit. The two Attributes are compared on the Action Table, which is explained on pages 6 through 8.

Usually, a Character's Acting/Opposing Attributes are his Dexterity, (for physical actions), Intelligence (for mental actions) and Influence (for mystical actions). There may be other abilities that can be used instead of these Acting/Opposing Attributes. When a Character uses one of his/her Powers or Skills, s/he can use different Acting and Opposing values. For instance, Batman

can use the APs of his Detective Skill in place of his Intelligence to determine if he can analyze a clue or not.

BATMAN

DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10

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

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

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

BATMAN

DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10

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

The Resistance Attribute is compared on the Result Table to the Effect Attribute of the attacker. The number found temporarily reduces the total APs of the Current Condition. Remember, no matter how seriously a Character is hurt, s/he *always* defends at the original value

of his/her Resistance Attribute. The Character's Current BODY, MIND, or SPIRIT Condition is used to determine only two things: if the hero has been rendered unconscious, or if s/he has died in battle.

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

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

THREE

Rolling the dice is a very trivial yet important part of every role-playing game. Included in the **DC Heroes RPG** you will find two ten-sided dice. A ten-sided die is referred to as a **D10**. If you are asked to roll a D10, roll one die. The number showing on top is your roll; 0 is referred to as ten, not zero.

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

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

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

roll would be 18. If you keep rolling doubles, you may keep adding the new rolls and then roll the dice again. You do not have to keep rolling if you get doubles; you may stop rolling the dice anytime after your first roll.

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

FOUR

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

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

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

The following example pits Booster Gold of Justice League International against Major Disaster of the Injustice League. It will help you gain a better understanding of how the terms mentioned above apply during play.

In order to follow along, you will need the following: the Action and Result Tables, the Booster Gold Character card, and these statistics for Major Disaster:

MAJOR DISASTER					
DEX:	6	STR:	3	BODY:	5
INT:	5	WILL:	4	MIND:	3
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	50		

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



ACTION TABLE

Opposing Value Columns

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

+5: One Column Shift for each +5.

C: Cancel - One +5 Row cancels one +5 Column.

Column. When we want you to read across, we call the listing a **Row**.

Booster Gold is attempting to punch Major Disaster.

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

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

Sometimes, other Attributes can replace the normal Acting/Opposing Attributes (DEX, INT, or INFL). Powers or Skills, for instance, use their own ratings as the Acting Value (see p. 9).

Because Booster Gold is attempting to perform an action, it is time to begin our **Action Check**. Punching someone is a **Physical Attack**, so use Booster's DEX of 6 as the Acting

Value. The third Row down is the 5-6 Acting Value Row.

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

SECOND: Find the Opposing Value row. The **Opposing Values** are located in the topmost row of the Action Table. Like the Acting Value, the Opposing Value is commonly the Acting/Opposing Attribute (DEX, INT, or INFL) of the defending Character. But the Opposing Value can come from other Attributes. If the Character is using a Power or Skill to defend him/herself from attack, then the APs of the Power or Skill become the Opposing Value.

Major Disaster will try to dodge Booster's blow with his own Dexterity. Disaster has a Dexterity of 6. Go across the Opposing Value row until you find the 5 to 6 Opposing Value Column.

If Booster were using a Mental Attack, Disaster would defend with his Acting Attribute for Mental Attacks, his Intelligence. If Booster had the power to use a Mystical Attack, Disaster would defend with

his Action Attribute for Mystical Attacks, Influence. But Booster has no way of making Mental or Mystical Attacks and must use brute force; instead he tries to punch Major Disaster.

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

By looking at the Action Table where the 5-6 Acting Value Row and the 5 to 6 Opposing Value Column meet, you see you need to roll an 11 for Booster Gold to hit Major Disaster.

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

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

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

When a Character does something well, s/he might earn a bonus to add to his/her result. This bonus is called a **Column Shift**. But before this bonus can be earned, two conditions must be met:

- A) The roll must be *greater than* the Success Number, and
- B) The total die roll must lie *on or beyond* the Column Shift Threshold.

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

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

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

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

Move your finger across the row (to the right) to the next number. If it is smaller than the die roll, count that as one Column Shift, and move one more Column to the right. If that number is smaller than the die roll, count that as another Column Shift. You now have two Column Shifts.

You continue moving your finger, counting each move as an additional Column Shift. Once you reach a number higher than your die roll, stop counting.

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

Place your finger on Booster's Success Number of 11. This is located at the intersection of the 5-6 Acting Value Row and the 5 to 6 Opposing Value Column. Move one Column to

the right to the 13, counting "one." So far, you have gained one Column Shift.

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

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

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

Keep in mind that Booster Gold has 3 Column Shifts against Major Disaster.

FIVE

The **Result Table** tells you how effective your action was, by telling you the number of Result APs (RAPs). It is possible, however, to have a successful action which has no effect. Any Character can probably hit a wall (a successful action), but it is less likely that s/he will damage the wall (getting APs of result).

Once you have succeeded on the Action Table, the Result Table is consulted to see what effect your Character's action had.

Below is a step by step guide to the Result Table. The previous example is continued. So far, Booster has hit Major Disaster and has gotten 3 Column Shifts.

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

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

Effect Type	Effect Attributes
Physical	Strength
Mental	Will
Mystical	Aura

The Effect Value may also come from other Attributes. For instance,

when a Power or Skill is used to perform an action, the APs of the Power or Skill are used as the Effect Value.

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

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

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

Resistance Type	Resistance Attribute
Physical	Body
Mental	Mind
Mystical	Spirit

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

Since Booster is using a Physical Attack, Major Disaster resists with his physical Resistance Attribute: his Body.

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

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

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

If the result is an 'N' then there is No Effect. If the Result is an 'A,' then the RAPs are equal to the APs of the Effect Value. If the result is in the +1 Column, add 1 AP to your Result APs for every time you shift into this Column.

Unless you are playing with Characters who are as tough or tougher than Superman, you will not need the +5 row. The *Rules Manual* has this explanation.

Booster Gold has an Effect Value of 4, and Major Disaster has a Resistance Value of 5. By following the 3-4 Effect Value Row to where it inter-

RESULT TABLE

Resistance Value Columns

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

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

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

sects the 5 to 6 Resistance Value Column, we see an N. This would mean that Booster did negligible or no damage to Major Disaster, but... we haven't yet applied the Column Shifts Booster received on the Action Table.

FOURTH: Apply The Column Shifts. Any Column Shifts from the Action Table are applied to the Columns on the Result Table. Column Shifts on the Result Table are made to the Left, decreasing numbers in the Resistance Value row, but increasing the number of Result APs within the Table itself. The more Column Shifts you gained on the Action Table, the more the defender's Resistance Value is lowered. This causes the number of RAPs to increase. The defender is accumulating damage at this point.

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

If Booster had only rolled an 11 on the Action Table, you would still go to the Result Table to determine how

much damage he did to Major Disaster. In this case, Booster would not have earned any Column Shifts, and his Effect Value of 4 versus Disaster's Resistance Value of 5 would have resulted in an N — no damage.

This is as far as this example goes. Feel free to run through it again, this time giving Major Disaster a chance to strike at Booster Gold.

SIX

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

There is only one AP value for a Power or Skill. This value is used for its Acting and Effect Values or its Opposing and Resistance Value,

depending on whether the Character is Attacking someone or defending him/herself.

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

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

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

Advantages and Drawbacks are two more things that make DC Characters unique. We all know that Superman is vulnerable to kryptonite. This is an example of a Drawback.

But Superman also knows the city of Metropolis like the back of his hand. This is an example of an Advantage.

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

SEVEN

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

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

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

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

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

Look at the Action Table and find the Acting Value column. Say Mike's hero has a Dexterity of 8 (Acting

Value) and the villain has a Dexterity of 6 (Opposing Value).

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

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

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

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

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

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

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

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

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

Now Mike goes to the Result Table. Usually, his hero strikes on the 5-6 row of the Effect Value column, because his Strength is 5 APs. But Mike has spent 3 Hero Points to raise his Effect Value to 8.

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

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

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

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

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

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

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

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

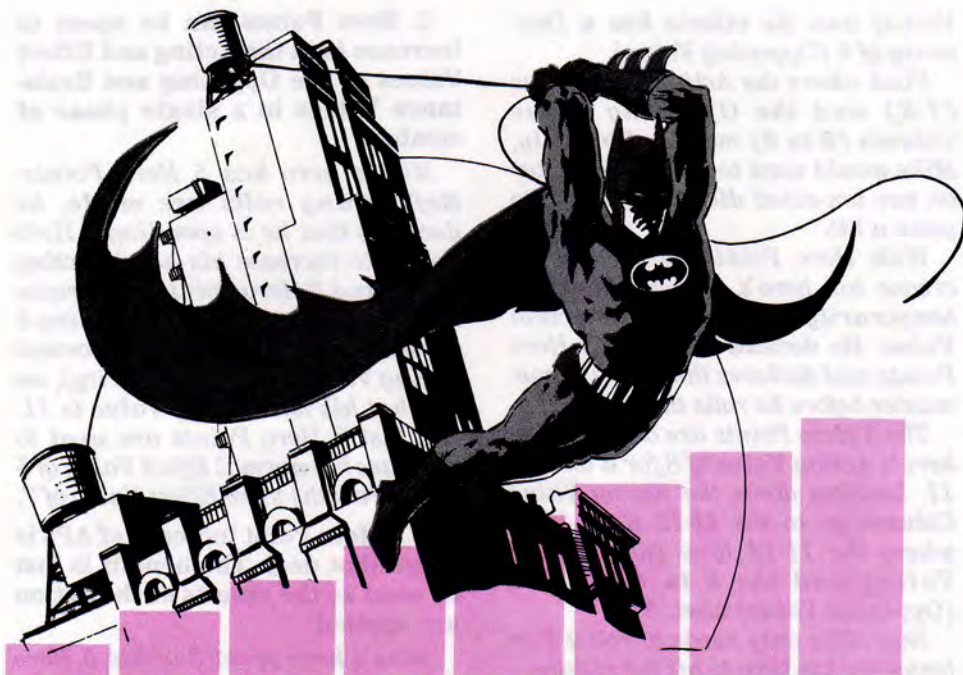
On the other hand, Mike's hero has a Strength of 5. He may increase his Effect Value to 10 by using 5 more Hero Points.

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

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

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

6. Bidding: When you declare you are spending Hero Points (before the roll of the dice), the Game-



master may declare that his Non-Player Characters are spending Hero Points, too.

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

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

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

Let's say that Mike's hero still has 5 Hero Points. The villain he is facing has 3 Hero Points. Mike spends 3 Hero Points to increase his hero's Acting Value for Physical Attacks (based on his Dexterity) from 8 to 11. Mike declares this before he rolls the dice.

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

Mike's hero now has 2 Hero Points left and so does the villain. Mike decides to increase the bid, and add his last two Hero Points to his hero's Acting Value for a total of 13.

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

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

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

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

throwing, jumping, even using some Powers and Skills, are considered Automatic Actions.

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

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

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

Living Dangerously . . . Or Not Living At All

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

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

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

Where do I go from here?

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

EIGHT

Automatic Actions are those actions that are so simple to perform they do not require a die roll. Lifting,

welcome to gotham CITY

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

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

How to Play

During this adventure you will be playing the role of Batman. Find the Batman Character card and place it in front of you, along with a pad of scratch paper and a pencil. You should record your starting **CURRENT BODY**, **MIND**, and **SPIRIT** Conditions on your scratch paper. For Batman, these would be 6, 12, and 10, respectively.

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

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

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

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

But then comes Manchester. Always Manchester.

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

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

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

So much for silence.

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

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

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

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

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

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

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

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

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

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

Now it's time for Batman to use his Thief Skill. In this case, the thief is the one that must make an Action Check. The thief's Acting and Effect values are both equal to 3, his **INT** and **WILL**. The Opposing and Resistance Values

of the Action Check are equal to the Batman's APs of Thief Skill. If the thief fails to get any positive RAPs, read **Paragraph #20**. If the thief succeeds with one or more RAP, read **Paragraph #19**.

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

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

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

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

17 You approach the window and begin searching for clues.

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

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

Read **Paragraph #11**.

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

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

He's making a move.

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

THIEF

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

• Equipment:

Knife [BODY: 2, EV: 4]

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

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

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

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

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

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

Making a combat attack is a Dice Action, using your DEX as the Acting Value and your STR as the Effect Value. The Opposing Value is equal to your opponent's DEX, and the Resistance Value is equal to your opponent's BODY. Any RAPs you receive in combat indicate the amount of damage taken by your

opponent and are subtracted from his Current BODY Condition. Once a Character's Current BODY Condition drops down to zero or less, s/he is unconscious.

The thief has these statistics:

THIEF

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

• Equipment:

Baseball Bat [BODY: 1, EV: 4]

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

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

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

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

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

13 You scour for clues but find nothing.

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

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

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

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

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

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

THIEF

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

• Equipment:

Knife [BODY: 2, EV: 4]

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

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

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

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

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

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

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

Read **Paragraph #3**.

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

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

Lucky, old man. Lucky.

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

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

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

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

19 You see the thief approach and prepare yourself for his attack. Read **Paragraph #11**.

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

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

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

Another job well done. Welcome to Gotham City.

.....

COMMON ABBREVIATIONS

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

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ACTION TABLE

Opposing Value Columns

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

+5: One Column Shift for each +5.

C: Cancel - One +5 Row cancels one +5 Column.

RESULT TABLE

Resistance Value Columns

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

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

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