

THE CHARACTER HANDBOOK



Powers and Skills Reference Sheet

PHYSICAL POWERS

	Page Number	Link Attribute	Type	Base Cost	Factor Cost
Acid	24	BODY	Dice	15	3
Bomb	24	STR	Dice	20	3
Claws	24	DEX	Dice	25	1
Cling	24	STR	Auto	10	2
Cold Immunity	24	BODY	Auto	5	5
Darkness	24	STR	Auto	5	7
Digging	25	STR	Dice	5	2
Disintegration	25	STR	Dice	100	4
Energy Absorption	25	BODY	Auto	25	5
Energy Blast	25	BODY	Dice	15	3
Extra Limb	25	STR	Auto	5	4
Flame Being	25	STR	Auto	10	6
Flame Immunity	26	BODY	Auto	5	5
Flame Project	26	STR	Dice	15	3
Flash	26	STR	Dice	20	4
Flight	26	DEX	Auto	10	2
Fog	26	STR	Auto	5	3
Force Field	26	STR	Auto	30	6
Force Shield	26	STR	Auto	10	5
Gliding	26	DEX	Auto	5	2
Glue	27	STR	Dice	15	4
Growth	27	STR	Auto	35	10
Hypersensitive Touch	27	DEX	Dice	5	2
Ice Production	27	STR	A/D	20	10
Icing	27	STR	Auto	5	5
Invisibility	28	DEX	Auto	10	7
Invulnerability	28	BODY	Dice	5	7
Jumping	28	STR	Auto	10	2
Lightning	28	STR	Dice	15	3
Mimic	28	DEX	Dice	50	10
Mutation	28	STR	Dice	200	10
Omni-Arm	29	STR	Auto	10	5
Poison Touch	29	STR	Dice	30	3
Projectile Weapons	29	STR	Dice	15	2
Running	29	DEX	Auto	10	2
Sealed Systems	29	BODY	Auto	5	6
Self Manipulation	29	DEX	Auto	75	10
Shrinking	29	STR	Auto	15	5
Skin Armor	30	BODY	Auto	50	5
Solar Sustenance	30	BODY	Auto	5	1

	Page Number	Link Attribute	Type	Base Cost	Factor Cost
Sonic Beam	30	STR	Dice	15	4
Split	30	DEX	Auto	50	10
Stretching	30	DEX	Auto	10	6
Super Breath	30	STR	Dice	10	4
Superspeed	31	DEX	Auto	25	5
Swimming	31	STR	Auto	5	2
Systemic Antidote	31	BODY	Auto	5	5
Two-Dimensional	31	DEX	Auto	75	5
Water Freedom	31	DEX	Auto	5	3

MENTAL POWERS

Adaptation	32	INT	Auto	1000	10
Air Control	32	INT	Dice	20	9
Air Walking	32	WILL	Auto	5	2
Analytical Smell/Tracking Scent	32	INT	Dice	10	4
Animal Mimicry	33	WILL	Auto	50	5
Attraction/Repulsion	33	MIND	Dice	15	4
Broadcast Empath	33	WILL	Dice	20	5
Cell Rot	33	WILL	Dice	20	3
Chameleon	33	INT	Auto	5	3
Comprehend Languages	34	MIND	Dice	5	2
Continuum Control	34	WILL	Auto	550	10
Control	34	WILL	Dice	50	7
Damage Transference	34	WILL	Auto	15	5
Danger Sense	34	INT	Dice	25	3
Density Increase	35	WILL	Auto	10	5
Detect	35	INT	A/D	10	3
Directional Hearing	35	INT	A/D	5	3
Dispersal	35	WILL	Auto	10	6
Earth Control	35	INT	Dice	20	7
Empathy	36	WILL	Dice	10	3
Extended Hearing	36	INT	Auto	5	1
Flame Control	36	INT	Dice	10	6
Force Manipulation	36	WILL	Auto	75	10
Full Vision	36	INT	Auto	5	1
Gravity Decrease	36	INT	Auto	75	4
Gravity Increase	37	INT	Dice	20	4
Heat Vision	37	INT	Dice	15	3
Hypnotism	37	WILL	Dice	50	6
Ice Control	37	INT	Dice	5	10
Illusion	37	WILL	Auto	50	10
Iron Will	38	WILL	Auto	5	3
Life Sense	38	WILL	A/D	35	4
Magnetic Control	38	WILL	Dice	15	10
Matter Manipulation	38	INT	Dice	100	10
Mental Blast	39	WILL	Dice	15	3

A/D: Type can be both Auto and Dice.

* Cannot be attempted through Unskilled use.



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*Inside Front and Back Cover

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Introduction

What is This Book?

The *Character Handbook* contains complete descriptions of how the various Powers, Skills, Bonuses, Limitations, Advantages, and Drawbacks function in the **DC Heroes Role-Playing Game** and also provides rules and guidelines for creating generic heroes and villains. It is important to be familiar with the information which is presented in the *Read This First* pamphlet and the *Rules Manual* prior to reading the *Character Handbook*.

The first- or second-time Player of the **DC Heroes RPG** will probably want to refer to this handbook only for the Powers, Skills, Bonuses, Limitations, Advantages, and Drawbacks descriptions. The sections on creating original Characters is complicated, and a Player should only refer to these when s/he is comfortable with the entire game system.

Terminology

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

Ability: A Power or Skill.

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

Attribute: One of nine basic characteristics possessed by every living thing in the **DC Heroes RPG** (DEX, STR, BODY, INT, WILL, MIND, INFL, AURA, and SPIRIT). In addition, many non-living objects possess one or more Attributes (a table would possess STR and BODY, for instance).

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

Automatic Power or Skill: A Power or Skill that functions as an Automatic Action during play (i.e., no dice roll is required). Automatic Powers and Skills may be Pushed (see page 10 of the *Rules Manual*).

Base Cost: The cost in Hero Points for acquiring 0 APs of a particular Power or Skill. A Player creating his/her own

Character must always pay the Base Cost of each of the Character's Powers and Skills.

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

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

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

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

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

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

Hero Points: Numerical reflections of a Character's adventuring experience. Hero Points can be used to permanently obtain additional Powers and Skills to reflect a Character's growth as a hero and/or to provide a Character with a temporary increase in Attributes, Powers, and/or Skills during an adventure.

Knowledge Points: RAPs received from successful use of an information-gaining Power or Skill (such as Mind Probe or Detective). The Knowledge Points gained governs the amount of information learned by a Character: 1 RAP reveals very little information, ½ RV in RAPs reveals a fairly-detailed amount of information, and Full RV RAPs reveals everything available regarding the inquiry.

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

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

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

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

Subskills: Separate abilities which comprise an entire Skill. A Character with APs in a Skill automatically possesses an equal number of APs in each Subskill unless s/he has chosen to specialize (see the following *Character Design* chapter in this handbook).

Character Design

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

Creating a totally new Character can be a difficult process and probably should not be attempted until a Player/GM is comfortably familiar with the system. Players who are not interested in creating their own Character might wish to skip the rest of this chapter and return later. When designing a Character, a Player will probably want to use a calculator, some scratch paper, and photocopies of the *AP Purchase Chart* on page 11 and the *Character Design Worksheet* on page 64.

Initial Design

When creating a Character, a Player begins with 450 Hero Points which are used to purchase the Character's Attributes, Powers, Skills, and Advantages. A Player may also select Drawbacks for his/her Character to receive additional Hero Points usable in Character Design. When the Character is complete, any Hero Points which remain are retained by the Character for future expenditure (this aspect is detailed further in this handbook, as well as in the *Read This First* pamphlet and the *Rules Manual*).

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

STEP 1

Confer with the GM

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

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

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

Such information might not affect the types of Powers or Skills a Player would purchase for a Character, but it might have quite

an impact upon the Character's background, description, and personality, as well as any Advantages or Drawbacks the Character might possess.

STEP 2

Think Carefully

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

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

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

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

STEP 3

Purchase Attributes

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

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

The Factor Cost of an Attribute, Power, or Skill determines how many Hero Points a Player must pay to purchase APs of that Attribute, Power, or Skill (the higher the Factor Cost, the more expensive in Hero Points the Attribute, Power, or Skill). On the AP Purchase Chart (page 11), by cross-referencing the Factor Cost of an Attribute, Power, or Skill with the number of APs desired, a Player can see how many Hero Points s/he must spend (for example, 5 APs of a Power or Skill at Factor Cost 5 costs 20 Hero Points).

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

The next step is for the Player to select the number of APs to purchase for each of the new Character's Attributes. The Player should determine the number of Hero Points s/he must spend for these Attribute APs and total the entire Hero Point cost for all nine Attributes. This is where a copy of the Character Design Worksheet will come in handy. On the worksheet there are spaces to record the number of APs purchased for each Attribute, the costs of these APs, and spaces to record the totals.

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

DEX: Dexterity represents a Character's physical agility and nimbleness. Most heroes have a DEX that falls in the 5-7 AP range. A DEX of 10 represents the absolute peak of unaugmented human performance (as possessed by the Batman, for instance). If a Character has a DEX greater than 10, s/he is either not a true human (like Superman or Wonder Woman) or his/her agility has been somehow augmented (Elongated Man, for example, has a DEX of 12 APs because his rubbery body boosts his agility to superhuman levels).

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

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

Characters with superhuman strength have a STR of 6 APs or greater. The AP Weight Benchmarks on the *GM's Screen* show how much a Character with superhuman strength can lift. With a STR of 25, Superman is without a doubt one of the strongest men on 20th century Earth (being able to effortlessly lift nearly 500,000 tons).

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

BODY: This Attribute represents a Character's standard resistance to physical damage. Typical human heroes usually have a BODY that falls in the 4-5 AP range. A BODY of 6 represents unaugmented human perfection (Batman). If a Character has a BODY greater than 6, s/he is either not human (like Hawkman) or his/her stamina and physical resilience have been increased (the Terminator has a BODY of 8 because his stamina was enhanced by a serum developed by the U.S. Army).

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

INT: Intelligence represents a Character's ability to think rapidly and his/her knowledge of facts. Most heroes have an INT in the 5-7 AP range. Extremely wise or resourceful heroes can run much higher (Batman has an INT of 12; the Chief from the old Doom Patrol had an INT of 15). It is possible to have a barbarian with a high INT (like the Viking Prince) or a scientist from a futuristic society with a rather low INT, as their own knowledge of available facts can obviously differ greatly.

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

WILL: This Attribute represents a Character's ability to draw conclusions and his/her willpower in general. Most heroes have a WILL in the 3-6 AP range. A particularly perceptive or

dedicated hero will have a higher WILL (Batman, who is an exceptionally dedicated hero, has a WILL of 12).

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

MIND: This Attribute is a measure of a Character's resistance to mental stress. Most heroes have a MIND in the 4-6 AP range, while those who are particularly resistant to mental damage possess much higher MINDs. Again, Batman has a very formidable MIND of 12 APs.

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

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

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

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

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

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

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

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

STEP 4

Purchase Powers and Skills

Following the purchasing of Attributes for a new Character is the selection of Powers and Skills, which are purchased in much the same fashion as Attributes. Each Power and Skill has a Factor Cost listed in its description. See Chapter 5 of this handbook for Powers, and Chapter 6 for Skills.

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

Base Cost

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

Linking Powers and Skills

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

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

Once a Power or Skill is linked, it is forever tied to its Link Attribute. If the Link Attribute should ever increase or decrease, so will any Powers and Skills which are linked to that Attribute. For example, if a Character has 8 APs of BODY and 8 APs of the Skin Armor Power linked to his/her BODY, and later increases his/her BODY to 9 APs, his/her Skin Armor Power would also automatically increase to 9 APs.

A disadvantage to linked Powers and Skills is that they are much harder to improve through Character Growth (see Chapter 2). A Player cannot spend Hero Points to increase a linked ability alone; instead, s/he must increase the ability's Link Attribute (thus increasing all Linked Powers and Skills as well), which is generally much more expensive.

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

The Player saved 7 Hero Points by linking the Power (5 APs of a Factor 3 Power normally costs 12 Hero Points plus 15 for Energy Blast's Base Cost would have equalled 27 Hero Points). However, it will now be more difficult to improve the Character's Energy Blast over time.

Bonuses and Limitations

A Player can purchase one or more Bonuses or Limitations in conjunction with each of the Character's Powers. Bonuses are modifiers which increase the effectiveness of a Power while Limitations decrease a Power's effectiveness. (For a complete description of available Bonuses and Limitations, see Chapter 3 of this handbook.) In the description of each Bonus and Limitation is a Factor Cost Modifier listing; this modifier is applied to the Factor Cost of the respective Power at the time of AP purchase.

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

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

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

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

Our Player decides to buy Pulsar 8 APs of Energy Blast (Factor Cost 3, Base Cost 15) at a cost of 45 Hero Points; 4 APs of Force Field (Factor Cost 6, Base Cost 30) at a cost of 48 Hero Points, and 10 APs of Flight (Factor Cost 2, Base Cost 10) at a cost of 42 Hero Points. The total cost of Pulsar's Powers is 135 Hero Points (45 + 48 + 42 = 135).

Now for Pulsar's Skills — since Pulsar used to be a street thug, our Player chooses to give him APs of Charisma, Thief, and Vehicles Skills. The decision is made to purchase 3 APs of Charisma Skill (Factor Cost 4, Base Cost 10) at a cost of 18 Hero Points; 4 APs of Thief Skill (Factor Cost 7, Base Cost 5) at a cost of 26 Hero Points, and 5 APs of Vehicles Skill (Factor Cost 6, Base Cost 0) at a cost of 24 Hero Points. The total cost of Pulsar's Skills is 68 Hero Points (18 + 26 + 24 = 68).

Thus far, our Player has spent 501 Hero Points designing Pulsar (298 + 135 + 68 = 501), a figure that exceeds the original 450 Hero Point Base. Our Player realizes that s/he will need to assume Drawbacks to acquire more Hero Points later.

STEP 5

Purchase Advantages

The next step is to purchase any Advantages necessary for the Character (for a complete description of available Advantages, see Chapter 4 of this handbook). Each Advantage has a Hero Point cost listed in its description; to obtain an Advantage for a Character, the Player must simply pay the Hero Point cost.

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

Pulsar's running subtotal after purchasing his Advantages now equals 541 Hero Points.

STEP 6

Purchase Wealth

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

Further information on the Wealth rating and its use in the **DC Heroes RPG** may be found in **Chapter Six** of the *Rules Manual*. The table on the top of the next page provides benchmarks to help determine the purchase of Wealth APs.

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

Pulsar's subtotal after purchasing his Wealth rating is now at 549 Hero Points.

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

STEP 7

Character Background, Description, and Personality

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

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

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

A typical *Who's Who* entry consists of the following information: *Character Name*, *Alter Ego* (secret identity, if any), *Occupation* (job), *Marital Status*, *Known Relatives*, *Group Affiliation* (hero team member?), *Base of Operations* (city), *Height*, *Weight*, *Eye Color*, *Hair Color*, and *Personal History*.

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

For Marital Status, a Player should only indicate that his/her Character is married if s/he plans to select the Married Drawback (see Chapter 4). Known relatives could include other Players' Characters, heroic Non-Player Characters (subject to GM and other Players' approval), or could simply be non-heroic Non-Player Characters who might occasionally show up in an adventure (parents, siblings, children, etc.).

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

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

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

A sample Background for Pulsar might read like this:

Pulsar

Personal Data

Alter Ego: *Lloyd Wood*

Occupation: *Private detective,*
former street criminal

Marital Status: *Single*

Known Relatives: *Roger (brother)*

Group Affiliation: *None*

Base of Operations: *Midway City*

Height: *6'1"*, Weight: *210 lbs.*

Eyes: *Blue*, Hair: *Blond*

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

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

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

A sample History for Pulsar might read like this:

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

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

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

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

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

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

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

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

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

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

In his everyday identity of Lloyd Wood, our hero tends to favor off-the-rack business suits in order to make himself look the part of a competent private detective. However, his top button is almost always undone, and his

tie is loosened, giving him a somewhat disheveled look. At six foot one and two hundred ten pounds, Wood's blue eyes and blond hair give him an imposing look even when he is not in his costumed identity. During his years as a street thug, Lloyd learned how to use his looks to his best advantage, developing a scowl that makes even the bravest tremble.

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

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

A sample Personality note on Pulsar might read like this:

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

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

Since our Player has created all three of the Background, Description, and Personality aspects for Pulsar, s/he receives 45 additional Hero Points to add to the 450 base. Since 549 Hero Points have already been spent on Pulsar, our Player must still come up with 54 Hero Points in Drawbacks (549 - 450 - 45 = 54).

STEP

8

Select Drawbacks

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

Drawbacks are the opposite of Advantages. Each Drawback description (located in Chapter 4 of the handbook) lists a Hero Point bonus, which is the number of additional Hero Points awarded for selecting the Drawback.

In the example, our Player must locate at least 54 Hero Points in Drawbacks to purchase all of Pulsar's characteristics. Since Pulsar's abilities are light-based, our Player decides to give him a Loss Vulnerability which is activated by darkness, specifying that none of Pulsar's abilities is ever able to function in complete darkness.

Since this Vulnerability affects Pulsar's Powers, Physical Attributes, and has a Range of 0 APs (meaning that Pulsar must be encompassed by darkness for the Vulnerability to occur), selection of the Drawback awards 85 Hero Points. Additionally, Pulsar has the Secret Identity Drawback, which is worth 10 Hero Points.

With the inclusion of these Drawbacks to Pulsar's Character Design, our Player has a "bank" of 41 additional, unspent Hero Points after creating Pulsar (549 - 450 - 45 + 95 = 41).

STEP

9

Select Motivation

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

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

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

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

UPHOLDING THE GOOD

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

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

Superman possesses the Motivation of Upholding the Good, which he explains in this manner:

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

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

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



RESPONSIBILITY OF POWER

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

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

Green Lantern is bound by the Responsibility of Power. He explains his



Motivation in this manner:

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

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

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



SEEKING JUSTICE

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

The Character who is Seeking Justice has a strong code of personal behavior which s/he never violates. This hero will occasionally question the similarity between his/her methods and those of the criminal the hero professes to oppose. It is easier for such a Character to impose his/her moral code on others than to accept another person's ethics.

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

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

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

"I would never harm innocents. More often than not, I am the only friend they

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

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



THRILL OF ADVENTURE

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

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

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

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

"In the blink of an eye, I turn into an eagle and fly high overhead, zeroing in on Brother Blood as he prepares to lay waste to the remaining New Titans. Without thought for my own personal safety, I turn into a huge African elephant and drop pell-mell right on top of Blood — a green trumpeting bomb from the sky. Just

for good measure, I hop up on all fours and tromp back and forth over the nasty villain until I'm absolutely sure he poses no more threat."

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



UNWANTED POWER

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

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

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

"Being a member of the New Titans is exciting. The Titans are the best thing that has happened to me in a long time. They give me a sense of belonging that I like . . . that I need. I wish I felt the same about the rest of the human race. The metal half of me has power far beyond anything I would have thought possible; but possessing it means I can never feel completely comfortable when I am around normal people."

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

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

STEP 10

Calculate Remaining Hero Points

The final step which remains in designing a new Character is to calculate the number of Hero Points remaining from the purchase of all the various Character elements. This remaining number will be the Hero Points the Character will have "banked" (stored for later expenditure, as explained in the *Read This First* pamphlet and in the *Rules Manual*).

In the example, Pulsar has 41 Hero Points left ($450 + 45 + 95 - 549 = 41$). Now complete as a newly designed Character, Pulsar has ended up looking like this:

PULSAR

DEX:	6	STR:	7	BODY:	7
INT:	5	WILL:	5	MIND:	6
INFL:	6	AURA:	3	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	41		

• Powers:

Energy Blast: 8, Flight: 10, Force Field: 4

• Skills:

Charisma: 3, Thief: 4, Vehicles: 5

• Advantages:

Area Knowledge (Midway City);
Connections: Street (Low), Police (Low)

• Drawbacks:

Loss Vulnerability: all Powers and Attributes drop to 0 APs in darkness; Secret Identity

• Alter Ego: Lloyd Wood

• Motivation: Seeking Justice

• Occupation: Private Detective

• Wealth: 5

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

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

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

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

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

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

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

Creating Villains

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

Creating More- or Less-Powerful Heroes

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

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

By the same token, a Player can also decrease the Hero Point base by a factor of one half (down to 225 points) to

create heroes on the order of the late Robin or the members of Sgt. Rock's Easy Company.

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

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

AP Purchase Chart

FACTOR COST

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

Experience and Character Growth

At the completion of an adventure, a Character will receive a Hero Point award for playing the game. These Hero Points can be used to improve the Character's abilities over time. The distribution of these Standard Awards are subject to the following guidelines:

Gaining Experience in Adventures

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

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

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

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

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

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

Note: Any heroic Character who initiates Killing Combat must automatically forfeit any and all Hero Points available as Standard Awards for that adventure. Killing is never a rewardable act.

Participation

(1 Standard Award)

Any Character who takes part in an adventure receives one Standard Award for simple participation. The exception to this rule is a Character who initiates Killing Combat during the

adventure; this Character forfeits all Hero Point awards available as a result of the unheroic action.

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

Role-Playing

(up to 1 Standard Award)

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

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

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

Saving Innocent Bystanders

(1 Standard Award)

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

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

Thwarting the Villain

(1 Standard Award)

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

Subplots

(1 Standard Award)

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

Miscellaneous

(up to 1 Standard Award)

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

Character Growth

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

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

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

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

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

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

Powers and Skills

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

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

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

Banking Hero Points

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

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

Purchasing New Advantages

A Character may use Hero Points to purchase new Advantages. Purchasing a new Advantage for an existing Character is 5 times the listed Hero Point cost of the Advantage (see Chapter 4: Advantages and Drawbacks in this handbook).

Removing Drawbacks

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

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

INCREASING ATTRIBUTES CHART

FACTOR COST

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

Bonuses and Limitations

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

In some cases, Bonuses may cause a Power or Skill's Factor Cost to be higher than 10. In this case, see the rules on page 5. Limitations may never reduce the Factor Cost of any Power or Skill below 1.

BONUSES

AREA EFFECT [FACTOR COST MOD: +1]

This Bonus allows a Power to automatically affect every target within a 3 AP radius of the Power's target point. Attacks made in this manner must be resolved separately (with no Multi-Attack penalties). A Power with this Bonus *must* attack all targets within the stated radius, friend or foe. A Character using a

Power with and without this Area Effect must purchase the Power twice: once with and once without the Area Effect Bonus.

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

RANGE [FACTOR COST MOD: +1]

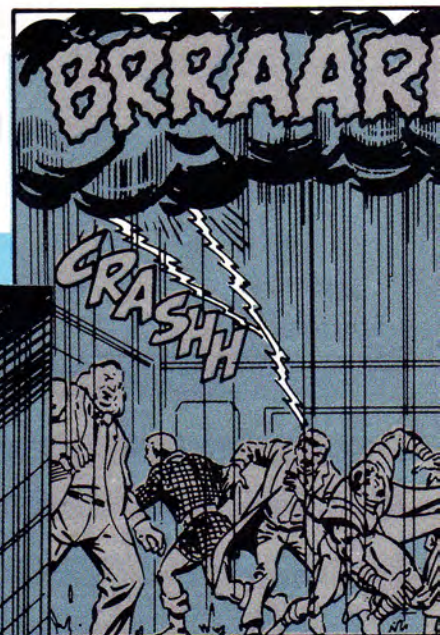
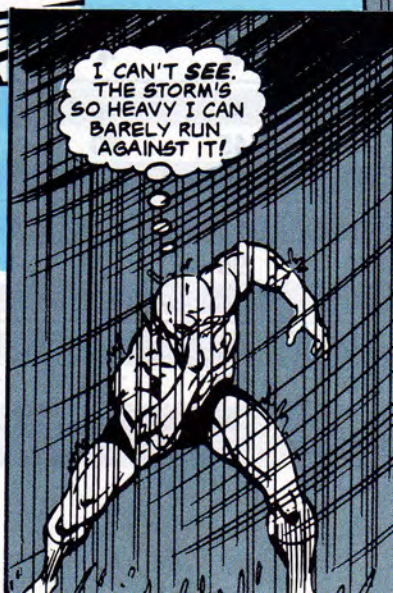
This Bonus allows a Power which normally has a Range of Touch or Self to possess an effectively Normal Range. Exactly how this alteration affects the Power's use will vary from Power to Power. Examples include:

- Energy Absorption/Range enables a Character to absorb energy released at a distance equal to the Character's APs of Power (not just energy which contacts the Character). This allows the Character to add his/her APs of Energy Absorption to any other Character's RV against energy attacks provided the recipient is within Normal Range. The Power may still only be used once per phase.

- Force Field/Range enables a Character to create a Force Field at a distance equal to the Character's APs of Power (not just around him/herself). This allows the Character to protect or entrap another Character with a "force bubble" projected at Normal Range. OV/RVs of an attempt to break free of such a force bubble would equal the Force Field projecting Character's APs of Power.

- Molecular Chameleon/Range enables a Character to assume the form of any substance within Normal Range (not just those substances touched).

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



USABLE ON OTHERS [FACTOR COST MOD: +5]

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

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

A Character who transfers a Power to another Character loses use of the transferred Power for a length of time (in APs) equal to the APs of the transferred Power. The transferring Character may recall the transferred Power prior to this time if the Character so desires.

MISCELLANEOUS BONUS [FACTOR COST MOD: +3]

A Character who purchases a Bonus which cannot be categorized using any of the preceding Bonuses receives a Factor Cost Modifier of +3 for a Miscellaneous Bonus (this application is at GM discretion).

LIMITATIONS

NO RANGE [FACTOR COST MOD: -1]

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

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

POWER ALWAYS ON [FACTOR COST MOD: -1]

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

POWER BURNOUT [FACTOR COST MOD: Variable]

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

A Power susceptible to Power Burnout possesses a Burnout Number that reflects the severity of the Limitation. Each phase in which the Character uses the Power, the Player must make a special roll on 2D10 immediately following the Power use. If this roll is equal to or less than the appropriate Burnout Number, the Power fails and is reduced to 0 APs. In this case, the Power and cannot be used again until it has been Recovered (see page 19 of the *Rules Manual*). If the roll is over the Burnout Number, the Power can continue to be used.

A Character limited by Power Burnout must add one (+1) to the Burnout Number for each phase in which the Power has been used but has not burned out. If the Character rests (performs no Dice Actions) for one hour (10 APs), all Burnout Numbers automatically reset to their original levels.

Example: A Character possesses Energy Blast/Serious Power Burnout, making the Power's Burnout Number 11. Following the Character's first Energy Blast use, s/he must roll over an 11 on 2D10 to avoid Power Burnout. If this roll is successful, following the second Energy Blast use, the Character must roll over a 12 to avoid Power Burnout, and so on.

If the Character fails any roll, the Power automatically burns out, and must be Recovered. If the Character rests for one hour (10 APs), the Burnout Number resets to 11 and the process starts over. Hero Points may never be spent to affect the Power's Burnout roll in any way.

Severity	Burnout Number	Factor Cost Modifier
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Minor	8	-1
Serious	11	-2
Catastrophic	15	-3

POWER RESTRICTION [FACTOR COST MOD: -1]

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

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

MISCELLANEOUS LIMITATION [FACTOR COST MOD: -1]

A Character who adopts a Limitation which cannot be categorized using any of the preceding Limitations receives a Factor Cost Modifier of -1 for a Miscellaneous Limitation (application is at GM discretion).



Advantages and Drawbacks

ADVANTAGES

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

Listed with each Advantage is a Cost, which is the Hero Point cost to purchase the Advantage. If the level of a Character has been multiplied or divided from the normal 450 Hero Point Base, the Advantages' Costs must also be multiplied or divided by that same amount at the time of purchase (see "Creating More- or Less-Powerful Characters" on page 10).

AREA KNOWLEDGE [COST: 20]

A Character with this Advantage has thorough knowledge of the terrain and landmarks which dominate a specific area. The area with which a Character is familiar must be exactly specified when this Advantage is purchased and may be no larger than city-size (such as Gotham City, the Louisiana Bayous, or Chicago). This Advantage may be purchased more than once for Characters familiar with more than one area.

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

Such Stealth modifiers are discretionary, as Batman's Area Knowledge of Gotham City would aid him while attempting to hide in an alley, but probably would not help him sneak around inside the Penguin's Gotham City hide-out.

ATTRACTIVE [COST: 15]

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

CONNECTION [COST: 10 or 15, see following]

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

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

A **High** level Connection allows unique familiarity with an individual (if the Character is one of Superman's close friends) or contact with someone at the upper echelons of an organization (such as Commissioner Gordon of the GCPD). A **High** level Connection will automatically inform a Character with this Advantage of everything s/he or his/her organization knows on

any particular subject. Additionally, **High** level Connections can often be Persuaded to lend a Character assistance or equipment. See the Charisma Skill and page 28 of the *Rules Manual* for more details.

A **High** level Connection costs 15 Hero Points.

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

A **Low** level Connection costs 10 Hero Points.

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

CONNOISSEUR [COST: 5]

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

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

GADGET [COST: Variable]

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

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

GENIUS [COST: 25]

A Character with this Advantage may use his/her Gadgetry Skill to create items or devices that use technology which is unavailable in the "real world" of the late 20th century (i.e., teleportation machines, force field belts, etc.). For a complete description of the Genius Advantage and its applications to Gadgetry, see page 33 of the *Rules Manual*.

GIFT OF GAB [COST: 20]

A Character with this Advantage is a master of verbal interplay. Whenever such a Character successfully performs an Interaction Maneuver (see page 33 of the *Rules Manual*), s/he receives a -2 Column Shift modifier to the target's OV/RV instead of the usual -1 Column Shift bonus.

HEADQUARTERS [COST: 10 or 15, see following]

A Character with this Advantage begins his/her career with a serviceable headquarters. The Character must choose the

extent of the Headquarters at the time of Advantage purchase: Confined or Expansive.

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

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

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

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

This Advantage may never be purchased after a Character has begun his/her career; it is only an option for beginning Characters. Obtaining a new Headquarters for an existing Character requires design, purchase, and creation under normal Wealth rules, found on page 44 of the *Rules Manual*.

INSTA-CHANGE [COST: 5]

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

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

The Atom has the Insta-Change Advantage.

INTENSIVE TRAINING [COST: 20]

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

An Intensively Trained Character receives a special -2 Factor Cost modifier to any Skills linked during Skill purchase in addition to the normal -2 Factor Cost modifier for lined Skills (see page 5 of this book). Factor Costs may never be reduced below 1.

Conversely, a Character with the Intensive Training Advantage also adds +2 to the Factor Cost of any Powers purchased for him/her. The Player must also pay an additional 50 Hero Points each time (per AP) that the Character raises an Action Attribute to a value greater than 8 APs through experience and Character Growth (see page 12 of this book). The Player must pay an additional 40 Hero Points to raise any other Attribute, Power, or unlinked Skill above 8 APs through this process.

Example: A Player whose Character has the Intensive Training Advantage wants to raise his/her DEX from 7 to 9 APs. DEX is an Action Attribute (Factor Cost 7), so the increase from 7 to 8 APs costs 70 Hero Points (as indicated on the *Increasing Attributes Chart*, page 13). However, the increase from 8 to 9 APs costs 155 Hero Points: 105 Hero Points for the normal Action Attribute increase plus 50 Hero Points for an Intensively Trained Character raising an Action Attribute above 8 APs. The total cost for increasing from 7 to 9 APs is therefore 225 Hero Points.

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

IRON NERVES [COST: 20]

A Character with this Advantage is unusually resistant to fear and intimidation. Such a Character receives a +2 Column Shift modifier to his/her OV/RV against the Aura of Fear and Phobia

Powers, as well as any Character Interaction (Intimidation) attempts made against him/her.

LEADERSHIP [COST: 25]

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

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

LIGHTNING REFLEXES [COST: 20]

A Character with this Advantage possesses lightning-fast reflexes and reaction times. Possession of this Advantage allows a Character to permanently add two (2) points to his/her base Initiative score (see page 16 of the *Rules Manual*).

LUCK [COST: 15]

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

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

Luck may be invoked to alter any Action Check, not just combat rolls.

OMNI-CONNECTION [COST: 25]

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

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

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

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



PET [COST: Variable]

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

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

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

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

SIMBA

DEX:	5	STR:	8	BODY:	7
INT:	3	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	10	HERO POINTS:	0		

As a standard Character, Simba would cost 193 Hero Points to design. However, designed under the Pet Advantage, Simba only costs Beast Lord 97 Hero Points ($193/2 = 96\frac{1}{2}$, rounded up to 97).

POPULARITY [COST: 20]

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

A Character with Popularity receives a special -1 Column Shift modifier to the OV/RV of all normal Persuasion attempts. This modifier may only be used on the first Persuasion attempt made against a particular person; subsequent attempts are made against the person's normal OV/RV (INFL/SPIRIT).

Such modifiers are subject to logical conditions. A Character would not receive a Popularity modifier against aliens from Venus who just landed (as they probably haven't heard of the Character) nor would s/he receive a Popularity modifier against Lex Luthor (it's tough to impress Lex).

Additionally, Multi-Attack penalties on Persuasion attempts are reduced by one Column Shift when made by a Character

with Popularity. The Character would receive no Column Shift penalties for Persuasion of 2 targets, a +1 Column Shift modifier to the targets' OV/RV against 3-4 targets, and so on.

RICH FAMILY/FRIENDS [COST: 15]

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

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

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

SCHOLAR [COST: 10 each]

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

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

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

SHARP EYE [COST: 15]

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

SILENT ASSISTANT [COST: 15]

A Character with this Advantage possesses an unknown aid who knows the Character's secret identity and regularly assists in the Character's personal and heroic life. The Assistant will often act as a surrogate for the Character when possible (surreptitiously performing the occupational duties of the Character's secret identity when the Character is absent, providing "timely accidents" which allow the Character to leave the scene during a crisis, etc.).

When a Character purchases this Advantage, the GM should create a Non-Player Character to serve as the hero's Silent Assistant. At any time during an adventure (when appropriate), the GM may alleviate a difficult situation through advent of the Silent Assistant. The Silent Assistant's identity should remain unknown to the Character, although through role-playing of campaign Subplots the Character may ultimately discover the Silent Assistant's identity.

MISCELLANEOUS ADVANTAGE [COST: 50]

A Character who possesses an Advantage which cannot be categorized using any of the preceeding Advantages must pay 50 Hero Points for a Miscellaneous Advantage (at GM discretion).

DRAWBACKS

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

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

AGE [BONUS: 15]

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

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

AUTHORITY FIGURE [BONUS: 15]

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

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

DARK SECRET [BONUS: 25]

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

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

EXILE [BONUS: 10 or 15, see following]

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

A Character who has voluntarily placed him/herself in Exile receives 10 Hero Points for adopting the Drawback; a Character Exiled against his/her will receives 15 Hero Points.

Starfire of the New Titans is in voluntary Exile from her home world of Tamaran while Shade the Changing Man of the Suicide Squad has been involuntarily Exiled from the Meta-Zone. Aquaman was once an Exile from Atlantis while Red Star has been Exiled from the Soviet Union.

GUILT [BONUS: 50]

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

Example: Guilty Guy runs out of Hero Points and is unable to pay his Guilt Fees for over two weeks. Since he cannot/does not pay his fee, Guilty Guy will suffer a +1 Column Shift penalty to the OV/RV of all his Dice Actions until he is able to complete an adventure and pay the 10 Hero Points owed as his Guilt Fee.

INNOCENT [BONUS: 10]

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

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

IRRATIONAL ATTRACTION [BONUS: 5/25/50]

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

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

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

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

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

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

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

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

IRRATIONAL FEAR [BONUS: 5/25/50]

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

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

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

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

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

Example: The Martian Manhunter, with a Serious Irrational Fear of Fire, finds himself in a burning building and must roll an 11 or greater to remain in the area. If this roll fails, the Manhunter will flee if possible, or stand paralyzed with fear, taking no actions and possibly sustaining damage from the fire during that phase. The Martian Manhunter could then attempt to overcome his Fear the following phase.

MARRIED [BONUS: 25]

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

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

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

MISTRUST [BONUS: 50]

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

Law enforcement officers and Non-Player Character heroes will automatically be Hostile towards a Character with this Drawback (see page 29 of the *Rules Manual*). Additionally,



police will usually attempt to arrest a Mistrusted Character wherever and whenever they encounter him/her.

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

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

PHYSICAL RESTRICTION [BONUS: 5/25/50]

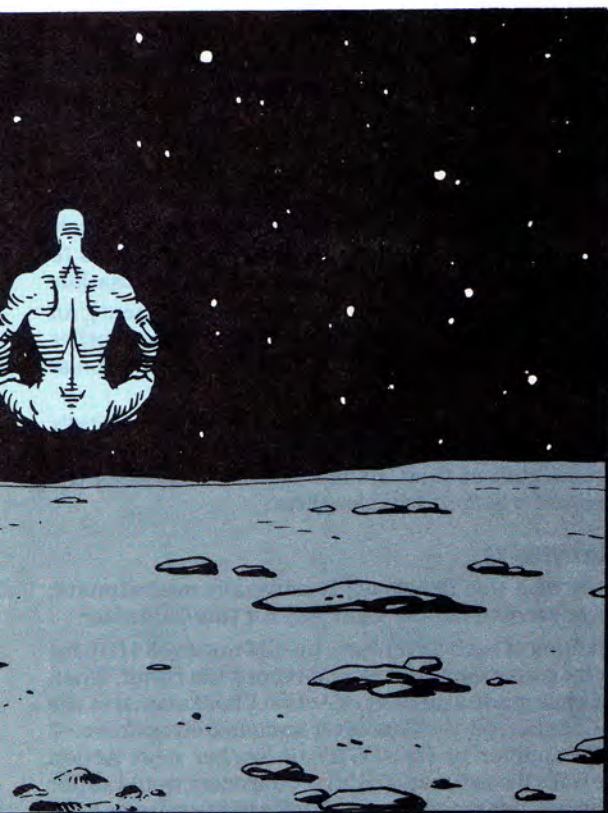
A Character with this Drawback has some sort of physical handicap. S/he might be blind, confined to a wheelchair, or missing a limb. Physical Restrictions normally fit into two general categories: sensory restrictions and physical handicaps.

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

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

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

Severity	Example	Bonus
Minor	No sense of taste or smell, trick knee.	5
Serious	Hemophilia, wheelchair bound.	25
Catastrophic	Blind, mute, missing a limb.	50



PSYCHOLOGICAL INSTABILITY [BONUS: 5/25/50]

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

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

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

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

* measured in APs.

PUBLIC IDENTITY [BONUS: 5]

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

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

Dr. Manhattan of the Watchmen has this Drawback.

RAGE [BONUS: 5/25/50]

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

The Player selecting this Drawback must decide at what level of severity the Rage exists; the frequency of enraged outbreaks is dependent on the Drawback's severity relative to the Character's Rage Number (indicated on the chart below). Whenever a Player whose Character has this Drawback rolls a number equal to or lower than his/her Rage Number during combat, the Character will become enraged and automatically enter Killing Combat (see page 17 of the *Rules Manual*) against his/her opponent, continually attacking the opponent each phase until either the opponent is dead, the enraged Character has been subdued, or the Rage has been broken.

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

A Character who enters Killing Combat as a result of Rage still loses all potential Hero Point Standard Awards for the adventure (see page 53 of the *Rules Manual*).

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

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

SECRET IDENTITY [BONUS: 10]

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

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

A Character adopting this Drawback cannot adopt the Married or Public Identity Drawbacks. Nearly every Character in the DC Universe has this Drawback.

STRANGE APPEARANCE [BONUS: 30]

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

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

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

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

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

TRAUMATIC FLASHBACKS [BONUS: 60]

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

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

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

Attacks made against a Character experiencing Traumatic Flashbacks automatically receive the -1 Column Shift Blindside bonus to the Character's OV. See page 24 of the *Rules Manual*.

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

At the beginning of each phase, Batman must roll an 11 or better on 2D10 or simply stand in place and experience the Flashbacks. If the Joker were to swing at the Batman during this phase, the Clown Prince of Crime would receive the Blindside

modifier to the attack. If Batman succeeded in his Flashbacks Action Check, he could act normally that phase, but would have to roll again every phase he spent in Crime Alley.

UNCERTAINTY [BONUS: 15]

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

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

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

UNLUCK [BONUS: 25]

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

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

Unluck will only affect a Character once per adventure.

VULNERABILITY [BONUS: Variable]

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

Attack Vulnerabilities

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

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

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

Fatal Vulnerabilities

A Fatal Vulnerability causes a Character to suffer Killing Damage from exposure to a substance or condition which is normally harmless to everyone else (such as Kryptonite or

staying out of water for more than one hour). The object, substance, or condition to which a Character has a Fatal Vulnerability must be specified when the Drawback is adopted.

A Character with a Fatal Vulnerability who is exposed to the specified substance or condition sustains 1 AP of damage to his/her Current BODY Condition during every one minute (4 APs of time) of exposure. This is initially treated as Killing Damage, but reverts to normal Bashing Damage once the Character is removed from proximity to the substance. Recovery is then performed normally (see page 18 of the *Rules Manual*).

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

A Fatal Vulnerability to a common object or condition is worth 150 Hero Points; a Fatal Vulnerability to a rare object or condition is worth 75 Hero Points. Finally, a Character who is vulnerable to a substance must decide at what Range s/he becomes susceptible to damage. The Range of a Fatal Vulnerability affects the Hero Point bonus as follows:

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

Loss Vulnerabilities

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

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

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

Note: A Character may only choose the All Powers Vulnerability if s/he has more Powers than Skills. Similarly, a Character may only choose the All Skills Vulnerability if s/he has more Skills than Powers.

Finally, a Character who is vulnerable to a substance must decide at what Range s/he becomes susceptible to damage. The Range of a Loss Vulnerability affects the Hero Point bonus as



indicated on the following chart. A Character adopting a Loss Vulnerability with no intrinsic Range (such as losing Powers at night) receives no Range bonus.

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

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

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

MISCELLANEOUS DRAWBACKS [BONUS: 50]

A Character who adopts a Drawback which cannot be categorized using any of the preceeding Drawbacks receives 50 Hero Points for a Miscellaneous Drawback (at GM discretion).

Powers

PHYSICAL

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

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

ACID

LINK: BODY A Character with
RANGE: Normal this Power can
TYPE: Dice shoot streams of
BASE COST: 15 Acid from his/her
FACTOR COST: 3 fingers. Use of
this Power is
treated as a normal Physical Attack
with AV/EVs equal to the APs of
Power and OV/RVs equal to the
target's DEX/BODY. If Acid is used to
attack a metallic object (such as an
android Character), the target's RV is
decreased by one column.

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

BOMB

LINK: STR The Bomb Power
RANGE: Special allows a Character
TYPE: Dice to cause an
BASE COST: 20 explosion which
FACTOR COST: 3 starts at the point
of ground contact
and extends out to a distance equal
to the APs of the Power divided by
two (round fractions down). The
Character possessing the Bomb Power
is not affected by the explosion,
although the Character is affected by
explosions created by other Characters using the Bomb Power.

Use of the Bomb Power is treated as an explosion (see page 25 of the *Rules Manual*). The explosion, a Physical Attack against everyone and everything within Range except the user, strikes with an AV/EV equal to the APs of the Power. Both the AV and EV of this attack are reduced by 2 APs for every AP of distance between the target and the initial point of explosion.

The Human Bomb of the Freedom Fighters has this Power.

CLAWS

LINK: DEX A Character with
RANGE: Touch the Claws Power
TYPE: Dice possesses claws
BASE COST: 25 or other natural,
FACTOR COST: 1 sharpened attack
methods. The
Character's DEX acts as the AV while
the APs of the Claws Power acts as
the EV for any attack the Character
makes with the Claws weapon. Claws
APs can also substitute for the
Character's EV in an attempt to cut
or rend materials.

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

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

CLING

LINK: STR Cling allows a
RANGE: Touch Character to
TYPE: Auto traverse perfectly
BASE COST: 10 vertical or even
FACTOR COST: 2 inverted surfaces
(like most walls
and ceilings) as if they were level
ground. Attempts to cling to any

unusually-slippery substances are resolved according to the Universal Modifiers Chart (ice or Teflon is Difficult, while an oil-coated wall or ceiling might be Extreme).

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

COLD IMMUNITY

LINK: BODY This Power allows
RANGE: Self a Character to
TYPE: Auto protect him or
BASE COST: 5 herself against
FACTOR COST: 5 cold weather
conditions or
cold-based attacks. A Character with
Cold Immunity adds the APs of
Power to his/her RV when defending
against such attacks.

DARKNESS

LINK: STR Darkness allows
RANGE: Normal a Character to
TYPE: Auto generate a field
BASE COST: 5 of darkness
FACTOR COST: 7 through which no
normal light can
pass. Vision Powers requiring light
(Telescopic Vision, Infravision, etc.)
are completely blocked and the APs
of Darkness become the OV/RV of an
Ultra Vision attempt to see through
the Darkness.

The field of generated Darkness has a volume equal to the Character's APs of the Power. Anyone within the Darkness field has his/her AV and OV of all Physical Actions reduced by the APs of Darkness. Darkness remains in effect as long as the Character wishes (through the expenditure of an Automatic Action each successive phase) or until the Character either falls unconscious or exits Range. Use of Darkness does not affect the vision of the Character using the Power.

Nightshade of the Suicide Squad has the Darkness Power.

DIGGING

LINK: STR Digging enables a
RANGE: Touch Character to
TYPE: Dice tunnel through
BASE COST: 5 an assortment of
FACTOR COST: 2 substances. The
 AV/EVs for a
 Digging attempt are equal to the
 Character's APs of Power; OV/RVs
 are determined according to the
 following table. The RAPs of a Digging
 Action Check equal the volume of
 substance removed.

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

DISINTEGRATION

LINK: STR This Power allows
RANGE: Touch a Character to
TYPE: Dice break down the
BASE COST: 100 actual molecular
FACTOR COST: 4 bonding of an
 object, causing
 its structure to dissolve into nothing-
 ness. The use of Disintegration is a
 Physical Attack with the attacker's
 DEX/APs of Power as AV/EV and the
 target's DEX/BODY as OV/RV.

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

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

ENERGY ABSORPTION

LINK: BODY This Power allows
RANGE: Self a Character to
TYPE: Auto absorb damage
BASE COST: 25 from Physical
FACTOR COST: 5 Attacks (Energy
 Blast, Heat Vision,
 Lightning, etc.), with the exception of
 those resulting from normal hand-to-
 hand combat. The energy absorbed is
 gradually dissipated throughout the
 Character's system with no ill effect.
 Absorbed energy cannot be diverted
 or changed, only neutralized.

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

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

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

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

ENERGY BLAST

LINK: BODY This Power allows
RANGE: Normal a Character to
TYPE: Dice fire a bolt of pure
BASE COST: 15 energy from any
FACTOR COST: 3 one particular
 part of the body,
 such as the eyes or hands. This Power
 is a Physical Attack, with APs serving
 as both AV and EV.

A Character should define which
 type of energy blast is fired when

purchasing this Power (light energy,
 magnetic energy, radiation, "cosmic
 power," etc.).

EXTRA LIMB

LINK: STR A Character with
RANGE: Self the Extra Limb
TYPE: Auto Power has a fully
BASE COST: 5 functional limb
FACTOR COST: 4 or appendage
 which is not
 possessed by a normal human (such
 as a prehensile tail, extra arms, etc.).

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

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

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

FLAME BEING

LINK: STR This Power allows
RANGE: Self a Character to
TYPE: Auto create and cover
BASE COST: 10 him/herself with
FACTOR COST: 6 a sheet of fire
 while sustaining

no damage. This flame covering will
 continue to burn for as long as the
 Character with Flame Being desires
 (through the expenditure of an Auto-
 matic Action each successive phase)
 or until s/he falls unconscious.

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

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

Character's STR as the EV of any hand-to-hand attacks.

Sun Boy of the Legion of Super-Heroes has this Power.

FLAME IMMUNITY

LINK: BODY This Power allows
RANGE: Self a Character to
TYPE: Auto protect him or
BASE COST: 5 herself against
FACTOR COST: 5 fire and heat-based attacks.

The APs of Power are added to the Character's RV against any and all such attacks.

Polar Boy of the Legion of Super-Heroes has this Power.

FLAME PROJECT

LINK: STR A Character with
RANGE: Normal the Flame Project
TYPE: Dice Power can fire
BASE COST: 15 forth a stream of
FACTOR COST: 3 flame from his or
her body like a
flamethrower. Use of this Power is a
Physical Attack with AV/EVs equal to
the APs of Power.

Fire, Firebrand, and Sun Boy have this Power.

FLASH

LINK: STR This Power allows
RANGE: Normal a Character to
TYPE: Dice produce a burst
BASE COST: 20 of brilliant, pure
FACTOR COST: 4 light. If the target
Character is not

prepared for his attack (by having his/her eyes covered, filtered glasses, secondary vision, etc.), s/he may be blinded. To determine this, the APs of Flash act as the AV/EV and the target's DEX/DEX as the OV/RV. RAPs are subtracted from both the target's DEX and Initiative totals for a number of phases equal to the RAPs of the Flash attack.

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

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

FLIGHT

LINK: DEX Flight allows a
RANGE: Self Character to
TYPE: Auto move freely in any
BASE COST: 10 direction through
FACTOR COST: 2 air or space.
Flight by itself
does not allow a Character to survive
in outer space but does provide
him/her with the ability to move
through it.

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

FOG

LINK: STR Fog allows a
RANGE: Normal Character to use
TYPE: Auto any atmospheric
BASE COST: 5 moisture to form
FACTOR COST: 3 a dense fog which
obscures vision
and vision-related Powers (such as
Sonar, Thermal Vision, Ultra Vision,
and X-Ray Vision). The OV/RV of an
attempt to see through the fog using
one of these Powers is equal to the
Character's APs of Power. Any attacks
made by Characters within the fog
receive a +2 Column Shift modifier to
the OV. The APs of Fog also equal the
volume (in APs) of fog cover.

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

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

FORCE FIELD

LINK: STR This Power allows
RANGE: Self a Character to
TYPE: Auto create a field of
BASE COST: 30 physical energy
FACTOR COST: 6 to protect his/her
own body. The
APs of Power are added to the
Character's RV against Physical
Attacks.

A Force Field is spherical in form and is centered around the Character

of origin. A field shelter may be generated at the same APs of volume as the Power's APs, protecting all Characters within the field's Range. No Physical Attacks with exterior targets can be made from within the field.

This Power may be purchased with a special -2 Factor Cost Limitation: Field Protects Power User Only.

Troia of the New Titans has this Power.

FORCE SHIELD

LINK: STR This Power allows
RANGE: Normal a Character to
TYPE: Auto create a shield of
BASE COST: 10 physical energy
FACTOR COST: 5 which provides
protection from
Physical Attacks. Anyone protected
by a Force Shield has the APs of
Power added to his/her RV against
Physical Attacks.

The Force Shield called into being is circular in shape, possesses an approximate diameter of four feet, and can be projected at Range. Such a shield is useless against attacks which originate from behind the Character unless the Character establishes the shield there, in which case the Character is defenseless against frontal assault.

GLIDING

LINK: DEX This Power allows
RANGE: Self a Character to
TYPE: Auto glide through the
BASE COST: 5 air at APs of
FACTOR COST: 2 distance equal to
the sum of the
APs of Power and the APs of height
the Character begins above the
ground.

Example: A Character with Gliding of 2 APs jumps from the roof of an eight-story building (which is approximately 3 APs above the ground). From this height, s/he may glide to the ground 5 APs distant.

A Character with Gliding travels at a speed equal to the APs of Power in distance per phase (it would take the Character in the previous example 3 phases to travel the full 5 APs).

Mothman of the Minutemen had this Power.



GLUE

LINK: STR
RANGE: Normal
TYPE: Dice
BASE COST: 15
FACTOR COST: 4

A Character with the Power of Glue can emit a sticky substance which glues the target to the ground or

surrounding terrain upon a successful Action Check. To glue a target, a Character makes an Action Check using the APs of the Power as the AV against the target's DEX/STR as the OV/RV. Positive RAPs indicate that the target cannot move and has his/her DEX reduced by the APs of the Glue attack until s/he breaks free.

In order to break free, a glued Character must make a successful Action Check (i.e., gain one or more RAPs) using STR as both AV and EV against OV/RVs equal to the RAPs gained by the original Glue attack.

GROWTH

LINK: STR
RANGE: Self
TYPE: Auto
BASE COST: 35
FACTOR COST: 10

Growth allows a Character to increase his/her size. For each AP of the Growth Power engaged

(a Character need not grow to maximum size) the following effects occur:

- 3 feet are added to Character's height.
- 1 AP is added to the Character's RV against Physical Attacks.
- 1 AP is added to the Character's weight and volume.
- 1 AP is added to the Character's STR.

Additionally, for every two APs of Growth engaged, a Character's OV decreases one AP (1 AP of Growth engaged has no effect on OV, while 2 to 3 APs engaged decreases the Character's OV by 1 AP, and 4 to 5 APs engaged decreases OV by 2 APs, etc.).

When purchasing this Power, a Character has the option of selecting a special -5 Factor Cost Limitation: Growth Does Not Cause STR Increase.

Colossal Boy of the Legion of Super-Heroes and Nuklon of Infinity Inc. have this Power.

HYPERSENSITIVE TOUCH

LINK: DEX
RANGE: Self
TYPE: Dice
BASE COST: 5
FACTOR COST: 2

This Power allows a Character to "see" with his/her fingertips. The Character can read a newspaper

by feeling the ridges of the ink, feel the vibration of a smoothly-running machine through a thick wall, or listen to phone conversations by touching the phone lines. A Character using Hypersensitive Touch makes an Action Check using the APs of Power as AV/EV against OV/RVs determined on the following table (additional OV/RV assignment at GM discretion). Positive RAPs indicates success in an attempt.

TASK	OV/RV
Read Newspaper	3/3
Identify Machine by vibration	5/5
Tap phone line	10/10

ICE PRODUCTION

LINK: STR
RANGE: Normal
TYPE: Auto/Dice
BASE COST: 20
FACTOR COST: 10

This Power allows a Character to create volumes of ice from thin air. The ice produced

may be formed into any shape the user desires, such as a wall, an ice dagger, a bridge, etc. Ice Production has a number of useful applications:

■ The user may trap a target in a block of solid ice. Make an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the target's DEX/STR. RAPs from this Action Check equal the ice APs which have trapped the target as well as the volume of ice created. While the target is trapped, his/her DEX is reduced by the APs of ice and s/he cannot move. To break free, the target must make a successful Physical Attack (i.e., earn positive RAPs) against OV/RVs equal to the RAPs of the successful Ice Production attack.

■ The user may make solid ice constructs, such as walls, bridges, etc., with volume and BODY both equal to the APs of Power.

■ The user may create an "ice sled" to move along the ground at a distance per phase equal to the user's APs of Power (maximum movement rate is 8 APs per phase, regardless of the Character's APs of Power).

■ The user may use Ice Production to create an "ice shield." In this case, the user's APs of Power are added to the RV against Physical Attacks. Such a Character will be unable to enter Physical combat while within the shield.

■ The user may make a simple Physical Attack, using the APs of Power as AV/EV.

Volumes of ice created with this Power will melt after APs of time equal to the Character's APs of Power. All constructs created by this Power have -2 Column Shift modifiers to their RV against fire- or heat-based attacks.

Polar Boy of the Legion of Super-Heroes has this Power, as does Captain Cold of the Suicide Squad.

ICING

LINK: STR
RANGE: Self
TYPE: Auto
BASE COST: 5
FACTOR COST: 5

Icing allows a Character to cover him/herself with a sheet of ice and not incur any damage. The

APs of Icing are added to the Character's RV against ice- or cold-based attacks.

Against fire- or heat-based attacks, such a Character suffers a -2 Column Shift modifier to his/her RV. APs of Icing may also be substituted for the Character's EV when making hand-to-hand attacks.



INVISIBILITY

LINK: DEX This Power allows
RANGE: Self a Character to be
TYPE: Auto impossible to
BASE COST: 10 detect with
FACTOR COST: 7 normal vision. Invisible Characters can only be detected by sound, special vision, or perception Powers (Sonar, Thermal Vision, Ultra Vision, etc.). APs of Invisibility act as the OV/RVs to any detection attempt using one of these Powers (AV/EVs are equal to the APs of the detector's Power). Positive RAPs indicate the invisible Character is located. Characters without a special vision or perception Power cannot attempt to locate invisible opponents.

Characters are automatically Surprised when initially attacked by undetected invisible opponents (see page 24 of the *Rules Manual*). Any attack that is directed against an unlocated invisible Character must be preceded by a successful Perception Check (see page 26 of the *Rules Manual*), in which case the invisible Character uses his/her APs of Invisibility as the OV. Characters who have successfully located an invisible target are not affected by this Power until the invisible Character has taken steps to disguise his/her location again.

INVULNERABILITY

LINK: BODY A Character with
RANGE: Self this Power is very
TYPE: Dice difficult to kill.
BASE COST: 5 When such a
FACTOR COST: 7 Character has suffered damage from Physical Attacks which would cause him/her to die under normal circumstances (the Character is reduced to negative APs of BODY), s/he makes an Action Check using current BODY APs (absolute value) as OV/RVs and the APs of Invulnerability as AV/EVs. RAPs from this roll equal the number of BODY points the Character regains.

This Power may be purchased with special +1 Factor Cost Bonuses for each of the following: the Power counteracts Mental damage, and the Power counteracts Mystical damage.

JUMPING

LINK: STR This Power allows
RANGE: Self a Character to
TYPE: Auto leap across great
BASE COST: 10 distances or to
FACTOR COST: 2 great heights through a natural or mechanical prowess. A Character with Jumping can traverse a distance or leap to heights equal to the Character's APs of Power.

LIGHTNING

LINK: STR This Power allows
RANGE: Normal a Character to
TYPE: Dice fire and control a
BASE COST: 15 bolt of lightning
FACTOR COST: 3 from his/her body. Lightning strikes as a Physical Attack in combat with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's DEX/BODY.

An opponent who is naturally insulated (such as a Character using Molecular Chameleon to assume the form of rubber) has a +2 Column Shift modifier added to his/her RV against Lightning. Electronic and/or metallic devices and Characters (such as Cyborg of the New Titans) receive a -2 Column Shift penalty to their RV against Lightning.

Cyborg himself has this Power.

MIMIC

LINK: DEX A Character with
RANGE: Normal the Mimic Power
TYPE: Dice can duplicate
BASE COST: 50 and use the STR
FACTOR COST: 10 Attribute or Powers of any other Character within Range. The APs of Mimic are the APs of time the Character can use any Mimicked Power.

To Mimic a Power, a Character must make an Action Check using the APs of Power as the AV/EV and the target's APs of the Power to be Mimicked as the OV/RV. A Character who successfully Mimics a Power receives that Power in APs equal to his/her APs of the Mimicked Power's Link Attribute, plus the RAPs received on the Mimic attempt. An attempt to mimic the STR Attribute of an opponent has an OV/RV equal to the

opponent's STR/STR. Multi-Attacks may be made using this Power; at any one time, a Character may only possess a number of Mimicked Powers equal to his/her APs of Mimic.

Example: A Character with 10 APs of Mimic and a BODY of 5 APs tries to Mimic another Character's Energy Blast. The Character with Mimic makes an Action Check using 10/10 (his/her APs of Mimic) as the AV/EV against the target's APs of Energy Blast as the OV/RV. If this Check gains positive RAPs, the Character with Mimic receives 5 APs of the Energy Blast Power (the Link Attribute of Energy Blast is BODY), plus the RAPs received on the Mimic roll. The Character can use the Mimicked Energy Blast for 10 APs of time (the APs of Mimic).

MUTATION

LINK: STR This Power allows
RANGE: Touch a Character to
TYPE: Dice evolve or devolve
BASE COST: 200 a target into a
FACTOR COST: 10 new life form. The user must

make an Action Check with his/her DEX/APs of Power as the AV/EV and the target's DEX/BODY as the OV/RV. If the Check is successful, the user then rolls again on 2D10 to determine the mutative results, as presented on the table below:

Roll	Effect (target receives)
2	2 APs of Claws
3-10	2 APs of Growth
11	2 APs of STR
12	2 APs of Flight
13	2 APs of INT
14	2 APs of BODY
15	2 APs of Skin Armor
16	2 APs of Energy Blast
17	2 APs of Superspeed
18	2 APs of Shrinking
19	2 APs of X-Ray Vision
20	2 APs of any Power selected by the GM

Mutated creatures automatically possess the Strange Appearance Drawback. The Power user can bestow multiple mutations upon a target. Mutations last for a length of time (in APs) equal to RAPs gained on the Mutation attempt.

OMNI-ARM

LINK: STR The Omni-Arm
RANGE: Self Power allows a
TYPE: Auto Character to
BASE COST: 10 transform the
FACTOR COST: 5 physical shape of
 his/her own
 limbs into anything desired. Material
 and mass of the transformed object
 remain the same but shape and
 function can vary. Arms can be
 converted into lobster claws,
 hammers, or giant scissors, for
 example.

When using Omni-Arm, a Character
 may substitute the APs of Power for
 STR (including EV) when performing
 an action.

Metamorpho, of Justice League
 Europe fame, has this Power, as does
 the flexible Plastic Man.

POISON TOUCH

LINK: STR A Character with
RANGE: Touch this Power is able
TYPE: Dice to generate a
BASE COST: 30 substance which
FACTOR COST: 3 irritates the skin
 on contact,
 causing damage to an opponent.
 Initial attack is made with the user's
 DEX/APs of Power as AV/EV and the
 opponent's DEX/BODY as OV/RV,
 respectively, the opponent sustaining
 RAPs of damage.

In successive phases, the opponent
 is further attacked by the APs of
 Poison Touch as the AV/EV against
 the victim's BODY/BODY as the OV/RV.
 These attacks continue each phase
 until one of them fails. These con-
 tinuing attacks simulate the spread
 of the poison through the opponent's
 body. The attacker may not make
 another attempt to Poison Touch the
 victim until the previous attack fails.
 Cumulative attacks are not possible.

PROJECTILE WEAPONS

LINK: STR This Power allows
RANGE: Normal a Character to
TYPE: Dice fire projectiles
BASE COST: 15 from his/her
FACTOR COST: 2 own body at an
 opponent or

target. The AV/EVs of an attack using
 Projectile Weapons equal the APs of
 Power while OV/RVs equal the
 opponent's DEX/BODY.

Shrapnel has this Power.

RUNNING

LINK: DEX This Power allows
RANGE: Self a Character to
TYPE: Auto move across level
BASE COST: 10 ground (and/or
FACTOR COST: 2 other surfaces
 that are normally
 traversable by the Character) at
 extreme speeds. The distance per
 phase that a Character who possesses
 Running can move is equal to his/her
 APs of the Power.

SEALED SYSTEMS

LINK: BODY This Power allows
RANGE: Self a Character to
TYPE: Auto sustain him or
BASE COST: 5 herself in any
FACTOR COST: 6 style atmosphere
 or environment,
 even those in which the Character
 could not normally survive. Sealed
 Systems lasts for a length of time in
 APs equal to the Character's APs of
 the Power. Beyond this time, the
 Power fails and must be Recovered
 normally (see page 18 of the *Rules
 Manual*).

In addition, a Character with
 Sealed Systems can add the APs of
 Power to his/her RV against gas or
 radiation attacks. Sealed Systems
 can be purchased with a special -5
 Factor Cost Limitation: Power
 Ineffective Against Gas/Radiation
 Attacks.

SELF MANIPULATION

LINK: DEX This Power allows
RANGE: Self a Character to
TYPE: Auto shape his/her
BASE COST: 75 own body into
FACTOR COST: 10 that of any object
 s/he desires. The

Character must divide his/her APs of
 Self Manipulation (as desired)
 between the Physical Attributes and
 Powers of any objects assumed.
 However, any object formed retains
 the using Character's BODY and
 damage done to the object is
 sustained by the Character.



Example: Plastic Man (Self Manipulation of 9 APs) can turn himself into a boat or car that possesses a STR of 4 APs and a Speed of 5 APs (the Swimming or Running Powers). Similarly, he could assume the form of a spring with a STR of 4 APs and also possessed 5 APs of the Jumping Power.

The volume of any object assumed through the use of Self Manipulation cannot exceed the Character's APs of Power.

SHRINKING

LINK: STR This Power allows
RANGE: Self a Character to
TYPE: Auto decrease his/her
BASE COST: 15 size. For each AP
FACTOR COST: 5 of Shrinking that
 such a Character
 engages, one AP is added to the
 Character's OV against Physical

Attacks. A Character need not use the full APs of Shrinking; s/he may choose how much to shrink. A Character's Attributes are not altered by the use of Shrinking.

In addition, a Character with Shrinking might be hard to notice in certain situations, depending on the Character's size. If a Perception Check is made to notice a shrunk Character, the APs of Power which the Character has engaged serve as the OV/RV to the Perception attempt. The APs of Shrinking reduce the Character in size as detailed on the following chart:

APs	Size
2	Small Human
5	Cat
8	Mouse
12	Insect
25	Virus
32	Atom

SKIN ARMOR

LINK: BODY This Power allows
RANGE: Self a Character to
TYPE: Auto add his/her APs
BASE COST: 50 of Skin Armor to
FACTOR COST: 5 the RV (BODY)
 against those
 Physical Attacks that cause injury
 through force or impact. Possession
 of this Power makes a Character
 extremely resistant to these forms of
 Physical damage. However, Skin
 Armor has no effect against Physical
 Attacks such as gas or radiation.

SOLAR SUSTENANCE

LINK: BODY This Power allows
RANGE: Self a Character to
TYPE: Auto derive nourish-
BASE COST: 5 ment directly
FACTOR COST: 1 from the sun.
 Before this Power
 can take effect, a Character must be
 exposed to sunlight for 10 APs of
 time, at which point s/he will feel
 immediately replenished.

No other form of sustenance
 (neither food nor water) is required
 by a Character while this Power is in
 effect. The APs of Power equal the
 length of time in APs a Character can
 remain sustained without either
 traditional nourishment or exposure

to sunlight.

Starfire of the New Titans and
 Swamp Thing have this Power.

SONIC BEAM

LINK: STR A Sonic Beam is a
RANGE: Normal coherent stream
TYPE: Dice of sonic energy
BASE COST: 15 which has the
FACTOR COST: 4 ability to shatter
 solid objects.

Projection of a Sonic Beam against a
 living being is treated as a Physical
 Attack with an AV/EV equal to the
 APs of the Power. If Sonic Beam is
 projected against an inanimate object,
 the target will vibrate, crack, and
 finally shatter upon receiving damage
 equal to twice its BODY.

If a Sonic Beam is directed against a
 Character using a hearing Power
 (Extended Hearing, Super Hearing,
 etc.), the RV of the attack receives a
 special -2 Column Shift modifier. If an
 inanimate object is destroyed by a
 Sonic Beam Trick Shot (see page 23 of
 the *Rules Manual*), the resulting
 vibrations may cause the object to
 explode with a force equal to its
 original BODY APs (see page 25 of the
Rules Manual). If no Trick Shot is
 utilized, no explosive damage is
 inflicted by this Power.

A Sonic Beam must have a medium
 through which to travel. This Power
 does not work in a vacuum.

Black Canary has this Power.

SPLIT

LINK: DEX This Power allows
RANGE: Self a Character to
TYPE: Auto separate him or
BASE COST: 50 herself into two
FACTOR COST: 10 or more complete
 beings. Each Split
 being possesses the same Attributes,
 Powers, and Skills as the original
 Character at the Character's AP-level,
 minus one (1) for each Split.

Example: A Character with all his/
 her Attributes at 6 APs, Split of 2 APs,
 and an Energy Blast of 8 APs could
 Split twice, resulting in three separate
 beings, each of whom would possess
 all Attributes at 4 APs and 6 APs of
 Energy Blast. Duplicates created
 through the Split Power do *not* possess
 the Split Power themselves.

A Character can Split a total
 number of times equal to the APs of

Power. Rejoining of duplicates is
 instantaneous at the original
 Character's will, at which point the
 Character sustains the greatest
 amount of damage taken by any one
 of the duplicates. Dead duplicates
 cannot rejoin with the original
 Character; additionally, for every
 duplicate which dies, the original
 Character automatically loses one AP
 from each of his/her Attributes,
 Powers, and Skills.

STRETCHING

LINK: DEX This Power allows
RANGE: Normal a Character to
TYPE: Auto elongate his/her
BASE COST: 10 own body a
FACTOR COST: 6 number of APs of
 distance equal to
 the APs of Power (allowing the
 Character to make hand-to-hand
 attacks, see items more closely, pick
 up objects at this range, etc.).

In addition, a Character with
 Stretching can absorb most Physical
 Attacks by stretching under the
 impact, thus slowing the force of a
 punch or projectile. In this manner, a
 Character adds the APs of Stretching
 to his/her RV. However, to utilize this
 aspect of the Stretching Power, a
 Character must announce that s/he
 is defending during the phase and
 taking no other action.

Elongated Man has this Power, as
 does Plastic Man.

SUPER BREATH

LINK: STR This Power allows
RANGE: Normal a Character to
TYPE: Dice exhale a powerful
BASE COST: 10 stream of air. The
FACTOR COST: 4 Character can
 attack all targets
 within a one (1) AP wide corridor
 extending from the site of origin with
 no Multi-Attack penalties (i.e., the
 attack is made against each target
 separately).

Use of Super Breath is a Physical
 Attack with the APs of Power serving
 as AV/EVs and the target's DEX/BODY
 as OV/RVs. However, the target does
 not sustain damage from this attack;
 instead, the target is Knocked Back a
 number of APs distant equal to the
 RAPs received minus the target's
 weight in APs (most humans weigh 2

APs, see page 20 of the *Rules Manual*).

Note: When a Character is Knocked Back in this fashion, s/he may sustain auxilliary damage from contact with objects (buildings, the ground, etc.). This damage is considered as being sustained in Killing Combat, although the Character using Super Breath is not penalized as such during the distribution of Standard Awards unless the resulting damage actually killed a Character.

Superman has this very noisy Power.

SUPERSPEED

LINK: *DEX*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 25
FACTOR COST: 5

Superspeed gives a Character the ability to move, run, type, read, or perform any other physical action faster than is humanly possible. A Character with this Power can do a number of things:

- Add the APs of Power when calculating Initiative to perform any action,
- Travel at a speed equal to the APs of Power, and
- Subtract the APs of Power from the time (in APs) necessary to perform some task. For example, if it takes 13 APs of time (8 hours) to read a book, a Character with 8 APs of Superspeed could read the book in 5 APs of time (2 minutes).

In addition, a Character with Superspeed has the option each phase of substituting the APs of Power for DEX (using Superspeed APs as the AV/OV for/against Physical Attacks) or substituting Superspeed APs for the EV when performing an action.

The Flash has this Power.

SWIMMING

LINK: *STR*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 5
FACTOR COST: 2

This Power allows a Character to move through water and other fluids at a speed equal to his/her APs of Swimming. This Power does not provide the Character with the ability to breathe underwater (as would Sealed Systems or Water Freedom).

Aquaman has this Power.

SYSTEMIC ANTIDOTE

LINK: *BODY*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 5
FACTOR COST: 5

This Power gives a Character a limited immunity to Physical damage caused by any chemical, poison, or drug attack. In such a case, the APs of Systemic Antidote are added to the Character's RV against such attacks.

TWO-DIMENSIONAL

LINK: *DEX*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 75
FACTOR COST: 5

This Power allows a Character to move along the surface of an object like a shadow. While a Character using Two-Dimensional can only be Physically Attacked by another Two-Dimensional Character (and, as such, is completely immune to normal Physical Attacks with forceful results), the Character will still sustain damage/effects from all gas and radiation attacks such as Flash, Fog, etc.

A Character using this Power is invisible when viewed from the side. In such situations, the Character is treated as if s/he had the Invisibility Power rated at an AP level equivalent to the Two-Dimensional Power.

The Shadow Thief and Obsidian have this Power.

WATER FREEDOM

LINK: *DEX*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 5
FACTOR COST: 3

This Power allows a Character to move through water and other liquids as easily as the average human moves through air. A Character with Water Freedom does not suffer any underwater combat penalties (see page 25 of the *Rules Manual*).

While submerged, a Character with this Power can breathe freely and may substitute his/her APs of Water Freedom for DEX (recalculate Initiative score).



MENTAL

Unless otherwise stated, all attacks made by Mental Powers are Mental Attacks with affected OV/RVs of INT/MIND, respectively.

ADAPTATION

LINK: INT This Power allows
RANGE: Special a Character to
TYPE: Auto duplicate any
BASE COST: 1000 existing Power or
FACTOR COST: 10 Skill from any
other Character.

To utilize Adaptation, a Character must have witnessed the use of the Power/Skill to be Adapted, and must be within Normal Range of that Character to Adapt the Power/Skill. A Character may Adapt any number of Powers and/or Skills, provided the cumulative APs do not exceed his/her APs of Adaptation.

A Character utilizing Adaptation must concentrate for one phase prior to utilizing the Adapted Power/Skill, at which point s/he receives APs of the Adapted Power equal to those of the Character from whom the Power was Adapted; if the Adapted Power was linked, the Adapting Character receives APs of Power equal to his/her APs in the Adapted Power's link Attribute.

Note: Powers and Skills with Base Costs greater than 100 Hero Points can never be Adapted using this Power.

AIR CONTROL

LINK: INT This Power allows
RANGE: Normal a Character to
TYPE: Dice control the
BASE COST: 20 movement of a
FACTOR COST: 9 volume of air. A
Character with
Air Control may utilize the Power
toward a number of applications:

■ The user may aim forceful wind gusts at an opponent in an attempt to damage him/her/it. This is treated as

a Physical Attack using the APs of Air Control as AV/EV and the target's DEX/BODY as OV/RV.

■ The user may summon strong winds to buffet about opponents. This is treated exactly like attacks made via the Super-Breath Power, except the winds affect everyone and everything (except the user) within a volume equal to the APs of Power (rather than the 1-AP-wide corridor of Super Breath).

The user may shape this volume as desired. In addition, the Power user may choose the direction in which to Knock Back each of the targets, not necessarily choosing the same direction for each target. Damage sustained through Knockback is considered Killing Combat: see pages 20 and 22 of the *Rules Manual*.

■ The user can remove existing volumes of air to create a vacuum. This attack requires a successful Action Check with the user's APs of Air Control as the AV/EV against an OV/RV equal to the volume of air to be displaced. The OV/RV receives a special +2 Column Shift modifier due to the difficulty of creating a vacuum. Characters caught in a vacuum lose 1 AP of Current BODY Condition per phase of exposure (considered Killing Combat in most Genres).

■ The user may propel him/herself via gusts of air, moving at a distance per phase equal to the Character's APs of Air Control.

■ Finally, the user may simply move a volume of air. OV/RVs of such an attempt are the APs of volume to be moved; RAPs equal the distance the volume is displaced. For example, a Character with Air Control could use the Power to push a cloud of poisonous or radioactive air away from a crowd of spectators or toward a group of villains.

Windfall has this Power, as did the Red Tornado.

AIR WALKING

LINK: WILL This Power allows
RANGE: Self a Character to
TYPE: Auto walk, fight, and
BASE COST: 5 run on the air
FACTOR COST: 2 itself as if it were
solid ground.
While airborne, the Character can
move at normal land movement rate

in any direction (including straight up and straight down).

The APs of Power equal the maximum height from ground level that the user can attain by Air Walking. Some form of atmosphere must be present for this Power to function: Air Walking will not work in outer space or in a vacuum.

ANALYTICAL SMELL/ TRACKING SCENT

LINK: INT The *Analytical*
RANGE: Normal *Smell* portion of
TYPE: Dice this Power allows
BASE COST: 10 a Character to
FACTOR COST: 4 identify an item
or person by
scent alone following a successful
Action Check using the APs of Power
as AV/EV. The OV/RVs of particular
scents vary: common scents have
OV/RVs of 0; uncommon scents have
OV/RVs from 2 to 4; rare or masked
scents have OV/RVs from 6 to 8; and
unique, faint, or alien scents have
OV/RVs of up to 15.

If three or fewer RAPs are earned on an Analytical Smell Action Check, the Character will possess a basic idea of from what or where the smell is coming. If 4 or more RAPs are earned, the Character can identify the source of the smell precisely.

A Character with Analytical Smell also possesses the Power of *Tracking Scent*, which allows the Character to track a being or object by scent alone. Once the Character has encountered a scent, s/he may use this Power to track the scent. OV/RVs of such a Tracking attempt are at 6/6 for a generic type of scent (such as human, horse, or cypress tree) and 8/8 for an individual scent (such as Jimmy Olsen, Secretariat, or the dusty smell of the villain's warehouse).

On Tracking Scent attempts, RAPs received on the Check equal the length of time (in APs) a Character can follow the movements of his/her quarry without needing to reroll on the Tracking attempt. Inclement weather can increase OVs to an attempt from 1 (fog or a light wind) to as much as 8 (torrential rains and high winds).

This Power may be purchased with a special -1 Factor Cost Limitation: Power Limited to Either Analytical Smell or Tracking Scent.

ANIMAL MIMICRY

LINK: *WILL*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 50
FACTOR COST: 5

This Power allows the user to mimic the Powers, Skills, and Physical Attributes of any animal. However,

Animal Mimicry does not give the user the shape of the animal or its natural weaponry (tusks, horns, claws, etc.). Statistics and abilities of many animals can be found in **Appendix D** of the *Rules Manual*.

The APs of Animal Mimicry are the maximum APs an original animal can possess if its ability is to be Mimicked (a Character with 4 APs of Animal Mimicry cannot Mimic a hawk's 6 APs of Flight). A Character Mimicking an animal may choose to take on any of the animal's Powers, Skills, and Physical Attributes (provided s/he has sufficient APs), but need not Mimic all of the animal's Attributes, Powers, and Skills, only those desired.

A Character choosing to Mimic more than one ability, s/he must split up his/her APs of Mimic between these abilities as desired (a Character cannot possess full Mimic APs in several abilities).

This Power may be purchased with a special -2 Factor Cost Limitation: Power Only Mimics Animals Up To 8 APs Distant from User.

Animal Man has this Power with the special Limitation.

ATTRACTION/ REPULSION

LINK: *MIND*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: 15
FACTOR COST: 4

This Power allows a Character to attract and repel creatures and objects toward or away from the

Character's own body. This attack requires a successful Action Check with AV/EVs equal to the APs of Attraction/Repulsion.

The OV of an Attraction/Repulsion attempt is equal to the target's DEX or STR (whichever is higher) if the target is a living creature or the target's speed or BODY (whichever is higher) if the target is an inanimate object; the RV is equal to the target's weight in

APs (most human Characters weigh 2 APs). RAPs indicate the distance which the target was moved closer to or further from the Power user.

This Power may be purchased with a special -1 Factor Cost Limitation: Power is Limited to Either Attraction or Repulsion Alone.

BROADCAST EMPATH

LINK: *WILL*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: 20
FACTOR COST: 5

This Power allows a Character to make another Character feel any emotion the user wishes. For example, the user could make an opponent run in total fear, feel too sad to do anything, or feel blissful and calm.

The use of Broadcast Empath is treated as a normal Mental Attack with AV/EVs equal to the user's APs of Power; however, a successfully attacked victim takes no Mental damage. Instead, if the RAPs earned by the attack roll are greater than or equal to the opponent's MIND, the opponent succumbs to whatever emotion the user broadcasts. This emotional state will last for RAPs of time (or the Power user may choose to release the opponent at any time beforehand).

A Character affected by Broadcast Empath can break free of the effect by making a successful Action Check with INT/WILL as AV/EV and the RAPs of the Broadcast Empath attack as OV/RV.

The Psycho Pirate has this Power.

CELL ROT

LINK: *WILL*
RANGE: *Touch*
TYPE: *Dice*
BASE COST: 20
FACTOR COST: 3

This Power gives a Character the ability to cause any formerly-living material to decompose. For this purpose, "formerly-living material" is defined as any natural substance derived from a once living source, including leather, hemp rope, cloth, paper, and wood products.

A Character with Cell Rot can completely decompose an inanimate object in an amount of time equal to

the object's BODY minus the Character's APs of Power. For example, a Character with 8 APs of Cell Rot can destroy an object with a BODY of 10 APs in 2 APs of time, or 16 seconds ($10 - 8 = 2$). An object need only be touched once for this continual Cell Rot effect to occur. An object with a BODY less than or equal to the Character's APs of Power can be completely decomposed in a single phase.

Cell Rot can also be used as a normal Physical Attack against living creatures. In such a case, AV/EVs are equal to the Character's DEX/APs of Power, while OV/RVs are equal to the opponent's DEX/BODY. Damage from this Cell Rot attack is normal Physical damage, ceasing at that phase with no continuing damage in subsequent phases (unless target is re-attacked).

The Batman's nemesis, Clayface, has this Power.

CHAMELEON

LINK: *INT*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 5
FACTOR COST: 3

A Character with this Power can alter his/her appearance to resemble any other Character.

For greatest effectiveness, the impersonated Character should be roughly the same height, weight, and build as the Power user (within one foot and sixty pounds). Normally, the Chameleon's clothing also transforms to resemble that of the target, although weapons and special gear are not duplicated.

The APs of Chameleon act as the OV/RV of any Perception Check (see page 26 of the *Rules Manual*) made to penetrate the user's disguise. This OV/RV automatically receives a -2 Column Shift modifier if the user is attempting to impersonate a member of the opposite sex or someone with a radically different build.

Note: Chameleon does not include the ability to duplicate a target's voice or personality, as does the Actor Subskill of Artist.

This Power may be purchased with a special -1 Factor Cost Limitation: User's Clothing Does Not Transform to Resemble Target's Clothing.

Martian Manhunter and Starman have this Power.

COMPREHEND LANGUAGES

LINK: *MIND*
RANGE: *Self*
TYPE: *Dice*
BASE COST: *5*
FACTOR COST: *2*

A Character with this Power may attempt to communicate with another intelligent being who speaks a different language. The AV/EVs of such a communication attempt are equal to the Character's APs of Power; OV/RVs are determined relative to the degree of difference between the user's language and the target creature's language, as summarized in the following chart. Positive RAPs indicate the Character can understand and communicate in the language completely.

Language Relation	OV/RV
Same Group (e.g., Spanish and French)	2/2
Same World (e.g., German and Swahili)	8/8
Alien Language	12/12

CONTINUUM CONTROL

LINK: *WILL*
RANGE: *Normal*
TYPE: *Auto*
BASE COST: *550*
FACTOR COST: *10*

Phenomenally potent, this Power provides a Character with the ability to alter the very nature of matter and, thus, control over the time/space continuum. A Character with the Power of Continuum Control is able to automatically mimic the effects of the each of following Powers: Damage Transference, Energy Blast, Matter Manipulation, Regeneration, Teleportation, and Time Travel.

The APs of Continuum Control function as the APs of any Power that the user wishes to mimic. A user wishing to mimic more than one Power at a time must divide the APs of Continuum Control between the Powers as desired.

A Character using Continuum Control must spend one full phase to "activate" the Power (performing no other actions during this phase). Beginning with the next phase, the Continuum Control is activated and the user can mimic other Powers. All

uses of Powers mimicked with Continuum Control during a phase are treated as a single Dice Action when determining the number of actions in that phase (thus, regardless of the number of Powers mimicked via Continuum Control, the collective attacks serve only as the Character's Power use action for that phase).

Note: When mimicked via Continuum Control, Teleportation has a Range of Normal instead of its usual +7. However, the user may Teleport any target within normal Range, not just those within 0 APs.

Darkseid has this Power.

CONTROL

LINK: *WILL*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: *50*
FACTOR COST: *7*

This Power allows a Character to mentally attack an opponent and then dictate all of the opponent's actions. When a Character successfully uses this Power on another, s/he is able to completely control the victim's body.

To control a target, the user must make an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the target's INT/MIND. If RAPs exceed the opponent's MIND, the opponent falls under the user's control and will remain controlled until the user voluntarily releases the opponent, falls unconscious, or the opponent succeeds in breaking free of the control.

While controlled, a victim's actions are entirely dictated by the Power user. The user must expend an Automatic Action each phase to transmit instructions to any and all Characters under control, with no need for direct communication (instructions are given mentally with an unlimited range).

A victim of Control is entitled to combat the effect each phase with an AV/EV equal to the victim's INT/WILL against an OV/RV equal to the controller's APs of Power. Hero Point expenditure on the OV/RV is not allowed. If/when the victim's cumulative RAPs from these attempts exceed the user's APs of Control, the victim breaks free.

Saturn Girl and Trigon have this Power.

DAMAGE TRANSFERENCE

LINK: *WILL*
RANGE: *Touch*
TYPE: *Auto*
BASE COST: *15*
FACTOR COST: *5*

This Power allows a Character to heal physical wounds. With the Damage Transference Power a Character can heal up to his/her APs of Power in BODY damage to any other Character. Use of Damage Transference takes one minute (4 APs, or 15 phases).

The Character using this Power runs the risk of injury each time s/he uses Damage Transference. The number of APs of BODY damage the user heals in any phase becomes the AV/EV of an Action Check against OV/RVs equal to the user's INT/MIND. RAPs from this Action Check equal the amount of damage sustained by the user, who may distribute this damage between MIND and BODY in any desired fashion.

Raven of the New Titans has this Power.

DANGER SENSE

LINK: *INT*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: *25*
FACTOR COST: *3*

This Power allows a Character to sense the fact that s/he faces imminent danger.

When such a Character is in a situation where some person, item, or presence poses an immediate threat, the GM must make an Action Check using the Character's APs of Danger Sense as AV/EVs against OV/RVs determined by the intensity of the danger (as summarized on the following table).

If this Action Check earns between 1 and 7 RAPs, the GM must indicate that the Character is in danger. If the Action Check receives 8 or more RAPs, the GM must reveal the exact source of the danger.

Note: A Character may never spend Hero Points to increase his/her Danger Sense in any fashion. Also, use of this Power never costs the Character an action in combat: the Power automatically activates if danger is present.

Timber Wolf has this Power and Sgt. Rock's "combat antenna" is a form of Danger Sense.

Danger Intensity	OV/RV
Critical Threat (e.g., attack by a superior foe, imminent accident to cause death, etc.)	2/2
Major Threat (e.g., attack by an evenly-matched foe, imminent accident to cause serious damage, etc.)	4/4
Minor Threat (e.g., attack by a weaker foe, imminent accident to cause minor damage, etc.)	8/8

DENSITY INCREASE

LINK: *Will* This Power allows a Character to increase his/her mass at will. Each **BASE COST:** 10 AP of Density Increase engaged by the Character initiates the following effects:

- One AP is added to the Character's RV against Physical Attacks.
- One AP is added to the Character's weight (human Characters begin with a weight of 2 APs).
- One AP is subtracted from the Character's DEX for every two APs of Density Increase engaged.

The APs of Power equal the maximum amount of density the Character can increase. The Character need not activate all of his/her APs of Density Increase at any given time.

Blok of the Legion of Super-Heroes and Nuklon of Infinity Inc. have this Power.

DETECT

LINK: *Int* This Power gives a Character the ability to detect any one specific item, presence, or quality (termed IPQ). Exactly what it is the Character can detect must be specified when the Power is purchased (i.e. Detect Evil, Detect Lies, Detect Radiation,

etc.). The IPQ selected must be fairly specific and is subject to GM approval.

Detect is treated as an Automatic Action unless there is an intelligent creature attempting to mask the IPQ from the Power user. In such a case, Detect becomes a Dice Action where the detector must make an Action Check using the APs of Power as AV/EVs against OV/RVs equal to the opponent's INT/MIND. Positive RAPs indicate success.

For example, Detect Radiation is normally an Automatic Action because there is little anyone can do to hide radioactivity, while Detect Lie is always a Dice Action because the liar is obviously trying to hide the truth from the Character.

Detect may be purchased as often as desired. However, the Power *must* be purchased with a +1 Factor Cost Bonus for each additional IPQ the Character can Detect past the first.

DIRECTIONAL HEARING

LINK: *Int* This Power allows a Character to pinpoint the exact location of the source of a sound. This is an Automatic Action unless the source of the sound is a Character or gadget with the Stealth Subskill of Thief or some Power which allows silent movement. In such a case, the use of Directional Hearing is a Dice Action, with OV/RVs equal to the opponent's Skill or Power (positive RAPs indicating success).

This Power does not allow the Character to hear sounds at an increased distance, as does Extended Hearing, it merely locates the exact location of a normally-audible sound.

Superman has this Power.

DISPERSAL

LINK: *Will* This Power allows a Character to disperse his/her atoms to become intangible to the point of being able to pass through solid objects.

Each AP of Dispersal engaged by the user has the following effects:

- One AP is added to the Character's OV/RV against Physical Attacks.
- One AP is subtracted from the Character's STR (to a minimum of 0 APs) and weight (for the results of negative APs of weight, see page 63 of the *Rules Manual*).

In addition, a Character with APs of Dispersal greater than or equal to the BODY of an object may freely pass through that object, meeting with no resistance whatsoever.

Phantom Girl of the Legion of Super-Heroes and Nuklon of Infinity Inc. have this Power.

EARTH CONTROL

LINK: *Int* This Power allows a Character to cause and control the movement of a volume of earth, rock, or soil. A Character with Earth Control may utilize the Power toward a number of applications:

- The Power user may fling earth at an opponent in an attempt to damage him/her/it. This is treated as a Physical Attack with AV/EVs equal to the user's APs of Earth Control and OV/RVs equal to the opponent's DEX/BODY.
- The Power user may create a powerful dirt storm in an attempt to blind Characters within a volume equal to the user's APs of Power. In this case, the Player must make an Action Check with an AV/EV equal to the APs of Earth Control while the OV/RV is equal to each target's DEX/DEX. RAPs earned are then subtracted from each target's DEX and Initiative total for a number of phases equal to the RAPs of the attack. All targets within an affected volume are attacked separately and without the usual Multi-Attack penalties.

- The Power user may simply move a volume of Earth. This requires an Action Check with AV/EVs equal to the APs of Earth Control and OV/RVs equal to the mass of earth the user wishes to move. RAPs equal the distance the user may move the volume of earth.

Terra of the New Teen Titans had this Power.

EMPATHY

LINK: *WILL* This Power allows
RANGE: *Normal* a Character to
TYPE: *Dice* feel the emotions
BASE COST: *10* of others and
FACTOR COST: *3* determine the
person's exact
emotional quality: happy, sad, angry,
afraid, or experiencing any other
basic emotion.

A successful Action Check with OV/RVs equal to the target's INT/MIND is necessary for this Power to function. Positive RAPs indicate the Character "tunes in" on the target's emotions. If the Check earns 5 or more RAPs, the Character also discovers the cause of the target's emotions.

The results of a successful Empathy Check will reveal actual feelings and emotions; no method of masking true feelings (such as a Character utilizing the Actor Skill) will subvert this Power.

Raven of the New Titans has this Power.

EXTENDED HEARING

LINK: *INT* This Power allows
RANGE: *Normal* a Character to
TYPE: *Auto* increase the
BASE COST: *5* range of his/her
FACTOR COST: *1* normal hearing.
A Character with
active Extended Hearing subtracts
the APs of Power from the distance
between him/her and a sound, the
result being the apparent distance
between the Character and the
sound.

For example, a Character with 8 APs of Extended Hearing who is listening to a sound 9 APs away (one-half mile) will hear that sound as if it were only 1 AP away (20 feet). A whisper can be clearly discerned at a range of 0 APs, normal conversation at a range of 3 APs, and loud shouts at a range of 7 APs.

If someone shouts within an effective 1 AP distance of a Character using Extended Hearing, the Character is temporarily deafened, an effect which will last for a number of phases equal to the APs of Extended Hearing which were active.

Superman has this Power.

FLAME CONTROL

LINK: *INT* This Power allows
RANGE: *Normal* a Character to
TYPE: *Dice* control both the
BASE COST: *10* intensity and
FACTOR COST: *6* spread of flames.
Flame Control

does not, however, give the Character the ability to generate fire (as does Flame Project), only the ability to manipulate pre-existing flames. Flame Control can be used each phase toward one of the following effects:

■ The user may increase or decrease the intensity of a volume of flame. Flame intensities are measured in terms of their AV/EV, as indicated on page 64 of the *Rules Manual*. A normal fire might have an AV/EV of 6/6, while the flame at the heart of a volcano might have an AV/EV of 12/12. Any Character within such flames is automatically Physically Attacked by this AV/EV each phase.

A Character with Flame Control can make an Action Check with AV/EVs equal to the APs of Power against OV/RVs equal to the flame's indicated AV/EVs; add or subtract (as desired) the RAPs earned by the roll from both the AV and the EV of the flames. For example, a Character with 10 APs of Flame Control who rolls a 13 against a normal fire (AV/EV of 6/6) will receive 8 RAPs. The Character could then increase the AV/EVs of the flames to 14/14, or extinguish the flames altogether.

This aspect of Flame Control affects all the flames within a volume equal to the user's APs of Power.

■ The user can simply move a volume of flame. The OV/RVs of such an attempt are equal to the AV/EVs of the flame; RAPs earned indicate the distance (in APs) which the flames may be moved.

FORCE MANIPULATION

LINK: *WILL* This Power gives
RANGE: *Normal* a Character the
TYPE: *Auto* ability to shape
BASE COST: *75* energy into solid
FACTOR COST: *10* constructs. The
Character can
create any object desired out of this
formidable energy. Created objects
have total APs in Attributes, Physical
Powers, and Physical Skills equal to

the Character's APs of Force Manipulation but the Character may divide the Power APs between the object's Attributes, Physical Powers, and Physical Skills as desired (no Force Manipulated object can possess Mental or Mystical Powers or Skills).

Example: Green Lantern's Power Ring (Force Manipulation of 25 APs) can create a boat with 10 APs of Body, 10 APs of STR, and a Speed of 5 APs (the Swimming Power). Alternately, he might make a club with a STR of 25.

Objects created with Force Manipulation need not be given APs of BODY but in such cases, the created object immediately disappears upon physical contact with another solid object.

Green Lantern's Ring has Force Manipulation with the Restriction: Power Not Functional On Yellow Objects.

FULL VISION

LINK: *INT* This Power allows
RANGE: *Normal* its user to see
TYPE: *Auto* anything within a
BASE COST: *5* full 360-degree
FACTOR COST: *1* dome around
his/her person.

It is impossible to Blindside someone with the Full Vision Power (see page 24 of the *Rules Manual*), unless the attack originates at a distance (in APs) greater than the Character's APs of Full Vision. For example, a Character with 6 APs of Full Vision would be unable to notice an Energy Blast originating 7 APs away in time to react.

The APs of Full Vision is the maximum Range at which an object can be seen using the Power.

GRAVITY DECREASE

LINK: *INT* This Power allows
RANGE: *Normal* a Character to
TYPE: *Auto* decrease the pull
BASE COST: *75* of gravity on any
FACTOR COST: *4* given object. The
Character can
subtract the APs of Gravity Decrease
from the weight of any object (most
human Characters weigh 2 APs).

An object whose weight has been completely negated through the use of this Power will float in place unless somehow propelled. If fewer than the full APs of Power are needed to cancel the weight of an object, the Character can propel the object at a speed equal to the remaining APs of the Power.

For example, Geo-Force (Gravity Decrease of 11 APs) can propel an object weighing 2 APs (such as himself) at a speed of 9 APs per phase ($11 - 2 = 9$).

GRAVITY INCREASE

LINK: *INT* This Power allows
RANGE: *Normal* a Character to
TYPE: *Dice* increase the pull
BASE COST: *20* of gravity on any
FACTOR COST: *4* given object. If
the target is an
inanimate object, the Character
simply adds the APs of Power to the
target's weight. If the target is
another Character, the Power user
must make an Action Check against
an OV/RV equal to the target's
STR/BODY.

If the Action Check succeeds with
RAPs equal to or exceeding the
target's STR, the target is considered
to be Grappled with a STR equal to the
APs of Gravity Increase (see page 21
of the *Rules Manual*). In addition,
any RAPs that exceed the target's STR
are taken as damage to the target's
Current BODY Condition.

Star Boy of the Legion of Super-
Heroes and Geo-Force of the
Outsiders have this Power.

HEAT VISION

LINK: *INT* This Power allows
RANGE: *Normal* a Character to
TYPE: *Dice* heat, burn, or
BASE COST: *15* melt objects
FACTOR COST: *3* through the
projection of
intense beams of light from the
Character's eyes. The APs of the Power
are used as the AV/EV in a normal
Physical Attack. Beings or objects
using cold-based items or Powers as
defenses (an iceberg or a Character
with Icing, for example) suffer a -2
Column Shift penalty to their RV
against Heat Vision.

HYPNOTISM

LINK: *WILL* This Power allows
RANGE: *Normal* a Character to
TYPE: *Dice* mesmerize a
BASE COST: *50* victim. The use of
FACTOR COST: *6* Hypnotism is an
Action Check

with AV/EVs equal to the APs of
Power and OV/RVs equal to the
opponent's INT/MIND. The Character
may then implant suggestions as s/he
wishes, up to the number of RAPs
received on the Check.

The Character must divide the
RAPs earned between each of the
implanted suggestions as desired.
The completion of each suggestion is
then treated as a separate Action
Check with AV/EVs equal to the RAPs
allocated by the Character with
OV/RVs equal to the opponent's
INT/MIND. If an Action Check
succeeds, the suggestion is carried
out by the victim.

A Hypnotism victim will not do
anything completely against his/her
motivations or beliefs but a clever
Character can often get around this
restriction. If someone attempted to
Hypnotize Batman into injuring
Commissioner Gordon, for example,
the attempt would fail; but the person
could possibly Hypnotize Batman
into believing that Commissioner
Gordon was actually the Joker,
probably creating the same result.

Example: A Character with 10 APs
of Hypnotism tries to Hypnotize
another Character, who has an INT/
MIND of 3/2. First, the Power user
makes an Action Check and receives
10 RAPs. The user then tries to
implant three suggestions, allocating
3 RAPs to each of the first two sug-
gestions, and 4 RAPs to the third.

The first suggestion is that the
victim will carry a bomb made by the
Power user into the victim's office; the
second suggestion is that the victim
will activate the bomb and leave the
office; and the third suggestion is that
the victim will forget everything
which occurred. Each of these
suggestions must be resolved as a
separate Action Check.

The Power user first rolls to see if
the victim will take the bomb into the
office (AV/EVs of 3/3, OV/RVs of 3/2,
1 RAP necessary for success); the
user then rolls to see if the victim will
activate the bomb and leave the room
(similar AV/EVs and OV/RVs); and
finally, the user rolls to see if the
victim will forget everything which
occurred (AV/EVs of 4/4, OV/RVs of
3/2). If any of these suggestions is
failed, the victim will break the
Hypnosis and all ensuing suggestions
will be obliterated.

ICE CONTROL

LINK: *INT* This Power allows
RANGE: *Normal* a Character to
TYPE: *Dice* move and control
BASE COST: *5* volumes of ice.
FACTOR COST: *10* Ice Control does
not, however, give
the Character the ability to generate
ice (as does Ice Production), only the
ability to control and manipulate pre-
existing ice formations.

Ice Control has a number of useful
effects, including:

- The ability to hurl ice at a target to
cause damage. This is treated as a
Physical Attack with AV/EVs equal to
APs of Power and OV/RVs equal to
the target's DEX/BODY.
- The ability to surround oneself
with ice formations which will provide
defense against Physical Attacks (APs
of Ice Control being added to the
Character's RV).
- The ability to move volumes of ice.
AV/EVs are equal to the APs of Power
while OV/RVs are equal to the APs of
ice volume to be moved. RAPs equal
the distance (in APs) which the ice is
displaced.

ILLUSION

LINK: *WILL* This Power allows
RANGE: *Normal* a Character to
TYPE: *Auto* make others see
BASE COST: *50* what s/he wants
FACTOR COST: *10* them to see. The
Illusion Power
does not create matter where there is
none but it may alter the appearance
of existing matter. An illusory stair-
case could not be climbed but a
rickety staircase could be made to
look as good as new. Since an illusion
is unreal, it cannot negate material
reality. A wall could be disguised or
made invisible but anyone who tried
to pass through the wall would still
hit it.

The APs of the Illusion Power serve
as both the amount of time an illusion
will remain believable and the
maximum volume the illusion can
occupy. The Power user could,
however, create an identical illusion
just before an illusion was to expire,
effectively "resetting the clock" on the
illusion's believability.

The APs of Illusion also serve as
OV/RVs to any Perception Checks
made to determine whether or not an
object is real. If a Character suddenly
saw a huge golden city in the middle

of the desert where a moment ago there was none, s/he could make a Perception Check to determine whether the city was real or illusory.

The GM should make all Perception Checks for the Character in secret, determining the number of Hero Points the Character wishes to spend on AV/EVs before rolling the dice. In this manner, a Character who attempts to detect an illusion and fails will be unable to tell if the object truly exists or if it is simply beyond his/her powers of detection to penetrate the illusion.



An illusion itself cannot cause Physical damage but a living target can believe that s/he has been hurt, causing great mental strain (RAPs of the illusion doing normal Mental damage). If the Illusion Power is used to create an illusion of a living creature or anything else capable of damaging an opponent, the creature or object created will fight with Attributes, Powers, and Skills equal to the user's APs of Illusion (an illusory dragon cast by someone with 10 APs of Illusion would have a 10 DEX, 10 STR, 10 BODY, 10 APs of Flight, and 10 APs of Flame Project; an illusory bomb would have 10 APs of the Bomb Power).

Damage from illusory objects is sustained by the target's MIND although the target may believe the damage to be Physical.

Sensor Girl of the Legion of Super-Heroes has this Power.

IRON WILL

LINK: *Will*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 5
FACTOR COST: 3

This Power allows a Character to resist all forms of Mental control Powers, including (but not limited to) Broadcast Empath, Control, and Hypnotism. The APs of Iron Will are added to the Character's RV against such Powers.

This Power does not protect a Character from Mental Attacks (such as Aura of Fear and Mind Blast).

LIFE SENSE

LINK: *Will*
RANGE: *Normal*
TYPE: *Auto/Dice*
BASE COST: 35
FACTOR COST: 4

This Power allows a Character to detect the exact locations of any living beings within Range.

The Character may attempt to detect the location of a specific living being or merely the presence of life in general. In the former case, the Character is informed of the target's exact location; in the latter, the Character is informed of the number of life forms within Range and their type (i.e., three humans and one dog).

Life Sense becomes a Dice Action if the Character is attempting to detect the location of someone who is avoiding detection. In this case, the Character must make an Action Check with AV/EVs equal to the APs of Life Sense against OV/RVs equal to the target's INT/MIND.

Positive RAPs indicate success and the Character is then entitled to the appropriate information. A specific living being who avoids detection and is unfamiliar to (never encountered by) the detecting Character receives a +2 Column Shift modifier to his/her OV/RV.

This Power may be purchased with a special -1 Factor Cost Limitation: Detection is of either Specific Life Forms or Life in General.

MAGNETIC CONTROL

LINK: *Will*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: 15
FACTOR COST: 10

This Power allows a Character to create and then control the flow of magnetic fields around his/her person. A Character with Magnetic Control may utilize the Power toward a number of applications, including:

- The ability to hurl metallic objects at a target to cause Physical damage. For such an attack to occur, metallic objects must be present. AV/EVs of the attack are equal to the Character's APs of Power while OV/RVs are the target's DEX/BODY.

- The ability to defend oneself from attacks involving metallic objects (swords, bullets, Physical Attacks by Characters in metal battlesuits, etc.). In this case, the Character adds the APs of Power to his/her OV.

- The ability to move metals and metallic objects. AV/EVs are equal to

APs of Power, while OV/RVs are equal to the weight of the object(s). RAPs will equal the distance (in APs) that the metallic mass may be displaced.

Cosmic Boy of the Legion of Super-Heroes has this Power.

MATTER MANIPULATION

LINK: *Int*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: 100
FACTOR COST: 10

This Power allows a Character to alter both the basic shape and the molecular structure of non-organic (i.e., non-living) matter. The Character could, for example, turn lead into gold or create an iron cage out of thin air.

To use Matter Manipulation, the Character must make an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the BODY of the object to be manipulated. If this Action Check succeeds, the Character can create a new object, assigning the APs of Matter Manipulation as desired to the object's Attributes, Physical Powers, and Physical Skills. Created objects cannot possess Mental or Mystical Powers or Skills and cannot have a volume that exceeds the user's APs of Power.

Manipulated matter automatically returns to its original form following a time (in APs) equal to the Character's APs of the Matter Manipulation Power.

Examples: Firestorm (Matter Manipulation of 18 APs) could make a cage out of thin air. The AV/EV of the attempt would be 18/18, and the OV/RV would be 0/0 (the BODY of air). If the Action Check succeeded, Firestorm could give the cage a BODY of 8 APs and the cage would occupy up to 10 APs of volume (or any combination thereof, at his discretion).

If Firestorm wanted to create a speedboat from a pile of bricks, the AV/EV would be 18/18 while the OV/RV would be 8/8 (the BODY of brick). If the Action Check succeeds, Firestorm could give the boat a STR of 4, a BODY of 4, and the Swimming Power rated at 10 APs (or any combination thereof, provided the total was 18 or less). If Firestorm wanted to turn a section of a reinforced bank wall into thin air so he could pass through it, the OV/RV would be 12/12

(the BODY of a steel vault).

Matter Master, an old foe of Hawkman's, also has this Power.

MENTAL BLAST

LINK: *WILL*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: 15
FACTOR COST: 3

This Power allows a Character to project a bolt of force from his or her mind which is capable of causing physical harm. This force strikes as a Physical Attack with AV/EVs equal to the APs of Mental Blast and OV/RVs equal to the target's DEX/BODY. RAPs equal the amount of Physical (BODY) damage taken by the target.

Brain Wave has this Power.

MICROSCOPIC VISION

LINK: *INT*
RANGE: 0 APs
TYPE: *Auto*
BASE COST: 5
FACTOR COST: 1

This Power allows a Character to see extremely small objects. Following is a table which lists the objects that become visible at the various activated AP levels of Microscopic Vision.

Superman has this Power.

APs	Object Visible
1	Cloth Weave
3	Hair Follicles
5	Tiniest Insects
8	Human Cells
10	Metal Fatigue
12	Bacteria
23	Viruses
26	DNA Structure
28	Molecules
30	Atoms
35	Electrons

MIND BLANK

LINK: *MIND*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 5
FACTOR COST: 5

This Power allows a Character to negate any and all mind-reading or mind-scanning attempts made upon him/her. The Character adds the APs of Mind Blank to the RV

against attacks utilizing Powers such as Life Sense, Mind Probe, and Telepathy.

MIND BLAST

LINK: *WILL*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: 20
FACTOR COST: 3

This Power allows a Character to launch a powerful psionic attack upon another Character. The AV/EVs of this attack equal to the user's APs of Mind Blast while OV/RVs equal the target's INT/MIND. RAPs from the attack represent the Mental Damage sustained by the target from the attack.



MIND DRAIN

LINK: *WILL*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: 20
FACTOR COST: 8

This Power allows a Character to drain MIND APs from his/her opponent and add those APs to his/her own MIND. Use of Mind Drain is treated as a Mental Attack with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's INT/MIND. RAPs are subtracted from the opponent's MIND and added to the attacker's MIND.

Results of a Mind Drain are treated as normal Mental damage (the victim's Current MIND Condition must be Recovered, as explained on page 18 of the *Rules Manual*). A Character may never use this Power to increase his/her own MIND higher than its normal AP level.

MIND FIELD

LINK: *WILL*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 20
FACTOR COST: 6

This Power allows a Character to create a field of mental energy to protect him or herself. When using the Power, a Character adds the APs of Mind Field to his/her RV against Mental Attacks.

A Mind Field is spherical in form and is centered around the Character

of origin. A field shelter may be generated at the same APs of volume as the Power's APs and protects any Characters located within that volume from exterior Mental Attacks. No Mental Attacks with exterior targets may be made from within the field.

This Power may be purchased with a special -2 Factor Cost Limitation: Field Protects Power User Only.

MIND PROBE

LINK: *WILL*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: 20
FACTOR COST: 3

This Power allows a Character to read the thoughts and memories of other Characters. When using Mind Probe, a Character must be searching for a specific subject or memory. There is no limit to how far into an target's memory a Character may search.

Use of Mind Probe requires an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the target's INT/MIND. RAPs are the number of Knowledge Points gained by the probing Character. Examples of potential information received is summarized in the following chart.

Knowledge Points	Information Learned
1 RAP	Target's surface thoughts on the subject ("Yes, I know the Joker. I don't like him much.")
½ RV	Thoughts easily recalled by the target ("The Joker is hiding out near Clark and Addison. I always thought his complete irrationality was his greatest weakness.")
Full RV	Distant thoughts or memories ("The Joker and I first met on May 21, seven years ago. We were in a warehouse in Manchester.") and items the target may not even realize s/he knows about the subject ("The Joker's left leg twitches when he is nervous. It would make logical sense for him to kill me after our next heist.")

MIND OVER MATTER

LINK: *MIND*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 15
FACTOR COST: 1

This Power allows a Character to neutralize the effects of damage sustained in Physical Attacks for a short period of time. After sustaining Physical damage sufficient to render him/her unconscious, a Character possessing Mind Over Matter may continue combat for a number of phases equal to the APs of the Power. At the end of this time, the Character will fall unconscious as the Mind Over Matter automatically fails. The Power must then be Recoverd normally (see page 19 of the *Rules Manual*).

If a Character possessing Mind Over Matter ever sustains damage sufficient to kill him/her, this Power will automatically fail.

MIND SHIELD

LINK: *WILL*
RANGE: *Normal*
TYPE: *Auto*
BASE COST: 10
FACTOR COST: 5

This Power allows a Character to create a shield of mental energy which provides protection from Mental Attacks. Anyone protected by a Mind Shield has the APs of Power added to his/her RV against Mental Attacks.

The Mind Shield called into being is circular in shape, possesses an approximate diameter of four feet, and can be projected at Range. Such a shield is useless against attacks which originate from behind the Character unless the Character establishes the shield there, in which case the Character is defenseless against frontal assault.

MOLECULAR CHAMELEON

LINK: *WILL*
RANGE: *Touch*
TYPE: *Auto*
BASE COST: 75
FACTOR COST: 10

This Power gives a Character the ability to restructure his/her own molecules into any material touched. A Character may use Molecular Chameleon to assume the shape of any existing gas, liquid, or solid.

When Molecular Chameleon is engaged, both the Character's STR and BODY instantly assume AP levels equal to the BODY of the substance touched, but neither may be raised higher than the Character's APs of Molecular Chameleon. For example, if a Character with 8 APs of Molecular Chameleon were to touch reinforced steel with 12 APs of BODY, his/her STR and BODY would each become 8 APs, not 12 APs. Gaseous Characters are assumed to have DEX, STR, and BODY of 0 APs each, but are still able to move normally.

A Character using Molecular Chameleon has complete control over his/her body. The Character's molecules do not "leak away" if they change to fluid nor are they completely rigid if the Character changes into a solid. This Power allows automatic transformation at will (including reversal to normal Character form).

Amazing Man of the All-Star Squadron had this Power.

NEUTRALIZE

LINK: *WILL*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: 25
FACTOR COST: 4

This Power allows a Character to negate one of his or her opponent's Powers. Such an attack requires an Action Check with an AV/EV equal to the APs of Neutralize and an OV/RV equal to the opponent's APs of the Power to be negated. RAPs are then temporarily subtracted from the opponent's APs of the Power. Powers neutralized in this manner must be Recoverd normally (see page 19 of the *Rules Manual*).

Neutralize can also negate Powers possessed by a gadget and a Character's STR Attribute to a minimum of 5 APs. This Power may be purchased with a special -2 Factor Cost Limitation: Power Only Effective Against One Specific Power.

OBJECT AWARENESS

LINK: *WILL*
RANGE: *Normal*
TYPE: *Auto*
BASE COST: 20
FACTOR COST: 1

This Power allows a Character to tune in on any familiar object and become aware of its location and surroundings provided the object was in physical contact with the Character within twenty-four hours of Power use.

Only one object may be "tuned in" by the Character at any one time. Once the object is tuned in, the Character can use any sense (sight, hearing, smell, etc.) as if s/he were standing alongside the object. The APs of Object Awareness equal the maximum distance over which an object can be detected. The mental presence of the Character using Object Awareness cannot be sensed in any way at the object's location. Further, no attack of any kind can be projected or received through the object.

This Power may be purchased with a special +2 Factor Cost Bonus: Powered Senses Operable Through Object Awareness.

PERSONALITY TRANSFER

LINK: *WILL*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: 30
FACTOR COST: 9

This Power allows a Character to take possession of an opponent's body. Use of the Personality Transfer Power requires an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's INT/MIND. RAPs must be greater than or equal to the opponent's MIND for Personality Transfer to succeed.

While possessing an opponent, the Character moves his/her own Mental and Mystical Attributes, Powers, and Skills, and his/her own Physical Skills into the opponent (temporarily replacing the opponent's own). Physical Attributes and Powers of the Character are not transferred to the opponent.

While this Power is active, the body of the Character using Personality Transfer temporarily disappears. When the Character leaves the opponent, the body reappears within 10 feet (0 APs) of the released opponent.

A Character successfully using Personality Transfer possesses total control over all of the opponent's Physical Attributes, Powers, and Skills. However, none of the opponent's Mental or Mystical Attributes, Powers, or Skills can be used by either the possessing Character or the opponent while this Power is active, unless such usage results in a Physical effect.

Jericho of the New Titans has this Power with the following Limitation: The user cannot control the vocal cords of his victim unless he transfers into him/her after s/he is already unconscious.

PHOBIA

LINK: *Will*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: 15
FACTOR COST: 4

This Power allows a Character to create a great irrational fear in the mind of an opponent. Use of Phobia automatically manifests an illusion of whatever is most feared by the opponent (this illusion can only be seen by the opponent).

Use of Phobia requires an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's INT/MIND. RAPs must equal or exceed the opponent's MIND for the attack to succeed, in which case the opponent can do nothing but quiver in fear for a time (in APs) equal to the RAPs earned by the Phobia Action Check. The effects of Phobia are instantly cancelled if the using Character exits Range, is knocked unconscious, or decides to voluntarily release the opponent.

A Character subject to Phobia can attempt to free him/herself from the effects of the Power each phase by making a Mental Attack with AV/EVs equal to his/her INT/MIND against OV/RVs equal to the RAPs scored by the original Phobia Action Check. If one of these rolls succeeds, the Character is released from the Phobia with no residual effects.

Appropriately, the villain Phobia has this Power.

POSTCOGNITION

LINK: *Int*
RANGE: *Touch*
TYPE: *Dice*
BASE COST: 15
FACTOR COST: 2

This Power allows a Character to touch an object and sense what has happened to that object in the past. Such an attempt requires an Action Check with AV/EVs equal to the APs of Postcognition and OV/RVs equal to how far back (APs of time) the Character wishes to probe.

RAPs from a Postcognition Check equal the number of Knowledge Points gained by the user; 1 RAP

would be a series of fuzzy impressions while RAPs equal to one-half ($\frac{1}{2}$) the Check's RV would give a fairly detailed picture and RAPs equal to or greater than the Check's RV would give the Character a mental image as strong and clear as if the object had eyes to see the events.

Example: A Character with 9 APs of Postcognition wants to know what happened to a bullet two hours ago. The AV/EV would be 9/9 while the OV/RV would be 11/11 (two hours in APs). A successful Action Check might reveal that the bullet was loaded into a revolver by a man with scarred hands, darkness was followed by an explosion, and then the bullet impacted with a young person.

Postcognition is a measure of the "psychic imprints" left on an object; as such, unless the object was handled by someone, no information can be derived from use of this Power. A bullet which has been sitting in a gun on the dresser for five months could elicit no information regarding a crime which occurred in the same room.

POWER DRAIN

LINK: *Will*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: 40
FACTOR COST: 9

This Power allows a Character to absorb Powers of an opponent. Such an attack necessitates an Action Check with AV/EVs equal to the APs of Power Drain and OV/RVs equal to the victim's DEX/BODY if the Character is attempting to absorb a Physical Power, INT/MIND if the Character is attempting to absorb a Mental Power, or INFL/SPIRIT if the Character is attempting to absorb a Mystical Power. The Character then receives a number of APs of the opponent's drained Power equal to the RAPs received from the Action Check; an equivalent number of APs are also temporarily subtracted from the opponent's APs of the drained Power.

The Character using Power Drain maintains any drained APs for a time equal to the RAPs of the Power Drain Action Check. The opponent must regain lost Power APs through normal Recovery (see page 19 of the *Rules Manual*).

The villain Parasite has this Power.



POWER RESERVE

LINK: *Will*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 150
FACTOR COST: 10

This Power allows a Character to establish a "pool" of APs which s/he can later divide as desired and add directly to specific Attributes and Powers. APs allocated to various Attributes and Powers through Power Reserve can be redistributed by the Character at any time. Doing so in combat is an Automatic Action.

Example: A Character with a STR of 8 APs, 8 APs of Force Field, 8 APs of Flight, and 8 APs of Power Reserve could enter battle with a STR of 12 APs, Force Field of 10 APs, and Flight of 10 APs. During the next phase, the Character could use an Automatic Action to place the entire Power Reserve of 16 APs, returning his/her STR and Flight to 8 APs.

When Power Reserve is purchased, the Character must specify exactly what Attributes and Powers are eligible for augmentation by the Power Reserve. Five Hero Points must be added to the Base Cost of Power Reserve for each eligible Power or Attribute past the second.

Booster Gold's battlesuit has this Power.

PRECOGNITION

LINK: *WILL*
RANGE: *Self*
TYPE: *Dice*
BASE COST: 75
FACTOR COST: 3

This Power allows a Character to view the future. AV/EVs to such an attempt are equal to the APs of Precognition while OV/RVs are equal to how far into the future (APs of time) the Character is trying to see. RAPs from a Precognition attempt equal the number of Knowledge Points earned.

Example: A Character with 7 APs of Precognition tries to see what will occur to him/her in one hour (10 APs). The AV/EV is equal to 7/7, while the OV/RV is equal to 10/10.

A Character may only use the Precognition Power to learn what will happen to him/herself or another living being. Images perceived will represent a truthful image of the most important event in which the appropriate Character will be involved during the time period probed. Clarity of the vision is determined by the number of Knowledge Points (RAPs) earned on the attempt: 1 RAP reveals an extremely fuzzy representation; ½ RV in RAPs gives a fairly detailed picture, yet one which is still difficult to interpret; and Full RV RAPs means the Character receives a crystal clear vision of future events.

Events which are perceived through Precognition represent a likely version of the future but one that is by no means absolute. Exact details could resolve quite differently. Once a period of a Character's future has been subject to Precognition (whether the attempt was successful or not), no further Precognition attempts may be made by the Character on that particular event.

Dream Girl of the Legion of Super-Heroes has this Power.

RADAR SENSE

LINK: *INT*
RANGE: *Normal*
TYPE: *Auto*
BASE COST: 5
FACTOR COST: 1

This Power allows a Character to emit radar waves and "see" objects and persons in the vicinity as detailed outlines. When in use, Radar Sense will automatically be detected by Characters with 3 APs or more of Super Hearing.

A Character with Radar Sense projects a radar beam in the direction s/he is facing. Any object greater than ½-inch in size located along this beam (and within Normal Range) is automatically distinguished by the Character (even if the area is darkened, the object is invisible, etc.).

Radar Sense may be jammed electronically. OV/RVs to such an attempt are equal to the Character's APs of Radar Sense.

RECALL

LINK: *MIND*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 5
FACTOR COST: 1

This Power allows a Character to mentally retain vast amounts of information (i.e., s/he has a photographic memory). The amount of information which can be retained is equal to the Character's APs of Recall. A Character with Recall of 9 APs, for example, could entirely memorize a paperback novel.

Information stored by Recall is only forgotten when the Character decides to memorize different information.

Superman has this Power.

REFLECTION/DEFLECTION

LINK: *WILL*
RANGE: *Self*
TYPE: *Dice*
BASE COST: 40
FACTOR COST: 5

This Power allows a Character to deflect incoming Physical Attacks (excluding any normal hand-to-hand combat blows). The use of Reflection/Deflection consumes both the Character's Movement and Dice Actions for the phase.

Using this Power requires an Action Check with AV/EVs equal to the APs of Reflection/Deflection and OV/RVs equal to the APs of the incoming attack. Positive RAPs indicate the attack is automatically deflected away from the Character and does not strike him/her. The Character then has the option of attempting to Reflect this attack toward the original attacker, in which case AV/EVs of the counterattack will equal the RAPs which were earned from the original Reflection/Deflection roll. The medium (Power) of this attack is the same as the originally-Deflected attack and can never be at a higher AP-level than the original attack.

A Character attacked Physically who has not declared the use of Reflection/Deflection for the phase has the option of cancelling his/her declared actions for that phase and using Reflection/Deflection instead, provided s/he has yet to act during that phase.

This Power may be purchased with a special -1 Factor Cost Limitation: Power Limited to Deflection only.

REGENERATION

LINK: *WILL*
RANGE: *Self*
TYPE: *Auto*
BASE COST: 25
FACTOR COST: 8

This Power allows a Character to accelerate his or her own natural recuperative powers, enabling him/her to regenerate Current BODY, MIND, or SPIRIT Conditions at an exceptional rate. The Character's APs of Regeneration are added to the APs of time spent Recovering, (see page 18 of the *Rules Manual*), meaning that the Character can make Recovery Checks with increased frequency and thus heal more quickly.

A Character with 10 APs of Regeneration can make a Bashing Recovery Check each phase during combat (doing so counts as a Dice Action). A Character with 11 APs of Recovery can make two Bashing Recovery Checks each phase, one with 12 APs can make three Checks, etc. Attempting multiple Recovery Checks during one phase counts as a single Dice Action regardless of how many Checks are made.

A Character with Regeneration need not be conscious to utilize this Power.

REMOTE SENSING

LINK: *INT*
RANGE: *Normal*
TYPE: *Auto*
BASE COST: 35
FACTOR COST: 4

This Power allows a Character to use senses (sight, hearing, touch, taste, etc.) to observe an area from afar. Such a Character may choose any specific location within Normal Range to remotely sense, receiving sensory input just as if s/he were actually at that location.

The maximum amount of total time (in APs) that Remote Sensing may be used to observe an area equals the Character's APs of Remote Sensing minus the APs of distance over which

the Character is using the Power. At the conclusion of this time, the Power will fail and must be Recovered normally (see page 19 of the *Rules Manual*).

Example: Hector Hammond has Remote Sensing of 45 APs. The Range of his Power, therefore, is equal to 45 APs of distance. If Hammond were in prison on Earth, he could observe what was occurring on Saturn (39 APs away). Hammond could then see, hear, and smell everything that happened on Saturn for four minutes (6 APs of time) as if he were actually present. Similarly, Hammond could observe the events in the cell next to his (1 AP away) for 2,097,152 years (44 APs of time).

SENSORY BLOCK

LINK: *Will* This Power allows
RANGE: *Normal* a Character to
TYPE: *Dice* totally obstruct
BASE COST: *30* the senses of
FACTOR COST: *7* an opposing
Character. Such
an attempt requires an Action Check
with AV/EVs equal to the APs of
Sensory Block and OV/RVs equal to
the opponent's INT/MIND. If RAPs
exceed the opponent's MIND, his/her
senses will be completely blocked for
an amount of time (in APs) equal to
the RAPs earned (or until the using
Character either falls unconscious,
voluntarily releases the opponent, or
moves out of Range).

A Character with blocked senses
has the OV/RV of any Action Check
s/he attempts increased by the RAPs
earned by the Sensory Block attack.
In addition, such a Character suffers
a -2 Column Shift modifier to his/her
OV against Physical Attacks.

This Power may be purchased with
a special -2 Factor Cost Limitation:
Power Only Blocks One Particular
Sense.

Sensor Girl has this Power.

SHAPE CHANGE

LINK: *Will* This Power allows
RANGE: *Self* a Character to
TYPE: *Auto* alter his/her
BASE COST: *35* shape into that
FACTOR COST: *10* of any known
and pre-existing
animal. The Character automatically
gains the animal's Attributes, Powers,

Skills, and natural attack forms while
also maintaining all of his/her own
Powers and Skills. The BODY of the
animal form assumed cannot exceed
the Character's APs of Shape Change.
For animal statistics, see pages 68-70
of the *Rules Manual*.

In addition to assuming animal
form, the Character may add the APs
of Shape Change to any of the animal's
Attributes, Powers, or Skills (or divide
the APs of Power between several
different Attributes, Powers, and
Skills, as desired) provided no ability
is raised to more than twice its initial
value.

A Character with this Power can
automatically assume a new animal
form (and thus new statistics) each
phase, if desired. Any damage taken
by one animal form is carried over to
any other forms assumed, including
reversion to the Character's original
form.

Example: Changeling of the New
Titans has Shape Change of 8 APs. If
he becomes a gorilla, Changeling
could add 3 APs to the gorilla's DEX
(doubling it to 6) and 5 APs to the
gorilla's STR (doubling it to 10).

This Power may be purchased with
either of two special -2 Factor Cost
Limitations: Power APs Cannot Be
Divided When Increasing Statistics or
Power APs Only Increase Highest
Statistic Available.

SONAR

LINK: *Int* This Power allows
RANGE: *Normal* a Character to
TYPE: *Auto/Dice* "see" nearby
BASE COST: *10* objects through
FACTOR COST: *2* the emission of
high frequency
sound pulses. Sonar is accurate
enough for a Character to receive all
information normally received
through sight, with the exception of
color.

Sonar provides a full 360-degree
awareness around the Character to a
Range equal to the Character's APs of
the Power. It is impossible to Blindside
a Character possessing Sonar (see
page 24 of the *Rules Manual*), with
the exception of the Character being
attacked by a Power that originates
outside of his/her Range. For example,
a Character with 8 APs of Sonar
would not be able to detect a Char-
acter attacking with Flame Project
from 12 APs away in enough time to
react. Sonar may be used to detect
invisible objects or beings (see
Invisibility on page 28).

This Power can be blocked by a
Character or device emitting sharp
sounds at the same frequency upon
which the Sonar operates. In this
case, Sonar is treated as a Dice Action
with an OV/RV equal to the APs of the
Power used in the jamming attempt.

Note: This use does not count as an
action when determining the number
of actions the Character may per-
form each phase.

SPEAK WITH ANIMALS

LINK: *Int* This Power gives
RANGE: *1 AP* a Character the
TYPE: *Auto* ability to speak
BASE COST: *5* with all animals
FACTOR COST: *2* in their native
tongues although
it does not guarantee the animals will
be friendly, just understandable. It
should be noted that some animals,
particularly smaller creatures and
those that eat plants, are not very
intelligent. Speak With Animals does
not make animals smarter, it simply
allows a Character to communicate.
The APs of Power equal the APs of
time during which an animal may be
questioned.

SUPER HEARING

LINK: *Int* This Power allows
RANGE: *+3* a Character to
TYPE: *Auto* hear sounds of
BASE COST: *5* extremely high
FACTOR COST: *1* or low frequency.
A Character with
Super Hearing can detect sounds well
outside the normal range of human
hearing including dog whistles, radio
and television transmissions, and
radar waves.

Superman has this Power.

SUPER VENTRILOQUISM

LINK: *Int* This Power allows
RANGE: *Normal* a Character to
TYPE: *Auto* "throw" his/her
BASE COST: *5* voice a distance
FACTOR COST: *2* (in APs) equal to
the APs of the
Super Ventriloquism Power. Most
common walkie-talkies, CB radios,
and other telecommunication devices
have this Power (often along with
Super Hearing).

SUSPENSION

LINK: *Will* This Power allows
RANGE: *Self* a Character to
TYPE: *Auto* enter into a deep,
BASE COST: *5* trance-like state.
FACTOR COST: *1* A Character who
 uses Suspension

must state the specific amount of time s/he wishes to remain in this trance or what event will trigger his/her revival. While under the effects of Suspension, a Character may subtract the APs of Power from the amount of "subjective time" that passes for him/her. Such a Character will age, heal, and consume food and air at the same subjective rate.

Characters in Suspension cannot attack in any manner but will sustain Physical, Mental, and/or Mystical damage if so attacked.

Example: Merlin the Mighty has Suspension of 20 APs and wishes to remain Suspended for 1000 years (33 APs of time). During this time, Merlin will age approximately 8 hours (33 - 20 = 13 APs, or 8 hours).

TELEKINESIS

LINK: *Will* This Power allows
RANGE: *Normal* a Character to
TYPE: *Auto/Dice* move objects with
BASE COST: *15* mind power
FACTOR COST: *6* alone. The APs of
 Telekinesis equal
 the weight (in APs) of any objects
 moved plus the distance (in APs) that
 those objects may be moved in a
 single phase. A Character with
 Telekinesis need not use the full APs
 of Power at any one time; s/he may
 choose to move an object less than
 the maximum distance available.

A Character or object may resist being moved by Telekinesis if s/he or it has an appropriately resistant Power (as a Character with Flight could subtract the APs of Flight from the distance moved by Telekinesis).

Telekinesis may be used to fling objects at a target to cause Physical damage. Such an attempt is a Dice Action with AV/EVs equal to the Character's APs of Telekinesis/the weight of the object thrown; OV/RVs equal the target's DEX/BODY. A Character may also use Telekinesis as a means of self-propulsion, travelling a distance per phase equal to the APs of Power minus the Character's weight (most humans weigh 2 APs).

TELEPATHY

LINK: *Int* This Power allows
RANGE: *Normal* a Character to
TYPE: *Auto* establish mental
BASE COST: *20* contact with
FACTOR COST: *4* another sentient
 being. A telepath

may automatically establish a mental link with any other Characters within Range. Each additional Character past the first included in the mental link reduces the maximum telepathic Range between the linked Characters by 1 AP.

Characters in mental link may communicate as if they were able to speak to each other as long as contact is maintained with the linking telepath. Telepathy only allows free communication; this Power does not allow a Character to read the thoughts of another against his/her will (as does Mind Probe).

Characters who are mentally linked through Telepathy may engage in mind-to-mind combat. Attacks made in this fashion (a form of Mental combat) do Mental Damage using the attacker's Mental stats or Powers as AV/EVs and the defender's Mental stats or Powers as OV/RVs.

The Character possessing the Telepathy Power may automatically disengage anyone from the mental link at any time desired. A mentally-linked Character may attempt to sever the link using his/her INT/WILL as the AV/EV against the APs of Telepathy as the OV/RV. Positive RAPs indicate success, do damage to the telepath's Current MIND Condition, and are subtracted from the telepath's APs of the Telepathy Power. Telepathy APs lost in this manner must be Recovered; see page 19 of the *Rules Manual*.

Saturn Girl and Tellus of the Legion of Super-Heroes have this Power.

TELEPORTATION

LINK: *Will* This Power allows
RANGE: *+7* a Character to
TYPE: *Auto* instantaneously
BASE COST: *50* travel from one
FACTOR COST: *4* location to any
 other without

passing through intervening space. Range for Teleportation refers to the maximum distance (in APs) through which a Character can travel in this manner.

The maximum weight which a Character may teleport equals the APs of Teleportation. All objects or persons to be Teleported must be within 0 APs (10 feet) of the Character, who may choose which objects/persons within the 0 AP radius to Teleport. No "partial" teleportings are possible; a Character must teleport all of a specific object or none of it.

A Character who does not wish to be Teleported may resist, which requires another Action Check the following phase by the Character with Teleportation. The AV/EV of this additional Check equals the APs of Power, while the OV/RV equals the target's INT/MIND. Positive RAPs greater than or equal to the resisting Character's MIND indicate that s/he is automatically Teleported; otherwise, the Character remains where s/he is.

Ambush Bug possesses this Power.

TELESCOPIC VISION

LINK: *Int* This Power allows
RANGE: *Special* a Character to
TYPE: *Auto* see objects at a
BASE COST: *5* distance. When
FACTOR COST: *1* using Telescopic
 Vision to view a
 distant object, a Character is allowed
 to subtract the APs of Power from the
 distance to the viewed object, the
 result being the apparent distance
 between the Character and the
 object.

Example: A Character with Telescopic Vision of 5 APs is looking at an object 6 APs distant. Using this Power, the Character will see the object as if it were only 1 AP away from him/her.

Objects the size of a car are generally visible at one unobstructed mile (10 APs), while man-size objects are visible at one-quarter mile (8 APs), and a small, hand-held item (such as a calculator) might be visible at 150 feet (4 APs).

Superman has this Power.

THERMAL VISION

LINK: *Int* This Power allows
RANGE: *Normal* a Character to
TYPE: *Auto* see the variations
BASE COST: *5* of temperature
FACTOR COST: *1* across a given
 area. A Character
 using Thermal Vision will see

variations of the color red in warm areas and variations of blue in cool areas.

For example, while uniformly cool surfaces such as a cave wall would not register on Thermal Vision, if someone had recently touched the wall, a red, blurred handprint would be visible. Footprints are detectable with Thermal Vision for a time equal to the Character's APs of Power. A source of intense heat, such as a torchflame, will completely "white out" all Thermal Vision in its vicinity.

A Character can use Thermal Vision to detect Invisible Characters or objects (see Invisibility). However, all items viewed through this Power will be blurry and lack detail, making definitive identification difficult.

TIME TRAVEL

LINK: WILL This Power allows
RANGE: Special a Character to
TYPE: Auto venture forward
BASE COST: 500 or backward
FACTOR COST: 4 along the time
stream. The APs
of Time Travel is the maximum length
of time distance (in APs) a Character
may travel in either direction. A
Character may also Time Travel any
persons or objects within 0 APs (10
feet) of him/herself, to a maximum
weight equal to the Character's APs
of Power.

Any Character within the 0 AP
radius of the effect who does not wish
to Travel may resist provided the
Character has not committed an
action during the Time Travel phase.
Such resistance requires an Action
Check with AV/EVs equal to that
Character's INT/WILL and OV/RVs
equal to the RAPs of the Time Travel
attempt. If this Check succeeds,
earning RAPs greater than or equal to
the RAPs of the Time Travel attempt,
the Character remains at that point
in time. Characters who have already
acted during the Time Travel phase
are automatically Travelled.

Note: Under all but the most extra-
ordinary circumstances (GM's dis-
cretion), a Character affected by
Time Travel is merely sent to an
alternative timeline. As such, there
will be no opportunity for the Char-
acter to commit actions that would
affect his/her own timeline. A Char-
acter cannot Time Travel back to
when an opponent was a child and
imprison him/her; neither could a

Character travel back in time to warn
him/herself of an imminent attack.
An infinite number of these timelines
exists.

It is impossible for any Character
using Time Travel to travel forward
or backward in time and meet
him/herself in a future incarnation.

TRUESIGHT

LINK: WILL This Power allows
RANGE: Normal a Character to
TYPE: Auto see through any
BASE COST: 5 illusion or other
FACTOR COST: 3 Mystical or
Mental conceal-
ment (including an Invisible Char-
acter). If a Character's APs of True-
sight are greater than or equal to the
RAPs of Illusion (or other conceal-
ment), the Illusion fails to fool the
Power user, although others with the
Character may believe the conceal-
ment.

If a Character's APs of Truesight
are insufficient to automatically
penetrate an illusion (or conceal-
ment), the Character's APs are added
to the AV of any Perception Check
aimed at revealing the illusion (see
the Illusion Power). Use of Truesight
will have no effect on natural (non-
Powered) forms of concealment such
as the Subskills of Camouflage or
Stealth from the Military Science and
Thief Skills, respectively.

ULTRA VISION

LINK: INT This Power allows
RANGE: Normal a Character to
TYPE: Auto see at night or in
BASE COST: 10 the dark just as if
FACTOR COST: 1 it were daylight.
This effect is
created through the intensification of
existing luminary sources (radio
waves, electrical impulses, etc.). A
Character can use Ultra Vision to
spot Invisible objects (see Invisibility).
Superman has this Power.

WARP

LINK: WILL This Power allows
RANGE: Special a Character to
TYPE: Dice open an extra-
BASE COST: 100 dimensional rift
FACTOR COST: 5 between two
points of real
space, with instantaneous travel then
possible by stepping through the

warp. A warp may not be opened into
solid matter.

While a warp is open, there is no
limit to the number or weight of
objects which may pass through the
warp. A warp collapses the instant
the Power user steps through the rift,
wills it to close, or falls unconscious.

The OV/RVs to an attempt to open
a warp equal the distance (in APs)
between the locations connected by
the warp. If a Character were trying
to open a warp one thousand miles
long, for example, OV/RVs would be
20/20. RAPs from the Warp Action
Check equal the length of time (in
APs) the warp will remain open
(unless the Power user steps through,
wills it to close, or falls unconscious,
as previously explained).

A warp may be used to attack
another Character after the warp has
been created. In such a case, RAPs
from the roll which opened the warp
function as AV/EVs of the attack with
the target's DEX/BODY serving as
OV/RVs. If RAPs from this attack
equal or exceed the distance (in APs)
between the target and the warp, the
target is instantly drawn into the rift.

Warp has this Power as do the
Boom Tubes from Apokolips and New
Genesis.



WATER CONTROL

LINK: INT This Power allows
RANGE: Normal a Character to
TYPE: Dice control the
BASE COST: 35 movement and
FACTOR COST: 8 flow of water.
Water Control
does not give a Character the ability
to create water, however, only the
ability to control pre-existing water.
A Character with Water Control may
utilize the Power toward a number of
applications:

■ The ability to summon a large wave
to attack an opponent. This is a
Physical Attack with AV/EVs equal to
the Character's APs of Power and
OV/RVs equal to the opponent's
DEX/BODY.

■ The ability to sweep an opponent underwater in an effort to drown him/her. This attack requires an Action Check with an AV/EV equal to the Character's APs of the Power against an OV/RV equal to the opponent's DEX/STR. If this Check yields positive RAPs, the target is dragged underwater and suffers the appropriate penalties (see page 25 of the *Rules Manual*). To resurface, the opponent must gain positive RAPs on an Action Check, using his/her DEX/STR as the AV/EV, and the RAPs

from the original Water Control Attack as the OV/RV.

■ The ability to automatically summon forth a large wave for propulsion. In this manner, a Character can travel at a speed equal to the APs of Water Control.

■ And, the ability to move volumes of water. AV/EVs to such an attempt equal the Character's APs of Water Control while OV/RVs equal the volume of the water to be displaced. RAPs indicate the distance the volume of water may be moved.

X-RAY VISION

LINK: *INT* A Character with this Power can see through virtually any material. OV/RVs of an X-Ray Vision attempt equal the BODY of the object through which the Character is attempting to see. When purchasing this Power, a Character *must* select a common substance through which the X-Ray Vision will never function.

RANGE: *Normal*

TYPE: *Dice*

BASE COST: *15*

FACTOR COST: *3*

MYSTICAL

Unless otherwise indicated, all attacks made by Mystical Powers are Mystical Attacks with affected OV/RVs of INFL/SPIRIT, respectively.

Mystic Link appears first in this section because it is a very special Power which permits Physical and Mental Powers to be linked to a Character's Mystical Attribute. The remainder of the Mystical Powers section is in alphabetical order.

MYSTIC LINK

LINK: *AURA* Mystic Link is not a distinct Power which functions alone; rather, it allows a Character to purchase a Physical or Mental Power and utilize that Power to cause Mystical damage or effects. Mystic Link must be purchased in conjunction with a Physical or Mental Power. To do so, a Character must spend 10 Hero Points (the Base Cost of Mystic Link). The Character then purchases individual APs of the Mystically-Linked Power at that Power's normal Factor Cost; the Character does not purchase individual APs of Mystic Link.

Once a Power has been purchased through Mystic Link, it functions exactly as described in its own Power description, with the exception that the Power now has AURA as its Link Attribute. For example, Flame Project

would still function as a Dice Action with OV/RVs equal to the opponent's DEX/BODY, although its Link was AURA since the Power was connected through Mystic Link.

AIR ANIMATION

LINK: *AURA* This Power allows a Character to summon into existence a swirling whirlwind creature who will follow the Power user's instructions for a length of time equal to the Character's APs of Air Animation. At the end of this time, the creature will disperse into normal air.

A Character using Air Animation divides the APs of Power into two numbers as desired. The first number serves as the air creature's DEX, STR, and BODY while the second number serves as the creature's INFL, AURA, and SPIRIT against Mystical Attacks. Such air creatures do not possess Mental Attributes and, as such, are immune to all Mental Attacks.

The air creature occupies a volume equal to its APs of STR and moves at a Speed equal to its DEX. Due to the turbulent nature of this creature, any Physical Attack made against it automatically suffers a +1 Column Shift modifier to the OV.

ANIMAL CONTROL

LINK: *INFL* This Power allows a Character to gain control over and cooperation from members of the animal kingdom. To take control of an animal, a Character must make an Action

Check with an AV/EV equal to the APs of Animal Control and an OV/RV equal to the target animal's INFL/SPIRIT. Any RAPs earned indicate the length of time (in APs) that the animal will serve the Character. Animal statistics can be found on pages 68-70 of the *Rules Manual*.

A controlled animal will never perform any action contrary to the Character's wishes. However, for the Character to actually instruct the animal, s/he must have a method of communicating with the animal (such as Speak With Animals). Control over an animal is lost when the Character's RAPs of time expire, or whenever the Character either willingly relinquishes control, falls unconscious, or moves out of Range.

Animal Control gives the Character control over all forms of animals, categorized as follows: Amphibians, Birds, Fish, Insects, Mammals, and Reptiles. Animal Control will not function on humans.

This Power may be purchased with a special -2 Factor Cost Limitation: Power Only Usable On One Animal Category.

ANIMAL SUMMONING

LINK: *INFL* This Power allows a Character to convoke animals of a specific type (sharks, falcons, rabbits, etc.) within the Range of the Power. As many animals of the specified type as the Character desires will answer the summons automatically and will travel toward the Character at best speed. Animal Summoning may not be used to summon an animal with a BODY greater than the Character's

RANGE: *Normal*

TYPE: *Auto*

BASE COST: *35*

FACTOR COST: *2*

APs of Power, nor may it be used to summon creatures with human or greater intelligence. Animal statistics can be found on pages 68-70 of the *Rules Manual*.

ANIMATE DEAD

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Dice animate the
BASE COST: 25 corpses of dead
FACTOR COST: 6 creatures and
call upon them as
servants. Animation of the dead
requires an Action Check with
AV/EVs equal to the Character's APs
of Animate Dead against OV/RVs
equal to the INFL/SPIRIT of the corpse
when it was alive (most normal
humans have Attributes of 2). Positive
RAPs indicate successful animation.

A corpse will remain animated and
serve the Character for a length of
time (in APs) equal to the RAPs
earned. An animated corpse will
possess all of the Physical and
Mystical Attributes it had in life,
including Physical Powers, except
that three (-3) is subtracted from the
corpse's DEX (to a minimum of one)
and three (+3) is added to the corpse's
BODY. Animated corpses possess no
Mental Attributes, Mental or Mystical
Powers, or any Skills, and suffer a -2
Column Shift modifier to their RV
when attacked by fire.

Animated dead are extremely
stupid, mindless creatures who can
take no actions without direct orders
from the Character, who must spend
one Automatic Action each phase to
maintain the animation. The maximum
number of dead that a Character may
animate at any one time equals the
APs of the Power.

ANIMATE IMAGE

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Auto turn an existing
BASE COST: 35 two-dimensional
FACTOR COST: 7 image (such as a
cartoon figure,
billboard painting, or an image on a
television screen) into an exact
three-dimensional duplicate figure
which will obey the Character's
commands. There must be an existing
two-dimensional image for Animate
Image to function; a Character
cannot simply summon a figure from
his/her imagination.

The three-dimensional figure
created by Animate Image will
possess Physical, Mental, and Mystical
Attributes. The Character with
Animate Image must divide the APs
of Power between these Attributes as
desired to determine the image's
statistics.

An animated image will possess all
Powers and Skills of the figure it
represents. For example, an animated
bird would have Flight, an animated
singer would have the Singer Subskill
of Artist, and an animated Superman
would have all of Superman's Powers
and Skills. Each of an Animated
Image's Powers and Skills is at an AP
level equal to the Link Attribute of the
respective Power or Skill (just as if
the Power/Skill were linked).

An animated image will exist for a
length of time (in APs) equal to the
Power user's APs of Animate Image
or until the Character voluntarily
dispels the image.

Superman's nemesis, Mr. Mxyzptlk,
has this Power.

ANIMATE OBJECTS

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Auto cause inanimate
BASE COST: 30 objects to move
FACTOR COST: 6 and behave as if
they were alive.

Animated objects are always under
the total control of the Power user.
The APs of Animate Objects equal
both the maximum BODY of any
individual object which can be
animated and the maximum number
of objects which can be animated at
any one time.

An animated object will possess a
DEX and STR equal to the Character's
APs of Power but retains its own
BODY. The object also possesses
Mystical Attributes equal to the
Character's APs of Animate Objects.
An animated object possesses Mental
Attributes and is immune to Mental
Attacks.

Animated objects cannot change
shape but if the object has any limbs
or appendage-like constructs, these
can function as arms and legs,
allowing the object to move and fight.

AURA OF FEAR

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Dice generate an aura
BASE COST: 30 which causes
FACTOR COST: 5 opponents to feel
extreme fear. The
aura extends to a distance (in APs)
equal to the Character's APs of Power.
Any Character within Range of Aura
of Fear is attacked separately with no
Multi-Attack penalty. The Character
utilizing Aura of Fear may voluntarily
exclude Characters from the Power's
effects.

To use Aura of Fear, a Character
must make an Action Check with
AV/EVs equal to the APs of Power
against OV/RVs equal to the
opponent's INFL/SPIRIT. If RAPs
scored are greater than or equal to an
opponent's SPIRIT, the opponent will
simply stand in place and quiver with
fear for the duration of the Power.
Otherwise, if positive RAPs were
scored, the opponent will flee the
scene for a length of time (in APs)
equal to the RAPs earned.

A Character affected by Aura of
Fear may attempt to overcome the
fear. Each phase following the attack,
the Character can make an Action
Check with AV/EVs equal to his/her
INFL/AURA against OV/RVs equal to
the RAPs of the successful Aura of
Fear attack. Positive RAPs from this
Check indicate the Character is free
of the Power's effects.

AWARENESS

LINK: INFL This Power allows
RANGE: Special a Character to be
TYPE: Dice "in tune" with the
BASE COST: 5 cosmos while
FACTOR COST: 1 possessing a
certain faculty
for anticipating events on the cosmic
scale and recognizing when the
cosmos is threatened.

Whenever a cosmic event or
catastrophe is imminent, the GM
should allow a Character with
Awareness to make an Action Check
with AV/EVs equal to the APs of
Power and OV/RVs as determined
relative to the following examples
(normally, the more calamitous the
catastrophe or significant the event,
the lower the OV/RVs). Positive RAPs
on an Awareness attempt indicate
the Character has a "feeling" some-

thing is destined to occur and knows who the primary participants in the event will be.

Note: Awareness may only be used to detect events on the "cosmic scale" (i.e., those that could potentially affect life across an entire planet or cosmos), and only events that are the result of the conscious manipulation of sentient beings. For instance, Awareness would not enable a Character to detect that the Earth was to be struck by a giant meteor, unless some exterior force purposely aimed the meteor at the Earth. Awareness also has no effect upon events with no Mystical significance.

Examples of events within the DC Universe which could have been detected through the use of the Awareness Power include:

THE CRISIS ON INFINITE EARTHS (OV/RV: 1/1) — A Character would have felt the most terrible tragedy ever to rock the multiverse was about to occur and the Anti-Matter Universe of Qward was somehow involved.

THE COMING OF THE MILLENIUM (*Millennium Mini-Series*; OV/RV: 6/6) — A Character would have felt mankind was suddenly heading toward some fantastic destiny which involved the Guardians of the Universe and the beings known as the Chosen.

THE BRUJERIA'S ATTEMPT AT UNLEASHING THE HAND OF DESTRUCTION (*"The American Gothic Saga," Swamp Thing #41-50*; OV/RV: 8/8) — A Character would have felt new power was forming in the cosmos, a power which was connected neither to Heaven nor Hell.

THE DEPARTURE OF THE LORDS OF ORDER (*Doctor Fate Mini-Series*; OV/RV: 12/12) — A Character would have felt the Lords of Order were suddenly absent in this universe.

THE WAR BETWEEN THE RESURRECTION CRUSADE AND THE DAMNATION ARMY (*Hellblazer #1-12*; OV/RV: 12/12) — A Character would have felt splinter forces of Heaven and Hell were locked in some sort of struggle, with Earth their battleground.

See the *Background Book* for further explanation of any of these events. Most members of DC's mystic community have this Power.

DIMENSION TRAVEL

LINK: *AURA* This Power allows
RANGE: *Special* a Character to
TYPE: *Dice* travel between
BASE COST: *500* the various
FACTOR COST: *6* dimensions and
realms which
comprise the DC Universe. By
definition, these dimensions are
separate planes of being which
parallel one another but do not
connect. Dimension Travel can be
used in three different ways:

BANISHMENT: Dimension Travel can be used to strand an object or living being in a dimension of the Character's choice. The Character first chooses the dimension to which s/he is attempting to send the target and then makes an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the target's INFL/SPIRIT (or BODY/BODY, if the target is an inanimate object). If RAPs are greater than or equal to both the target's RV and the "Travel Value" of the selected dimension (see following), the target has been successfully banished. Otherwise, the banishment fails.

A banished Character cannot leave the dimension to which s/he was banished unless s/he possesses or is Summoned by a Character with APs of Dimension Travel greater than the RAPs of the original banishment Action Check. Banishment may not be attempted upon a Character or item with a weight or volume greater than a Character's APs of Dimension Travel.

SUMMONING: A Character can use Dimension Travel to pull a person or object from another dimension onto the Character's own plane. If the target is a living being and is unwilling to be summoned, the Character must make an Action Check with AV/EVs equal to the APs of Power against OV/RVs equal to the target's INFL/SPIRIT.

RAPs from this Check must equal or exceed both the target's SPIRIT and the "Travel Value" of the dimension from which the target is being pulled. If the target is willing to be summoned or is an inanimate object, OV/RVs of the attempt are simply equal to the Travel Value of the target's dimension, with positive RAPs indicating success.

Items or Characters which have been "banished" (see previous section) may not be summoned onto

the plane from which they were originally banished unless the summoner has APs of Dimension Travel greater than the RAPs earned by the original banishing Action Check.

Summoning may not be attempted on any item or Character with a weight or volume greater than a Character's APs of Dimension Travel.

TRAVEL: Dimension Travel is most frequently used to allow a Character to personally traverse dimensions. AV/EVs to such an attempt equal the APs of Power with OV/RVs equal to the "Travel Value" of the dimension which the Character is trying to reach. A travelling Character may bring along any willing Characters within 0 APs (10 feet) of his/her person (unwilling Characters must be "banished" as stated previously); combined weight of all travelling persons/objects cannot exceed the Character's APs of Dimension Travel (most human Characters normally weigh 2 APs).

This Power may be purchased with a special -1 Factor Cost Limitation for each of the three basic functions which a Character is unable to utilize. Additionally, the Base Cost of Dimension Travel can be reduced to 100 if a Character is only able to travel to one specific dimension.

Travel Values

The "Travel Value" of a dimension is a measure of how difficult the dimension is to reach through the use of Dimension Travel. Following are brief descriptions of various dimensions in the DC Universe and their respective Travel Values:

Earth Dimension: This dimension includes not only Earth but all of the other planets, galaxies, and solar systems as well. Most DC heroes and villains are located here. [Travel Value = 2.]

Astral Plane: This is a grey, formless dimension which is closely intertwined with the other planes. It is inhabited by horrible monsters which sometimes escape to the Earth Dimension. Dr. Occult frequents this arcane dimension. [Travel Value = 4.]

Realm of the Just Dead: The spirits of the dead travel here for a brief time, awaiting departure to their final resting places. This plane is often visited by Deadman and the Phantom Stranger. [Travel Value = 6.]

Azarath: This is the home dimension of Raven (member of the New Titans) and Trigon. [Travel Value = 7.]

Afterworlds: These are the final resting places of departed souls, including the realms of Heaven and Hell. [Travel Value = 8.]

Limbo: Limbo is a vast and empty space, primarily devoid of life and form. [Travel Value = 8.]

Fifth Dimension, Land of Zrff: This strange realm is inhabited by Superman's nemesis, Mr. Mxyzptlk. [Travel Value: 10.]

Demon Prison Dimension: This is a small pocket dimension in which the Lords of Order imprisoned the majority of the ancient demons. Occasionally, demons travel from here to the Realm of the Just Dead or the Afterworlds but the magic of the Lords of Order prevents the demons from returning to the Earth Dimension. [Travel Value = 16.]

Domain of the Lords of Order: The Lords of Order live on this vast plane of white light and do not take kindly to trespassers. [Travel Value = 16.]

DUMB LUCK

LINK: INFL This Power allows
RANGE: Self a Character to
TYPE: Dice invoke unknown
BASE COST: 200 Mystical forces
FACTOR COST: 7 which cause the
Character to be
exceptionally fortunate in his/her
actions, the use of which is the game
equivalent of rubbing a rabbit's foot.

To use Dumb Luck, a Character must make an Action Check against his/her own Mystical statistics. The AV/EV is the APs of the Power, while the OV/RV is the Character's own INFL/SPIRIT. RAPs from this Action Check, if any, may be added to either the Character's AV, EV, OV, or RV the following phase (Player's choice). This effect occurs regardless of the type of the Dice Action that follows (attack, defense, clue analysis, Perception, etc.)

The Dumb Luck Power may be used cumulatively, adding the RAPs from one Dumb Luck attempt to the AV or EV of another attempt; however, should a Character ever fail such a cumulative roll, the RAPs gained to that point will be *subtracted* from either the Character's AV, EV, OV, or RV (GM option) for the following phase.

Example: A Character with Dumb Luck of 8 APs and an INFL/SPIRIT of 7/6 wishes to "get lucky" on his/her next Energy Blast attack. The Character makes an Action Check using 8/8 (his/her APs of Dumb Luck) as the AV/EV and 7/6 (his/her INFL/SPIRIT) as the OV/RV. The Character rolls a 13, which provides him/her with an additional 4 APs to utilize on either AV or EV next phase.

EARTH ANIMATION

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Auto summon into
BASE COST: 25 existence an
FACTOR COST: 8 actual creature
of living earth
and rock who will follow the Power
user's instructions for a length of time
(in APs) equal to the Character's APs
of Earth Animation. At the end of this
time, the creature will disperse into
normal earth.

A Character using Earth Animation divides the APs of Power into two numbers as desired. The first number serves as the earth creature's DEX, STR, and BODY while the second number serves as the creature's INFL, AURA, and SPIRIT against Mystical Attacks. Earth creatures do not possess Mental Attributes and, as such, are immune to all Mental Attacks.

An earth creature occupies a volume equal to its APs of STR and moves at a speed equal to its DEX.

ENCHANTMENT

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Auto bestow upon
BASE COST: 200 another Charac-
FACTOR COST: 10 ter a temporary
but dramatic
increase in Powers. The Character
may add his/her APs of Enchantment
to any one of another person's pre-
existing Attributes, Powers, or Skills
(or the Character may divide the APs
between several different Attributes,
Powers, and Skills).

A person will remain Enchanted for a length of time (in APs) equal to the Character's APs of Enchantment or until the Character voluntarily removes the effect. Enchantment may only be performed upon one individual at any given time.

EXORCISM

LINK: SPIRIT This Power allows
RANGE: 1 AP a Character to
TYPE: Dice remove a person
BASE COST: 5 from the effects
FACTOR COST: 3 of mind control
or possession
(i.e., Control, Hypnosis, and the
Personality Transfer Powers). The
Character must make an Action
Check with AV/EVs equal to the APs
of Exorcism against OV/RVs equal to
RAPs from the original control or
possession Action Check. Positive
RAPs indicate success, with the target
no longer affected by the control or
possession Power.

EYE OF THE CAT

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Auto see through the
BASE COST: 20 eyes of an animal.
FACTOR COST: 2 Eye of the Cat
will not function
unless an animal exists within the
Power's Range. If more than one
animal is within Range, the Character
may choose which animal to use for
purposes of the Power.

Once Eye of the Cat is active, the Character can see everything the animal sees, including things the animal can see only through the use of special vision Powers, such as a cat's Ultra Vision. Statistics for various animals can be found on pages 68-70 of the *Rules Manual*. Eye of the Cat will not allow a Character to see through the eyes of a human.

FLAME ANIMATION

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Auto summon into
BASE COST: 25 existence an
FACTOR COST: 8 actual creature
of living flame
who will follow the Character's
instructions for a length of time (in
APs) equal to the Character's APs of
Flame Animation. At the end of this
time, the creature will disperse into
thin air.

A Character using the Flame Animation Power divides the APs of Power into two numbers as desired. The first number serves as the flame



creature's DEX, STR, and BODY while the second number serves as the creature's INFL, AURA, and SPIRIT against Mystical Attacks. Flame creatures do not possess Mental Attributes and are therefore immune to all Mental Attacks.

The flame creature occupies a volume equal to its APs of STR and moves at a Speed equal to its DEX. In addition, an animated flame creature suffers a -2 Column Shift modifier to its RV against cold-based attacks.

ICE ANIMATION

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Auto summon into
BASE COST: 25 existence an
FACTOR COST: 8 actual creature
of living ice who
will follow the Character's instructions for a length of time equal to the Character's APs of Ice Animation. At the end of this time, the creature will disperse into ice and water.

A Character using Ice Animation divides the APs of Power into two numbers as desired. The first number serves as the creature's DEX, STR, and BODY while the second number serves as the creature's INFL, AURA, and SPIRIT against Mystical Attacks. Ice creatures do not possess Mental Attributes and are therefore immune to all Mental Attacks.

The ice creature occupies a volume equal to its APs of STR and moves at a Speed equal to its DEX. In addition, an animated flame creature suffers a -2 Column Shift modifier to its RV against heat-based attacks.

JOINED

LINK: AURA This Power allows
RANGE: Self a Character to
TYPE: Auto "join" him/herself
BASE COST: 5 to the Earth.
FACTOR COST: 1 While so joined
(normally at the
feet), a Character cannot be Knocked
Back, blown away, or otherwise moved
easily. A Character with this Power
adds the APs of Joined to his/her RV
against potential Knockback attacks
made against the Character (the
Planned Knockback maneuver, Super
Breath, etc.).

MAGIC BLAST

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Dice emit a powerful
BASE COST: 20 bolt of Eldritch
FACTOR COST: 3 energy from his
or her body (the
blast normally emanating from the
hands or fingertips). Magic Blast is
treated as a Mystical Attack with
AV/EVs equal to the APs of Power
and OV/RVs equal to the opponent's
INFL/SPIRIT.

MAGIC FIELD

LINK: AURA This Power allows
RANGE: Self a Character to
TYPE: Auto create a field of
BASE COST: 20 arcane energy to
FACTOR COST: 6 protect his/her
own body. The
APs of Power are added to the
Character's RV against Mystical
Attacks. A Magic Field is spherical in
form and is centered around the
Character of origin. A field shelter
may be generated at the same APs of
volume as the Power's APs and
protects all Characters within the
field's volume. No Mystical Attacks
with exterior targets can be made
from within the field.

This Power may be purchased with
a special -2 Factor Cost Limitation:
Field Protects Power User Only.

MAGIC SENSE

LINK: INFL This Power allows
RANGE: Normal a Character to
TYPE: Auto automatically
BASE COST: 5 detect all magic
FACTOR COST: 1 and magic-using
creatures within
Range. Use of Magic Sense will only

reveal that an item or Character has
some form of Mystical abilities; no
information will be available relative
to what those abilities might be or
how powerful they are.

MAGIC SHIELD

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Auto create a shield of
BASE COST: 10 arcane energy
FACTOR COST: 5 which provides
protection from
Mystical Attacks. Anyone protected
by a Magic Shield has the APs of
Power added to his/her RV against
Mystical Attacks.

The Magic Shield called into being
is circular in shape, possesses an
approximate diameter of four feet,
and can be projected at Range. Such a
shield is useless against attacks which
originate from behind the Character
unless the Character establishes the
shield there, in which case the
Character is defenseless against
frontal assault.

MYSTIC FREEZE

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Dice magically restrict
BASE COST: 20 an opponent.
FACTOR COST: 3 AV/EVs to such
an attack equal
the Character's APs of Mystic Freeze
while OV/RVs equal the opponent's
INFL/SPIRIT; positive RAPs indicate
success, with the opponent held fast
and unable to move (DEX = 0).

A Mystically Frozen opponent may
attempt to free him/herself through
an Action Check with AV/EVs equal
to the opponent's INFL/AURA against
OV/RVs equal to the RAPs of the
successful Mystic Freeze attack. If
cumulative RAPs from this Action
Check equal or exceed RAPs from the
Mystic Freeze attack, the opponent is
released.

PLANT CONTROL

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Dice take complete
BASE COST: 20 control over local
FACTOR COST: 6 plant life. A
Character with
Plant Control may utilize the Power
toward a number of applications:

■ The ability to cause an appropriate plant (vine, tree, etc.) to whip out one of its appendages to attack an opponent. This is treated as a Physical Attack with AV/EVs equal to the APs of Plant Control and OV/RVs equal to the opponent's DEX/BODY.

■ The ability to cause an appropriate plant to wrap itself around an opponent in order to restrain him/her. This is treated as a Grappling Attack (see page 21 of the *Rules Manual*), with the AV/EV being equal to the APs of Plant Control and STR equal to the plant's BODY.

■ And, the ability to move a mass of plants from one area to another. AV/EVs of such an attempt equal the APs of Plant Control while OV/RVs equal the volume of plants to be displaced. RAPs indicate the distance the plants may be moved.

Note: Plant Control only controls pre-existing plant life. It does not summon new plant life into being, as does Plant Growth. In addition, appropriate plants must be present for a Character to implement any of the attack forms previously described. A Character could not attempt to Grapple someone with the short grass of a putting green, for instance.

PLANT GROWTH

LINK: *AURA* This Power allows
RANGE: *Normal* a Character to
TYPE: *Dice* rapidly increase
BASE COST: *20* the growth rates
FACTOR COST: *5* of natural plant
life. AV/EVs of
such an attempt equal the APs of
Plant Growth while OV/RVs equal the
volume of plants to be grown. RAPs
are instantly added to the plants'
volume (either increasing the plants'
sizes or the area over which they
grow, Character's choice). Plants
grown through this Power will remain
grown until the user voluntarily
returns them to their original
condition and can later be controlled
using Plant Control.

Example: A Character with Plant Growth of 30 APs is attempting to use his/her Power on a 20 AP volume forest (the AV/EV is 30/30, the OV/RV is 20/20). If the Character were to roll an 11, s/he would net 15 RAPs, and the forest could grow up to a volume of 35 APs, at the Player's discretion.

In addition, a Character with Plant Growth of 15 APs or more can make a special Physical Attack in which s/he

causes the microscopic plant life which resides in the intestines of a living creature to expand, thus damaging the opponent. The Character must decide how many APs of Plant Growth to use in the attack (between one (1) and full APs). This number is used as AV/EVs of the attack, with OV/RVs equalling the opponent's STR/BODY.

SORCERY

LINK: *AURA* This Power allows
RANGE: *Normal* a Character to
TYPE: *Auto* effectively wield
BASE COST: *750* the forces of
FACTOR COST: *10* magic to produce
a staggering
variety of powerful effects. Primarily,
Sorcery enables a Character to mimic
the effects of other Powers, subject to
certain restrictions.

Utilization of Sorcery is commonly referred to as "casting a spell," which is a three-step process:

■ First, a Character decides what effect s/he wishes to accomplish and determines which Power most closely duplicates the desired effect. The Character then receives that invoked Power at the chosen AP level (up to his/her APs of Sorcery). Powers invoked through Sorcery must be approved by the GM before they can be used.

■ Second, the Character decides how many APs of Sorcery to use in creating the effect (full APs need not be used). Since spell casting is extremely taxing on the psyche, the Character must immediately cross-reference the number of APs of Sorcery s/he is using as EV against his/her SPIRIT as RV on the Result Table. RAPs are immediately inflicted as Mystical Bashing Damage upon the Character and subtracted from the Character's Current SPIRIT Condition. For information on this damage, see the **Note** that follows.

■ Finally, the Character resolves the effects of the invoked Power. A Power invoked through Sorcery acts exactly as explained in that Power's description, with the notable exception of the Power affecting Characters who are vulnerable to magic (such as Superman).

A Character with Sorcery can utilize an invoked Power for any desired length of time. For each phase beyond the first which the Power

remains in effect, however, the Character will again suffer Mystical Bashing Damage associated with spell casting (see the second step).

A Character can invoke more than one Power at a time but the total number of APs the Character has placed in invoked Powers can never exceed the APs of Sorcery. A Character can automatically cancel the availability of any invoked Power to provide for the use of another.

Note: Sorcery can be Pushed (see page 10 of the *Rules Manual*), but Powers invoked through Sorcery cannot be Pushed. Similarly, the AV/EV of any invoked Dice Action Power cannot be increased by the expenditure of Hero Points. Mystical Bashing Damage inflicted by spell casting cannot be removed by Last Ditch Defense (see page 18 of the *Rules Manual*), and the sorcerer cannot spend Hero Points to raise his/her RV against spell casting damage.

Example: Doctor Jones has Sorcery of 40 APs and a SPIRIT of 22 APs. With these statistics, he could:

- Cast a spell invoking Energy Blast with an intensity of 20 chosen APs. Cross-referencing 20 APs (as EV) against his SPIRIT of 22 (as RV) on the Result Table reveals an "N," so Jones takes no Mystical Bashing Damage from this spell. Every time Jones uses the Energy Blast still counts as a Dice Action, but he may use the Blast as long as he likes without taking any damage.

- During a later phase, Doctor Jones could also cast a protection spell invoking Skin Armor, also with a chosen intensity of 20 APs. Cross-referencing again reveals that Jones takes no damage from the spell. Jones can then use the 20 APs of Skin Armor and the 20 AP Energy Blast as long as he likes. However, since he has used all 40 APs of his Sorcery, Jones must drop or reduce one of these Powers should he wish to invoke another Power.

- Alternately, Doctor Jones could fire one 40 AP Energy Blast at an opponent. Cross-referencing an EV of 40 with Jones' SPIRIT of 22 (his RV) on the Result Table reveals that this effort would cause Jones to suffer 19 RAPs of damage to his Current SPIRIT Condition. If he were to fire the same 40 AP blast again during the next phase, Jones would fall unconscious following the effort, and his Current SPIRIT Condition would drop to 0.

SPEAK WITH PLANTS

LINK: *INFL* This Power allows
RANGE: *Special* a Character to
TYPE: *Dice* communicate
BASE COST: *35* with "the Green,"
FACTOR COST: *5* which is the
massive collective
consciousness shared by all plants in
the DC Universe. Speak With Plants
has two primary applications:

■ The Character may call upon the Green to track down an individual or object located anywhere on the surface of the Earth. AV/EVs of such an attempt equal the APs of Power while OV/RVs equal the distance between the Character and the target sought. The target of the search must be well-known to the user.

RAPs are subtracted from the distance between the Character and the target to determine how long the search lasts (down to a minimum of 0 APs or 4 seconds). The Character using Speak With Plants need not remain inactive while the search is in progress; the Green will contact the Character when it has found the target.

Example: Swamp Thing has Speak With Plants of 25 APs. If he is in California and wants to locate Abby Cable, who is somewhere near Houma, Louisiana (22 APs away), he would need to make an Action Check with an AV/EV of 25/25 against an OV/RV of 22/22. If Swampy rolled an 11, he would receive 10 RAPs and it would take the Green 12 APs of time (22 - 10), or four hours to locate Abby.

Once the Green has located a target, it cannot constantly monitor that target. Taking the example, if Swamp Thing travelled to Louisiana, the Green could not tell him Abby's exact location had she moved. Swamp Thing would need to make another Action Check to relocate Abby.

■ Second, the Character may call upon the Green for information about a given area. AV/EVs are again equal to the APs of Power and OV/RVs are equal to the distance between the Character and the area in question. RAPs are used to determine the amount of time that the query takes as previously stated.

In this case, however, RAPs also equal the number of Knowledge Points gained. One RAP generally indicates the Character receives a fuzzy impression of the area; RAPs equal to ½ RV indicate a fairly detailed

picture; and full RV RAPs indicate a crystal clear view of the location.

For Speak With Plants to function, plant life must exist around the individual or object sought or the area subject to inquiry. If the plant life around the target is sparse, the OV/RV of all attempts suffer +2 Column Shift modifiers.

Besides the Swamp Thing, Floro of the New Guardians also has this Power.

SPIRIT TRAVEL

LINK: *AURA* This Power allows
RANGE: *Self* a Character to
TYPE: *Auto* separate the
BASE COST: *15* spirit from his or
FACTOR COST: *1* her body. The

spirit may then travel at a speed equal to the Character's APs of Spirit Travel. A separated spirit can only observe the physical plane and can make no attacks but it can easily pass through any physical obstacles. A separated spirit is subject only to Mystical Attacks from the non-Spirit world while in this state. However, such a Character is subject to all normal effects (Physical, Mental, and Mystical) from other Spirit-Travelling Characters while in this state.

While the spirit is separated, a Character's body is left barely alive (it cannot move and possesses no consciousness). The body remains susceptible to Physical damage during this time (although the body's normal Physical defenses remain active and the Character may burn Hero Points to remove inflicted damage).

If a Character's body is destroyed while the spirit is separated, the spirit will be trapped in its free state and will begin to dissipate at the rate of 1 AP of SPIRIT per day until it dies (reaches a negative SPIRIT; a separated Character with a normal SPIRIT of 7 APs would die upon reaching -7 APs of SPIRIT).

SPIRITUAL DRAIN

LINK: *AURA* This Power allows
RANGE: *Touch* a Character to
TYPE: *Dice* absorb the APs of
BASE COST: *15* another Character's
FACTOR COST: *8* SPIRIT. An
opponent must
be touched for Spiritual Drain to take

effect. To use this Power against an opponent, a Character must make an Action Check with AV/EVs equal to his/her DEX/APs of Spiritual Drain against OV/RVs equal to the opponent's DEX/SPIRIT.

If this attempt is successful, RAPs are temporarily subtracted from the opponent's SPIRIT and added to the attacking Character's SPIRIT. The Spiritually Drained APs will remain transferred in this away for a number of phases equal to the Character's APs of Power.

A victim of Spiritual Drain may not be drained again until the original effect ceases. A Character's SPIRIT cannot be elevated to higher than his/her normal AP level through the use of Spiritual Drain, while an opponent's SPIRIT may never be reduced to less than zero (0).

TRANSMUTATION

LINK: *AURA* This Power allows
RANGE: *Normal* a Character to
TYPE: *Dice* turn any element
BASE COST: *15* or compound
FACTOR COST: *8* into any other
element or
compound. To be affected by
Transmutation, an element or
compound must be 90% pure;
impurities remain unchanged.

To utilize Transmutation, a Character must make an Action Check with AV/EVs equal to the APs of Power against OV/RVs equal to the substance's BODY/BODY (the BODY of most gasses is 0). RAPs indicate the volume of the chosen material which may be transmuted. Changes wrought through use of the Transmutation Power are permanent unless negated by another use of the Power. Transmutation will not function on organic (living) matter.

Additionally, some elements and compounds are more difficult to transmute than others. In these cases, refer to the *Universal Modifiers Chart* for appropriate OV/RV Column Shift modifiers. Examples follow:

Plexiglass (+2) — *Difficult*. Plexiglass has a BODY of 8.

Oxygen to Nitrogen (+3) — *Strenuous*. Turning all of the oxygen in an area into nitrogen is a common tactic employed to knock opponents unconscious. If Transmutation is successful, all Characters in the affected area are Physically Attacked

with an AV/EV of 7/7 against an OV/RV that is equal to each Character's BODY/BODY. Multi-Attack penalties do not apply. Skin Armor does not affect such an attack but a Character with Sealed Systems may add the APs of Power to his/her RV.

Glass (+4) — *Extreme*.

Asbestos (+5) — *Pushing the Limit*. An article of clothing Transmuted into asbestos will provide the wearer with 6 APs of Flame Immunity.

Plutonium (+6) — *Herculean*. Any and all plutonium created through use of the Transmutation Power will explode with each RAP from the Transmutation attempt equal to 1 AP of Bomb.

Kryptonite (+7) — *Beyond the Limit*.

VAMPIRISM

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Dice transfer APs of
BASE COST: 35 BODY from an
FACTOR COST: 9 opponent to his
or her own BODY.

Such an attempt requires an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's DEX/BODY; RAPs equal the number of APs transferred through the Vampirism attack.

APs transferred through use of Vampirism will repair damage a Character has received. However, the total BODY of a Character may never rise above his/her normal AP level through the use of this Power. A fully-healed (Physically undamaged) Character may still use Vampirism as an attack form to damage an opponent.

VOODOO

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Dice inflict Physical
BASE COST: 20 damage upon an
FACTOR COST: 3 opponent by
causing similar
damage to a magical doll which
contains an item belonging to the
opponent (a lock of hair, a piece of
clothing, etc.).

Use of Voodoo is a Mystical Attack with AV/EVs equal to the APs of Power against OV/RVs equal to the opponent's INFL/SPIRIT. RAPs are always taken by the opponent as

Physical damage and are subtracted from the opponent's BODY.

A Character with Voodoo can create a suitable voodoo doll in one minute (15 phases) provided s/he has access to an item which belongs to the opponent. If the attacking Character is separated from the doll, the voodoo effects will cease until the doll is recovered.

WATER ANIMATION

LINK: AURA This Power allows
RANGE: Normal a Character to
TYPE: Auto summon into
BASE COST: 25 existence an
FACTOR COST: 8 actual creature
of living water
who will follow the Character's
instructions for a length of time equal
to the Character's APs of Water
Animation. At the end of this time,
the creature will disperse into normal
water.

A Character using the Water Animation Power divides the APs of Power into two numbers as desired. The first number serves as the water creature's DEX, STR, and BODY while the second number serves as the creature's INFL, AURA, and SPIRIT against Mystical Attacks. Water creatures do not possess Mental Attributes, and are therefore immune to Mental Attacks.

The water creature occupies a volume equal to its APs of STR and moves at a Speed equal to its DEX. In addition, an animated water creature suffers a -2 Column Shift modifier to its RV when defending against cold- and heat-based attacks.

WEATHER CONTROL

LINK: INFL This Power allows
RANGE: +5 a Character to
TYPE: Dice manipulate and
BASE COST: 25 control patterns
FACTOR COST: 8 of local weather.

Use of Weather Control requires an Action Check with AV/EVs equal to the APs of Power against base OV/RVs of 0/0. Final OV/RVs to a Weather Control attempt are modified according to the following table. Calculate the present weather conditions by adding the "Weather Levels" of precipitation, temperature, and wind for current weather. The difference between this

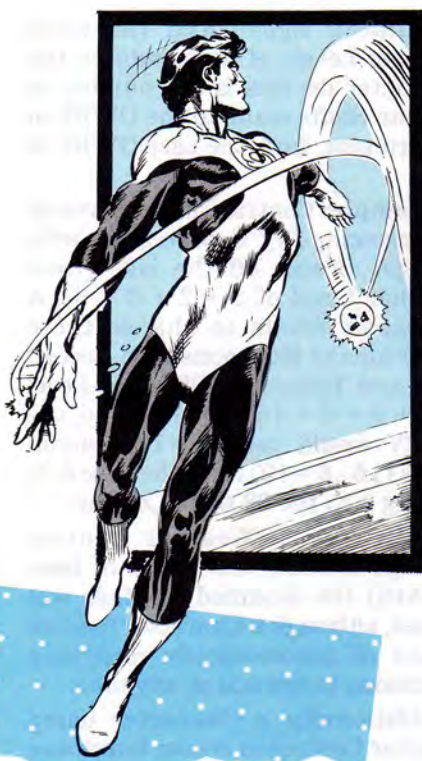
calculated figure and the total Weather Levels of the condition the Character decides is the number of Column Shifts made to the OV/RV of the attempt, from the base OV/RV of 0/0.

Example: Central City is currently experiencing Dry, Cool weather with a Slight Breeze off the lake (total Weather Level of $2 + 2 + 2 = 6$). A Character wants to change these conditions to Monsoons with Record Heat and Tornadoes (Weather Level of $5 + 5 + 6 = 16$). In this case, the OV/RV would receive +10 Column Shifts ($16 - 6 = 10$) from the base 0/0, moving it to the **22 to 24** Column.

RAPs from a Weather Control attempt indicate the length of time (in APs) the modified weather will persist, although a Character has the option of automatically returning conditions to normal at any time.

Additionally, a Character using Weather Control to create hurricane force winds can attack opponents within Range as if s/he possessed APs of Air Control equal to his/her APs of Weather Control. Similarly, a Character who summons monsoons can attack opponents in Range with APs of Lightning equal to his/her APs of Weather Control (such attacks are at -2 to AVs for uncontrolled lightning bolts).

Weather Condition	Weather Level
PRECIPITATION	
Drought	1
Dry	2
Muggy/Damp	3
Rain	4
Monsoon	5
TEMPERATURE	
Record Cold	1
Cool/Freezing	2
Mild	3
Hot	4
Record Heat	5
WIND	
Still	1
Slight Breeze	2
Windy	3
Gale	4
Hurricane	5
Tornado	6



SPECIAL POWERS

OMNI-POWER

LINK: *Special*
RANGE: *Varies*
TYPE: *Auto*
BASE COST: 500
FACTOR COST: 10

This Power allows a Character to possess awesome control over the forces of the universe. Such a Character's Powers and abilities are limited primarily by the Character's own imagination.

APs of Omni-Power can be used to mimic any Power or Skill at any time. Whenever Omni-Power is invoked, however, the Character must pay a Hero Point fee equal to the Base Cost of the Power or Skill mimicked. A Character can mimic several Powers or Skills at the same time but must divide his/her APs of Omni-Power as desired between these Powers/Skills and pay each Base Cost.

Powers and Skills mimicked with Omni-Power are only available to the Character for one hour (15 APs), following which time the Character must again pay the respective Base Cost fee for continued Power/Skill use. A Character can automatically cancel the availability of any mimicked Power/Skill to provide for the use of another.

Note that Omni-Power is in a special Power classification in and of itself; it is not a Physical, Mental, or

Mystical Power. Omni-Power may be linked to one-half a Character's WILL (round fractions down).

Example: Hal Jordan's Power Ring possesses linked Omni-Power. Since Hal's WILL is 25 APs, he has 12 APs of Omni-Power ($25 / 2 = 12\frac{1}{2}$, rounded down to 12). If Hal later increased his WILL to 26 APs, his Omni-Power would increase to 13 APs ($26 / 2 = 13$).

If Green Lantern wished to use his Ring to turn himself invisible, he could automatically use Omni-Power to mimic 12 APs of Invisibility; doing this would cost Green Lantern 10 Hero Points (the Base Cost for Invisibility). Lantern could then remain invisible for one full hour, after which time he must again pay the 10 Hero Point Base Cost to continue the Invisibility for another hour.

SELF-LINK

LINK: *None*
RANGE: *Self*
TYPE: *Auto*
BASE COST: +50
FACTOR COST: N/A

Self-Link is not a distinct Power which functions alone; rather it is purchased in conjunction with another Power and allows a Character to assume an actual form related to that Self-Linked Power. Self-Link automatically adds 50 Hero Points to the Base Cost of the Power with which it is purchased. The Character does **not** purchase individual APs of Self-Link.

There exists a limited number of Powers which may be Self-Linked; these Powers are:

PHYSICAL: Acid, Bomb, Darkness, Energy Blast, Flash, Fog, Lightning, and Projectile Weapons.

MENTAL: Warp.

MYSTICAL: Plant Growth and Spirit Travel.

The effects of Self-Linking these previously-listed Powers are as follows:

Attack Powers: (Acid, Darkness, Energy Blast, Flash, Fog, Lightning, and Warp). The user is a living being composed of the attack form (i.e., Self-Linked Acid Characters are living pools of acid while Self-Linked Flash Characters are living balls of light). Such Characters possess their Self-Linked Power at a Range of Touch (if the user wishes to project the Power at its normal Range, s/he must purchase the Power twice: once with and once without the Self-Link).

Characters with Self-Linked Powers can move at a per phase rate equal to one-half ($\frac{1}{2}$) their APs of Self-Linked Power.

Characters with Self-Linked attack Powers possess no special protection against attack. Thus, Self-Linked Fog Characters can still be damaged by punches and gunshots normally unless they possess the Dispersal Power as well.

Bomb, Projectile Weapons: The user is able to explode his/her own body at will (Self-Linked Projectile Weapons Characters fire away pieces of their own bodies). After "exploding," the user can automatically reform his/her body instantly at the beginning of the next phase or remain disincorporate for a maximum length of time (in APs) equal to his/her APs of the Self-Linked Power. Characters totally disincorporate as a result of this Power (utilizing more APs of Bomb/Projectile Weapons than their own BODYS) are immune to Physical Attack. However, such Characters cannot perform any Dice Actions during the phase in which they reform.

Characters who have Self-Linked these two Powers do full normal damage upon explosion.

Plant Growth: These Characters are living plant masses who can control the size of their own bodies through the use of the Self-Linked Plant Growth Power (Physical statistics do not alter unless Characters possess the Growth Power as well). Self-Linked Plant Growth does not cause other plants to grow (as does the Plant Growth Power itself).

A Character who possesses both Self-Linked Plant Growth and Self-Linked Spirit Travel can leave his/her plant body and grow a new body in any location reached by his/her spirit provided the destination possesses pre-existing plant life.

Spirit Travel: The Character is a disembodied spirit with no physical body. S/he cannot be Physically or Mentally Attacked, except by other Spirit Traveling Characters; nor can s/he make such attacks.

Note: Self-Linked Characters are always susceptible to any special vulnerabilities inherent to their Self-Linked forms (Self-Linked Plant Growth Characters suffer damage from defoliants, Self-Linked Lightning Characters suffer damage from water, etc.)

Like Powers, Skills are special abilities which are measured in APs. The difference between Powers and Skills is that Powers are generally only possessed by super-humans, whereas nearly any normal human can possess a Skill. A locksmith might have a few APs of the Locks Subskill of Thief while a doctor would possess the Medicine Skill.

Format

Skills are presented using the same format as Powers. Each Skill is given a Link Attribute, a Base Cost, and a Factor Cost. The Range of all Skills is "Self" and a Skill's "Type" is always a Dice roll, unless otherwise indicated.

NOTE: If the Skill's Link Attribute is followed by an asterisk (*), no portion of that Skill may be attempted in "Unskilled Use" (see explanation following).

Unskilled Use

A Character can often attempt to use a Skill or Subskill, even if s/he has not actually purchased that Skill/Subskill. A Character who is attempting Unskilled Use must substitute his/her Link Attribute for the APs of the appropriate Skill and add +2 Column Shifts to the OV and RV of the action.

Skills which have their Link Attributes followed by an asterisk ("**" — such as Martial Artist) can never be attempted through Unskilled Use. Particular Subskills which may not be attempted in Unskilled Use are denoted with asterisks prior to the Subskill's listing (one example would be * Forensics).

Example: A Character with an INT of 7 who does not possess the Gadgetry Skill is attempting to identify a Gadget, an Action which the GM decides has an OV/RV of 5/5. In this case, the Character would use his/her INT as the AV/EV of the Action Check and would receive a +2 Column Shift penalty to the OV/RV, resulting in an effective OV/RV of 9/9. The Character may still opt to spend Hero Points to increase his/her AV/EV when making an attempt at Unskilled Use.

Subskills

Finally, each Skill listed consists of two or more Subskills, independent abilities which are related to that particular Skill. A Character with a

certain number of APs in a Skill automatically has that many APs in all of the Subskills.

A Character can exclusively purchase one or more Subskills without purchasing the entire Skill to which the Subskills relate. For example, a Character could purchase the Analysis Subskill of Scientist by itself, meaning the Character could not use his/her scientific abilities to Draw Plans. The advantage to this option is that purchasing individual Subskills is cheaper than purchasing an entire Skill.

When purchasing individual Subskills, subtract one from the Skill's Factor Cost for each Subskill the Character is unable to use. Detective (Law) by itself, for example, would have a Factor Cost of 6 (normal Factor Cost of 10 minus 4 Subskills) while Weaponry (Firearms, Melee Weapons) would have a Factor Cost of 3 (normal Factor Cost of 6 minus 3 Subskills).

ACROBATICS

LINK: DEX
RANGE: Self
TYPE: Dice
BASE COST: 15
FACTOR COST: 7

Gymnastics.

Climbing enables a Character to climb walls, trees, buildings, etc. Guidelines for determining the OV/RV of Climbing attempts can be found on the chart below.

Object Climbed	OV/RV
Tree	3/3
Telephone Pole	4/4
Sheer Cliff	8/8
Glass and Steel Skyscraper	10/10

Acrobatics is composed of three separate Subskills; these are Climbing, Dodging, and

Skills

A Climbing Action Check must be made prior to the climbing attempt. If this Action Check fails, the Character will fall when s/he reaches the halfway point of the surface (1 AP below the surface's total height). The APs of Climbing equal the distance (in APs) a Character can travel in one phase.

The total time (in APs) required for a Character to reach the top of a climbed surface equals the RAPs from a Character's Climbing Action Check minus the height of the surface in APs. Climbing is treated as a movement "Power" for the purposes of determining movement in combat.

Example: A Character with Climbing of 7 APs scales a sheer cliff which is one-half mile high (9 APs). The AV to the attempt is 7, and the OV is 8 (for a Sheer Cliff). The Player rolls a 13 and receives one Column Shift.

On the Result Table, the EV of the Check is 7, while the RV is 8. Total RAPs (after the Column Shift) are 3. Subtracting three from the height of the cliff in APs reveals that the Character could climb the cliff in 6 APs of time (4 minutes).

* *Dodging* enables a Character to avoid a blow or other Physical Attack. In order to use this Subskill, the Player must choose the Dodge maneuver in combat (see page 24 of the *Rules Manual*). Instead of receiving a +1 Column Shift bonus to his/her OV for a Dodge, a Character with this Subskill may add the APs of Dodging to his/her OV.

* *Gymnastics* enables a Character to perform rolls, tumbles, flips, etc., and also allows a Character to juggle. This Skill gives no benefit in combat but will readily impress a crowd. An Olympic gymnast would possess 4 or 5 APs of this Subskill.

A normal tumbling routine has OV/RVs of 2/2 while an Olympic-caliber routine has OV/RVs of 6/6.

When a Character is attempting to juggle, each item beyond the third adds +1 Column Shift to the OV/RV of the attempt. The base OV/RV is 2/2. An attempt to juggle five items would have an OV/RV in the 5 to 6 Column. The OV/RV should be increased by +2 Column Shifts if the items are of different balances and weights, such as juggling tooth brushes and bowling balls. Positive RAPs indicate the Character may successfully juggle the items for a length of time (in APs) equal to the RAPs of the Action Check.

If a Character who is performing for an interested or neutral crowd receives 1-2 RAPs, the audience was pleased; 3-4 RAPs means they loved the performance; and 5 or more RAPs indicates that the audience burst into frenzied applause. 8 or more RAPs gained indicates a truly electrifying performance that will be remembered for years.

ANIMAL HANDLING

LINK: INFL The Animal
RANGE: Self Handling Skill has
TYPE: Auto/Dice two Subskills,
BASE COST: 5 Animal Training
FACTOR COST: 4 and Riding. The
Animal Training
Subskill of Animal Handling cannot
be used Unskilled.

* *Animal Training* enables a Character to train animals with which s/he has daily contact. OV/RVs for an Animal Training attempt equal the animal's INFL/SPIRIT. RAPs reflect the number of simple commands the animal may be trained to perform (such as "attack," "fetch," "scout ahead," and "find home").

A command must be simple enough for an animal to act upon it with its native ability. A command such as "program the navigational computer with attack coordinates" given to a pet monkey, for example, would result in random monkey motions at the console of the navigational computer.

Following a successful Animal Training roll, an animal must be trained for one full week (18 APs). Only one animal may be trained at any given time and only one training attempt may be made per week. If so desired, a Character with this Subskill may train an animal to carry him/her provided the animal is of sufficient size and strength.

Riding enables a Character to ride any sort of animal that has been trained for that purpose. This type of riding is Automatic. If the animal is untrained, the OV/RV of the Riding attempt equals the DEX/STR of the animal.

A Character who has made a successful Riding Action Check will not lose control of the mount unless an attack upon the animal is made which either knocks the beast unconscious or receives RAPs which exceed the Character's APs of Riding.

ARTIST

LINK: INFL* The Artist Skill
RANGE: Self has six Subskills;
TYPE: Dice Actor, Musician,
BASE COST: 5 Painter, Photog-
FACTOR COST: 8 rapher, Sculptor,
and Writer, each

of which has the potential to please an audience. A Hostile group does not constitute an audience; these Subskills will only impress willing and interested viewers.

When a Character uses Artist to perform or produce a work, OV/RVs are at 4/4 unless performed or produced for a specific person, in which case that person's INFL/SPIRIT acts as OV/RVs. If the person possesses the Artist Skill, the APs of Artist will act as OV/RV to the attempt. Multi-attack penalties for Artist attempts are not applicable. RAPs on an Artist attempt indicate the following effects:

1-2	The performance or work is accepted.
3-5	The performance or work is well-received.
6-9	The artist receives critical acclaim (equal to a standing ovation if it is a performance).
10+	The artist gives an immortal performance or creates a masterpiece which the audience will never forget.

An audience which liked a Character's performance or work will be Friendly toward the Artist. Utilizing Artist in this fashion during combat will be uneventful.

A Character should remember that great works of art are not produced

hourly. While no fixed time exists for the fruition of genius, a standard guideline is two months (21 APs) per major work. Saleable artworks may be produced in the minimum times listed in the following Subskills.

Actor gives the Character the ability to act in dramas and become adept at portraying many different personae. This Subskill may be used to disguise a Character, in which case the APs of Actor serve as the OV/RV against a Perception Check to detect the impersonation. RAPs indicate the degree to which the opponent is able to see through the disguise, if at all. See page 26 of the *Rules Manual* for more information.

A Character who uses Actor to impersonate a well-known figure receives a +2 Column Shift modifier to the OV. The impersonation of a generic individual, such as a guard at a military installation, receives no OV modifier. Use of the Actor Subskill does not provide a Character with any information known by an impersonated Character, such as passwords or hide out locations.

The Actor Subskill may also be used to penetrate a disguise or to resist being fooled by another Character using the Actor Subskill. In such cases, the APs of Actor serve as AV/EVs and OV/RVs, respectively.

Musician enables a Character to sing and play musical instruments. Music is not a combat Subskill and cannot affect the outcome of battles.

Painter includes any of the graphic arts; comic book illustrators would fit into this category. Each particular work attempted by a Character is a separate Action and takes at least one week (18 APs) to complete.

* *Photographer* is the art of creating photographic works. Fashion photographers and film directors would fit into this category.

Sculptor includes the creation of any three-dimensional form of art. Each particular work attempted by a Character is a separate Action and takes at least one week (18 APs) to complete.

Writer enables a Character to produce novels, screenplays, comic books, prose, poetry, or any other creation involving the written word. Each particular work attempted by a Character is a separate Action and takes at least one week (18 APs) to complete.

CHARISMA

LINK: *INFL** Charisma has three Subskills:
RANGE: *Self* Interrogation,
TYPE: *Dice* Intimidation, and
BASE COST: *20* Persuasion. The
FACTOR COST: *6* use of Charisma
 is often a struggle of Mental or
 Mystical strength made between
 Characters.

A Character with Charisma can use his/her APs of the Skill as both the AV and EV for all Character Interaction attempts in place of the usual INFL/AURA. To use Charisma in this manner, a Character must possess the appropriate Charismatic Subskill which corresponds to the type of Character Interaction which is being attempted (see page 28 of the *Rules Manual*).

DETECTIVE

LINK: *INT* The Detective
RANGE: *Self* Skill possesses
TYPE: *Dice* five separate
BASE COST: *10* Subskills; these
FACTOR COST: *7* are Clue Analysis,
 Counterfeit
 Recognition, Identification Systems,
 Law, and Police Procedure.

Clue Analysis is the ability to glean information from physical clues to a crime or criminal. RAPs equal the Knowledge Points gained and some pieces of information may require more than a single Knowledge Point to uncover.

There is a three-tiered clue structure to the revelation of any clue. Each step contains a piece of information and has a Knowledge Point total necessary to reach it. Once a step is reached, all information available in preceeding steps is automatically awarded as well.

Revelation of information from a Clue Analysis is dependent upon how many RAPs the Analysis gained: 1 RAP (little information), ½ the RV in RAPs (a good deal of information), or Full RV RAPs (everything there is to know about the clue).

AV/EVs to a Clue Analysis equal a Character's APs of Detective while OV/RVs vary depending on the situation; normally these are either the INT/MIND of the criminal leaving the clue or the criminal's APs of Thief Skill.

Example: A police detective with Detective of 3 APs finds a cigarette holder that has the following clue structure:

Knowledge Points	Clue
1 RAP	A
½ RV	B
Full RV	C

OV/RVs to the cigarette holder clue are at 3/3. The detective rolls an 11, succeeding but with no bonus. The detective receives 1 RAP, sufficient information to discover A, the first clue, but 1 AP short of clue B. The detective discovers that the cigarette holder is a style used exclusively by women.

Batman, with a Detective of 12 APs, finds the same cigarette holder. Batman rolls a 13, succeeding with two Column Shifts and receiving 12 RAPs, more than enough to unravel the entire clue.

Batman discovers that:

- (A) This style of cigarette holder is used exclusively by women,
- (B) The cigarette holder has a narcotic residue and a small tube runs the length of the mouthpiece in which there are traces of a deadly poison, and
- (C) The mouthpiece detaches from the rest of the holder, presumably to load the poison tube; the poison has an herbal base, which suggests the involvement of Batman's old enemy, Poison Ivy.

* *Counterfeit Recognition* enables a Character to identify phony money, fake art, forged signatures, or anything that is a fraudulent copy. The AV/EV of a Counterfeit Recognition attempt is equal to the Character's APs of Detective while the OV/RV is equal to the RAPs of the Thief (Forgery) Check which made the object being identified. If this Check gains positive RAPs, the object is uncovered as a fake; otherwise, the Character believes the article to be genuine.

* *Identification Systems* enables a Character to verify the identity of another Character from fingerprints, retinal or voice patterns, etc. if s/he has access to the proper equipment. If the target Character is unknown by any authority, there exists no chance to identify him/her through Identification Systems.

ter's APs of Detective while OV/RVs equal the Thief Skill of the target Character. Positive RAPs reveal the identity of the Character sought.

* *Law* enables a Character to exercise jurisprudence to free him/herself and/or friends from legal constraints. The AV/EV of such attempts equals the Character's APs of Detective, while the OV/RV equals the APs of Law of the opposing lawyer.

OV Column Shift modifiers exist to Law attempts as follows: +6 Columns when the defendant is blatantly guilty; +3 to +5 if the defendant has been framed (if the framing Character is exposed, the OV modifier becomes a -2 Column Shift for Law use). An innocent defendant who has not been framed receives a -1 Column Shift modifier.

Positive RAPs on any Law attempt indicate successful defense or prosecution.

* *Police Procedure* enables a Character to avoid both police conflict and security. For example, such a Character could apprehend felons and gain access to a crime scene without being arrested for interfering with an investigation.

A Character with Police Procedure will be on Friendly or Neutral terms with the police unless the Character has the Mistrust Drawback. This Subskill may be substituted for the AV/EV of Persuasion when dealing with law enforcement personnel.

GADGETRY

LINK: *INT* Gadgetry is the
RANGE: *Self* ability to build,
TYPE: *Dice* identify, and use
BASE COST: *25* technological
FACTOR COST: *8* devices. The
 Gadgetry Skill
 consists of two separate Subskills:
 Build Gadget and Identify Gadget.

Build Gadget enables a Character to design and build new Gadgets. For further information on the Gadgetry rules and how to build Gadgets, see **Chapter Five** of the *Rules Manual*.

Identify Gadget allows a Character to identify the functions of an unknown or unfamiliar Gadget. Identifying a Gadget is a normal Dice Action, using the Character's APs of Gadgetry as the AV/EV and the Gadget's single highest AP value as the OV/RV.

Attempts by a Character to identify a gadget which is the product of an isolated or alien technology should be modified through Universal Modifiers (see the GM's Screen). An attempt to identify a device built by aliens who are remarkably similar to humans might be Difficult while an attempt to identify a device constructed by aliens so different from humans that their thought patterns are completely incomprehensible to the human mind might be Beyond the Limit.

If a Character attempting such identification receives 1 RAP, s/he possesses a rudimentary understanding of the device and can operate it with a +3 Column Shift modifier to all of its functions. If the Character receives RAPs equal to one-half ($\frac{1}{2}$) the RV of the Identify Gadget attempt, s/he understands the device and can control all of its functions without penalty.

If the Character receives RAPs equal to or greater than the RV of the Identify Gadget attempt, s/he completely understands the device, can control its functions without penalty, and could even modify or repair the item, if necessary.

MARTIAL ARTIST

LINK: *DEX** A Character with the Martial Artist Skill is extremely proficient in hand-to-hand combat. Not all Characters who possess this Skill are actually trained in the Oriental Martial Arts; some merely excel in hand-to-hand combat or possess a unique fighting prowess.

Possession of the Martial Artist Skill bestows two abilities on the Character:

■ The Martial Artist is permanently allowed to add two points (+2) to his/her Initiative score, an addition which reflects the Martial Artist's

extreme physical agility and finely-tuned presence.

■ The Martial Artist is allowed to substitute his/her APs of Skill for either AV, EV, OV, or RV when engaged in hand-to-hand combat. The Martial Artist may only substitute his/her APs of Skill for **one** of these values each phase and must declare for which value (if any) s/he will substitute during the upcoming phase. Substitutions of this nature only affect hand-to-hand combat and attacks made with melee weapons (knives, swords, staves, etc.).

Example: A Martial Artist who had chosen to substitute APs of Skill for his/her RV is attacked by an Energy Blast; since this attack is neither hand-to-hand nor melee combat, s/he would defend with his/her normal RV, not with the APs of Martial Artist. Similarly, if the Martial Artist was planning to fire an Energy Blast during the upcoming phase, s/he could not use his/her APs of Skill as the AV or EV of the attack.

Note: A Character substituting Martial Artist APs for any value can only spend a number of Hero Points equal to his/her substituted Attribute value on the attempt. For example, if the Batman (STR of 5 APs, and Martial Artist of 10 APs) were to substitute his APs of Martial Artist for his EV, he could spend a maximum of 5 Hero Points on his EV, as this figure was the AP level of his substituted Attribute (STR).

MEDICINE

LINK: *INT* The Medicine Skill is composed of four Subskills; these are First Aid, Forensics, Medical Treatment, and the Surgery Subskill. First Aid and Surgery are only useful toward healing damage done to the BODY of a Character. Medical Treatment may be used to heal BODY,

MIND, or SPIRIT. First Aid is the only Subskill of Medicine which may be attempted through Unskilled Use.

First Aid enables a Character to treat wounds inflicted in Killing Combat by reducing or delaying the resulting damage (bleeding may be stopped and the infection of wounds can be prevented). The AV/EV of a First Aid attempt is the APs of Medicine, while the OV/RV equals the total amount of damage to the Current BODY Condition of the Character being treated.

A successful First Aid attempt will halt the loss of Current BODY Condition APs sustained by a Character reduced to a negative Current BODY Condition by Killing Combat. The RAPs earned equal the length of time in APs that the bleeding has been stopped. At the end of this time, wounds will reopen and the injured Character will again sustain damage every 8 APs of time.

* *Forensics* enables a Character to ascertain information regarding the manner of death by examining a body. Such analyses using this Subskill must be conducted in a laboratory in all but the most obvious of cases. In a laboratory, the exact cause and approximate time of death may be determined.

The time of death determined through a Forensics Check is accurate to within 5 APs of the length of time (in APs) the victim has been deceased. For example, if a body had been dead one week (18 APs), the time of death can be accurately determined to within 8 hours (13 APs).

If Knowledge Points may be gained from examination of a corpse, Forensics may be used to gather this information. The AV/EV of such an attempt equals the Character's APs of Medicine Skill, while the OV/RV equals 4/4 for a body dead one week or less, 8/8 for a body dead one week to six months, and 10/10 for a body dead more than six months. Positive RAPs reveal Knowledge Point information normally.



* *Medical Treatment* enables a Character to aid others in combating the effects of disease. Medical Treatment may only be attempted once per day on any one Character. RAPs are added directly to the patient's Recovery RAPs (see page 18 of the *Rules Manual*) to determine how rapidly the Character heals. If Recovery is unsuccessful for any reason, Medical Treatment has no effect.

AV/EVs to Medical Treatment equal the Character's APs of Medicine while OV/RVs equal the absolute value of damage (in APs) sustained by the Character treated (if a Character's BODY is reduced to -6, OV/RVs to Medical Treatment are at 6/6).

Optionally, OV/RVs may equal the APs of the disease or poison which affected the Character. Positive RAPs from Medical Treatment indicate the patient Character stops losing points of BODY for a length of time (in APs) equal to the RAPs of the Medical Treatment.

If any Medical Treatment is administered to a Character who has sustained MIND damage, the patient may only be treated once per week, regardless of whether or not the treatment was successful (received positive RAPs).

Medical Treatment requires proper equipment and medicines, such as those available in hospitals and mental health facilities. If these are not available, Medical Treatment may not be administered and only First Aid may be given. A Character specializing in Medical Treatment must also possess the First Aid Subskill.

If a Character fails a Medical Treatment attempt and his/her APs of Medicine are less than the absolute value of the damage sustained by the patient (in APs), the Medical Treatment has made the condition worse and the patient loses his/her next Resting Recovery Roll. If a Character's APs of Medicine are greater than or equal to the absolute value of damage sustained, no additional damage is done to the patient; the Treatment was simply unsuccessful.

If damage sustained by a Character is to a specific organ or portion of the body and the Character's BODY has been reduced below 0, Medical Treatment is of no use; Surgery is required.

* *Surgery* enables a Character to repair extensive Physical damage sustained by another Character. It

also allows the surgeon Character to perform normal surgery up to and including transplant operations and implantation of artificial organs.

The AV/EV of a Surgery Attempt equals the Character's APs of Medicine, and the OV/RV equals the absolute value of the damage sustained by the patient. For example, if a Character with a BODY of 5 APs was reduced to a Current BODY Condition of -4, the OV/RV of Surgery would be 9/9. The OV/RV receives a +1 Column Shift modifier if vital organs such as the heart, lungs, or brain are subject to Surgery. A Character may undergo Surgery a maximum of once per day, although a Character may receive Surgery and other forms of Medicine, such as First Aid or Medical Treatment, on the same day.

Specific organs or limbs which have been damaged may be repaired through Surgery. RAPs on the Surgery attempt are added directly to the patient Character's BODY APs to repair damage sustained.

If a Character fails a Surgery attempt and his/her APs of Medicine are less than the absolute value of the damage sustained by the patient (in APs), the surgery has made the condition worse. The patient Character then sustains one (1) additional AP of damage from the failed surgery and loses his/her next Resting Recovery Roll.

If a Character's APs of Surgery are greater than or equal to the absolute value of the damage sustained by the patient (in APs), no additional damage was done to the patient; the surgery was simply unsuccessful.

A Character with the Surgery Subskill must also possess both the Medical Treatment and First Aid Subskills.

MILITARY SCIENCE

LINK: *INT*
RANGE: *Self*
TYPE: *Dice*
BASE COST: 10
FACTOR COST: 7
Military Science possesses five basic Subskills, which include Camouflage, Cartography, Demolition, Electronic Countermeasures, and Tracking. Tracking is the only Subskill of Military Science which may be attempted through Unskilled Use.

* *Camouflage* enables a Character to alter the appearance of objects and equipment to conceal them from view. Attempts to spot Camouflaged items have OVVs increased by the APs of Camouflage; positive RAPs indicate sighting of a Camouflaged item.

* *Cartography* enables a Character to draw and interpret complex maps. An interpretive Cartography attempt is an Automatic Action provided the map is in a language known by the Character. If the map is in an unknown but recognizable language, Cartography attempts have OV/RVs of 4/4. If the nature of the map is completely alien to the reader, OV/RVs are at 10/10.

RAPs from a Cartography attempt are used as Knowledge Points. 1 RAP indicates a vague understanding of the map; ½ RV RAPs indicate a general knowledge of the map's purpose; and Full RV RAPs indicate a correct interpretation of every symbol and relationship on the map.

The amount of knowledge gained by a Character through a Cartography Check is limited to the detail and accuracy of the map; very little information could be learned about any particular city from a map of the United States.

Making a map is an Automatic Action for a Character with this Subskill. The length of time required to make a map is 5 APs plus the number of Knowledge Point APs available through a Full RV RAPs interpretation of the map.

A map created with only one AP of Knowledge available would be the equivalent of a very rough sketch map while a map providing 6 APs of information would reflect a highly-accurate topographic map with buildings represented in exact scale, form, and type of construction, with both surface and sub-surface soils indicated, along with types and placements of vegetation shown.

* *Demolition* enables a Character to work safely with explosives and to achieve desired effects from a charge, provided that the explosive is sufficiently powerful. In a Demolition attempt, the AV equals the Character's APs of Military Science and the EV equals the Bomb Power intrinsic to the explosive. In this fashion, the Demolition Subskill allows a Character to find weaknesses in structures and objects which multiply the effectiveness of an explosive (see also page 25 of the *Rules Manual*).

A Character using the Demolition Subskill must work with the explosive for one full minute (4 APs) to achieve the desired effect. A Character spending less time subtracts from the AV of the attack a number of APs equal to the time which was neglected on the Demolition attempt. For example, a Character with Demolition of 6 APs who spent only 2 APs constructing an explosive would have an AV of only 4 APs.

* *Electronic Countermeasures* (ECM) enables a Character to understand, operate, and detect the use of bugs, jammers, scramblers, decoders, etc. When searching for a bug or similar device, AV/EVs of an Electronic Countermeasures attempt equal the Character's APs of Military Science while OV/RVs equal the ECM Skill of the Character who placed the bug. Positive RAPs indicate success.

Tracking gives a Character the ability to follow the trail of another being. The AV/EV of a Tracking Action Check equal the Character's APs of Military Science; the OV/RV equals the quarry's DEX/DEX, or the quarry's APs of Military Science if s/he also possesses the Tracking Subskill.

The OV of a Tracking attempt receives a +1 Column Shift modifier if a quarry who does not possess the Military Science Skill attempts to conceal his/her path. If more than one Character is being tracked along the same route, the OV/RV equals the lowest DEX/DEX of the Characters being tracked.

A Character with Military Science who tries to obscure his/her own trail or the trails of others uses his/her Tracking APs as both OV/RV to any attempt to track the Characters. A Character need not obscure such a trail at full Tracking APs; s/he may choose to disguise the path at an AP value less than the APs of Tracking to "lead on" tracking Characters (in this case, a Character may assign OV/RVs to the tracking attempt up to his/her APs of the Tracking Subskill).

Positive RAPs indicate a successful Tracking location and equal the distance (in APs) the tracker may follow the quarry before losing the trail. A Character may reroll at the end of this distance with a -1 Column Shift modifier to the OV/RV to continue Tracking.

The OV of Tracking attempts may be modified by environmental situations, from a -3 Column Shift modifier for following a quarry who leaves

easily visible footprints in the ground, such as in snow or mud; to a +7 Column Shift modifier for following a quarry at night over hard concrete in a blinding rainstorm.

OCCULTIST

LINK: *INFL**

RANGE: *Self*

TYPE: *Dice*

BASE COST: 20

FACTOR COST: 8

Occultist allows a Character vast knowledge of the occult and allows him/her to both build and identify occult items and devices. The Occultist Skill possesses four separate Subskills: Create Object, Identify Object, Occult Knowledge, and Ritual Magic.

* *Create Object* enables a Character to create mystical items and artifacts. Items created using this Subskill are designed using the Gadgetry rules. For more information, see page 37 of the *Rules Manual*.

* *Identify Object* enables a Character to identify the specific function of an unknown or unfamiliar mystical object. An Identify Object attempt is a Dice Action with the Character's APs of Occultist being used as the AV/EV and the object's single highest AP value as the OV/RV.

An attempt by a Character to identify a device which is particularly obscure or powerful should be modified through the Universal Modifiers Table (see the GM's Screen). An attempt to identify an unknown device created by a standard magician might be Difficult while an attempt to identify a device created by a great sorcerer might be classified Beyond the Limit.

If a Character receives 1 RAP on his/her Identify Object attempt, s/he possesses a rudimentary understanding of the object and can operate it with a +3 Column Shift modifier to all of its functions. If the Character receives RAPs equal to one-half ($\frac{1}{2}$) the RV of the Identify Object attempt, s/he understands the item and can control all its functions without penalty.

If a Character receives RAPs equal to or greater than the RV of the Identify Object attempt, s/he completely understands the device, can control all of its functions without penalty, and could even modify or repair it, if necessary.

* *Occult Knowledge* provides a Character with a great deal of information and facts pertaining to the occult, as well as the ability to recognize and identify mystical events. Use of this Subskill is normally a Dice Action with an AV/EV equal to the mystic's Occultist Skill and an OV/RV relative to the mystical significance of the event (GM's discretion). Recalling a well-known occult fact might possess an OV/RV of 2/2 while recalling an extremely obscure fact might possess an OV/RV as high as 15/15.

Some information is more readily-available to certain Occultist Characters than others. For example, a GM might decide that any Character with Occult Knowledge of 5 APs or greater automatically knows that demons once ruled the Earth.

* *Ritual Magic* enables a Character to cast magic spells by enacting certain prepared magic rituals. To perform a ritual, a Character must possess a written description of the ritual and its components (physical items required to cast the spell). A ritual consists of a desired Effect, a Casting Time, and Necessary Components.

The Effect of the ritual is a Power or Skill rated at a certain number of APs. A summoning spell, for example, might have an Effect of Dimension Travel (Summoning).

The Casting Time represents the length of time (in APs) actually required to perform the ritual. Necessary Components are items which a Character must possess to enact the ritual, without which the ritual cannot succeed. A summoning spell, for example, might have a skull and four iron rods listed as Necessary Components.

To perform a ritual, the Character must make an Action Check with an AV/EV equal to his/her APs of Occultist against an OV/RV equal to the APs of Effect for a listed ritual. For example, if a Character sought an Effect of Dimension Travel (Summoning) at 15 APs, the OV/RV would equal 15/15. Positive RAPs indicate a successful ritual; otherwise the ritual does not work and all components are destroyed. The ritual may be attempted again provided the Character obtains new components. A result of a natural "2" (double ones) on a Ritual Magic attempt indicates that the ritual backfires, with effects at the GM's discretion.

While a Character is performing Ritual Magic (i.e., the duration of the Casting Time), s/he may perform no other actions.

Example: John Constantine (Occultist Skill of 12 APs) obtains an ancient magical tome that contains the following rituals:

Summoning Ritual

Effect — Dimension Travel (Summoning): 15 APs.

(summons the demon Nergal; user must know this demon's name.)

Casting Time — 2 hours.

Necessary Components — skull, 2 iron rods.

Exorcism Ritual

Effect — Exorcism: 10 APs.

Casting Time — 1 hour.

Necessary Components — bible, crucifix.

Rain Ritual

Effect — Weather Control: 12 APs. (summons rain only.)

Casting Time — 20 minutes.

Necessary Components — 1 ounce of gold.

To perform the Summoning ritual, Constantine must first locate a skull and four iron rods. Constantine must then spend two uninterrupted hours casting the spell (Casting Time of the ritual). At the conclusion of these hours, Constantine may make an Action Check with AV/EVs of 12/12 (his Occultist Skill) against OV/RVs of 15/15 (the AP rating of Effect).

This particular ritual will only summon the demon Nergal and only if Constantine knows the demon's name (which he does). Positive RAPs would indicate Constantine could attempt to summon Nergal as if he possessed 15 APs of the Dimension Travel (Summoning) Power. A failed Check would yield no results, while a roll of "2" would cause the ritual to backfire (and possibly transport Constantine to Nergal's own realm instead).

SCIENTIST

LINK: *INT* The Scientist Skill
RANGE: *Self* possesses two
TYPE: *Dice* distinct Subskills,
BASE COST: *10* which include
FACTOR COST: *5* Analysis and
 Drawing Plans.

Analysis enables a Character to identify the structure of any physical object, ranging from an electronic

computer console to an alien genetic code. A Character with this Subskill can discover how such objects are designed and can recognize even minor structural flaws.

The AV/EV of Analysis attempts is the Character's APs of Scientist, while the OV/RV equals either the Scientist or Gadgetry Skill of the Character who designed the object. RAPs are interpreted in Knowledge Points as described below.

1 RAP: The Character possesses a rudimentary understanding of the object sufficient to operate the object (if applicable) with a +4 Column Shift modifier to the OV of such an attempt (with Gadgetry or Scientist APs acting as the AV/EV). This penalty replaces Unskilled Use modifiers.

½ RV: The Character possesses a working knowledge of the object and can use it with a +1 Column Shift modifier to the OV of such an attempt. Further, the Character is knowledgeable of any hidden weaknesses inherent to the object, allowing the Character to discover a Physical or Mental Attack form to which the object is vulnerable and the location most likely to cause the greatest damage. The object's OV is reduced by the APs of Scientist Skill (to a minimum of 1) for one attack only.

Full RV: The Character possesses complete knowledge of the object and may operate it with no penalties whatsoever. A Character possessing the Drawing Plans Subskill may also devise plans to duplicate the object, which will function once created at an AP level equivalent to the original object.

** Drawing Plans* allows a Character to devise blueprints for objects. Use of this Subskill is an Automatic Action. Plans drawn using this Subskill provide the potential for objects to be more effective upon their construction, by giving a -2 Column Shift modifier to the OV of a Character using such plans to build an object. Alternately, a Character's APs of Scientist could be substituted for the EV in another Character's Build Gadget attempt, in which case the -2 Column Shift modifier is not used.

A Character possessing Scientist may Draw Plans for any device of a Physical or Mental nature. The Character must specify the object's

properties according to Gadgetry categories (see **Chapter Five** of the *Rules Manual*), such as a normal device or an Omni-Gadget. Each plan takes one week (18 APs) to design and costs 2 Hero Points to develop.

THIEF

LINK: *DEX* The Thief Skill
RANGE: *Self* possesses six
TYPE: *Dice* specific Subskills,
BASE COST: *10* which are Escape
FACTOR COST: *8* Artist, Forgery,
 Locks and Safes,
 Pickpocketing, Security Systems, and
 the Stealth Subskill.

Escape Artist enables a Character to escape from close restraints: ropes, chains, handcuffs, etc. The AV/EV of such attempts equals the Character's APs of the Skill. The OV/RV for typical restraints can be found on the chart below. Positive RAPs indicate a successful escape.

Restraint Type	OV/RVs
Quick Binding	2/2
Tightly Bound	4/4
Handcuffs	6/6
Chained to Wall	8/8
Locked in Jail Cell	10/10
Locked in Safe	15/15

** Forgery* enables a Character to create excellent copies of signatures or works of art. The AV/EV of Forgery equals the forger's APs of Thief. The OV/RV for signature duplication is 4/4; the OV/RV for copying a work of art equals the original creator's APs of Artist; and the OV/RV for monetary counterfeiting is 8/8.

The RAPs from a successful Forgery Check act as the OV/RV against Detective (Counterfeit Recognition) and/or Perception Checks made to expose the Forgery.

Locks and Safes enables a Character to open locks, with an AV/EV equal to the Character's APs of Thief and an OV/RV equal to the Gadgetry APs of the locksmith who designed the lock or safe.

Simple locks, such as those found in normal houses, have OV/RVs of 2/2. Complicated locks (time locks, for example) may possess OV/RVs of 10/10 or higher, providing for the locksmith's Gadgetry AP level.

A simple safe has OV/RVs of 4/4 while extremely complicated and secure safes would have OV/RVs of 15/15 or higher, providing for the creator's Gadgetry AP level.

Positive RAPs on a Locks and Safes attempt indicate success. It takes at least one phase (4 seconds/0 APs) to open a lock and at least one minute (4 APs) to open a safe.

Pickpocketing enables a Character to take valuables from another Character without that person's knowledge. The AV/EV is equal to the APs of Thief, the OV/RV is equal to the target's DEX/INT and could be increased by as much as +3 Column Shifts if the valuable sought is in an inaccessible location, such as the inside jacket pocket of a man wearing an overcoat (GM's discretion).

* *Security Systems* allows a Character to override electronic security alarms. The AV/EV equals the Character's APs of Thief against an OV/RV equal to the RAPs of the system creator's Gadgetry Check. Positive RAPs indicate success in overriding the system.

A standard security system has OV/RVs of 5/5 while complex systems have OV/RVs of 15/15 or higher, providing for the creator's Gadgetry AP level. It takes at least one minute (4 APs) to override a device through Security Systems.

Stealth is a Character's ability to move silently and without being seen by other Characters. The APs of Thief are used as the OV/RV against Perception Checks made to discover the stealthful Character.

Positive RAPs indicate success in locating the stealthful Character. Use of Stealth is most common at night or under other visually-obscuring conditions. Following are cumulative OV/RV column modifiers to detection of Stealth attempts pertaining to environmental conditions.

Circumstance	OV/RV Modifier
Intruder Alert Activated	-1
Day/Bright Area	-2
No Cover Exists	-3

VEHICLES

LINK: *DEX*
RANGE: *Self*
TYPE: *Dice*
BASE COST: 5
FACTOR COST: 5

Vehicles has four Subskills: Air Vehicles, Land Vehicles, Water Vehicles, and Space Craft. Each Subskill functions in an identical manner with the exception of the type of craft controllable through use of the Subskill.

Each Vehicle Subskill enables a Character to safely operate the respective vehicle under normal conditions. Use of on-board weaponry while operating a vehicle has an AV equal to the operating Character's Vehicles Skill. If firing at another vehicle, the OV equals the Vehicles Skill of the opposing operator.

A Character who attempts a trick maneuver, such as leaping a canyon or avoiding a collision in an asteroid field, receives from a +1 to a +10 Column Shift modifier to the OV for the Vehicles attempt. A +1 Column Shift would modify a simple motorcycle jump over a car, while a +10 Column Shift would modify a flight on the event horizon of a black hole.

* *Air Vehicles* includes use of fixed wing (airplanes), rotary wing (helicopters), lighter-than-air (dirigibles) craft, etc.

Land Vehicles includes use of cars, trains, trucks, tanks, hovercraft, and so forth.

* *Water Vehicles* includes use of sailboats, aircraft carriers, submarines, tugboats, and so on.

Space Craft includes use of transport intended to function in deep space or to convey objects or persons from any planetary surface into space.

WEAPONRY

LINK: *DEX*
RANGE: *Self*
TYPE: *Dice*
BASE COST: 5
FACTOR COST: 6

Weaponry has five Subskills: Firearms, Exotic Weapons, Melee Weapons, Missile Weapons, and

Heavy Weapons. Each Subskill functions in an identical manner with the exception of the type of weapon wieldable through use of the Subskill. Unskilled Characters may not use the Exotic Weapons Subskill.

The AVs for attacks made with Weaponry equal a Character's APs of the Skill, substituted for DEX, with EVs equal to damage inflicted by the weapon itself. Weaponry Skill also enables a Character to repair weapons which become damaged or malfunction; a gun which jams or a bowstring which breaks may automatically be repaired by such a Character in one minute (4 APs).

* *Exotic Weapons* includes the use of specially-designed and commercially unavailable weaponry, most notably weapons designed expressly for a particular hero or villain.

Use of an exotic weapon by a Character for whom the weapon was not designed requires an Action Check with AV/EVs equal to the Character's APs of Weaponry. OV/RVs to this attempt equal the weapon's highest Attribute or Power as rated in APs.

Firearms includes use of all weapons that fire chemically powered projectiles or beam weapons. Guns, basically.

* *Heavy Weapons* includes use of all violently explosive projectile weapons from grenade launchers to tank gun artillery to rockets.

Melee Weapons includes use of knives, clubs, swords, or any other manner of weapon employable in hand-to-hand combat. Melee weapons do not normally include projectile weapons, but a Character swinging a rifle with the intent of clubbing an opponent would utilize the Melee Weapons Subskill rather than the Firearms Subskill to resolve the attack.

Missile Weapons includes use of all manually-propelled objects from thrown rocks and grenades to long bows.



Player:

Character:

Alter Ego:

Occupation:

Wealth:

Motivation:

DEX:

STR:

BODY:

INT:

WILL:

MIND:

INFL:

AURA:

SPIRIT:

Initiative:

Hero Points:

Powers:

Skills:

Bonuses:

Limitations:

Advantages:

Drawbacks:

Equipment:

Character Design Sheet

Purchase Attributes:

APs		Hero Points		APs		Hero Points		APs		Hero Points	
DEX:	STR:	BODY:						
INT:	WILL:	MIND:						
INFL:	AURA:	SPIRIT:						

Total Hero Point Cost For Attributes: -

Purchase Powers and Skills:

Power/Skill	Base Cost	APs	AP Cost	Total Cost
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Total Hero Point Cost For Powers & Skills: -

Purchase Advantages:

Advantage:	Hero Point Cost
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Total Hero Point Cost For Advantages: -

Purchase Wealth:

APs Hero Point Cost: -

Background: ☐ +15 Description: ☐ +15 Personality: ☐ +15 + -

Select Drawbacks:

Drawback:	Hero Point Bonus
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Total Hero Point Bonus For Drawbacks: +

Add Hero Point Base:

+ 450 -

Calculate Remaining Hero Points:

=

	Page Number	Link Attribute	Type	Base Cost	Factor Cost
Microscopic Vision	39	INT	Auto	5	1
Mind Blank	39	MIND	Auto	5	5
Mind Blast	39	WILL	Dice	20	3
Mind Drain	39	WILL	Dice	20	8
Mind Field	39	WILL	Auto	20	6
.....					
Mind Probe	39	WILL	Dice	20	3
Mind Over Matter	40	MIND	Auto	15	1
Mind Shield	40	WILL	Auto	10	5
Molecular					
Chameleon	40	WILL	Auto	75	10
Neutralize	40	WILL	Dice	25	4
.....					
Object Awareness	40	WILL	Auto	20	1
Personality Transfer	40	WILL	Dice	30	9
Phobia	41	WILL	Dice	15	4
Postcognition	41	INT	Dice	15	2
Power Drain	41	WILL	Dice	40	9
.....					
Power Reserve	41	WILL	Auto	150	10
Precognition	42	WILL	Dice	75	3
Radar Sense	42	INT	Auto	5	1
Recall	42	MIND	Auto	5	1
Reflection/ Deflection	42	WILL	Dice	40	5
.....					
Regeneration	42	WILL	Auto	25	8
Remote Sensing	42	INT	Auto	35	4
Sensory Block	43	WILL	Dice	30	7
Shape Change	43	WILL	Auto	35	10
Sonar	43	INT	A/D	10	2
.....					
Speak With Animals	43	INT	Auto	5	2
Super Hearing	43	INT	Auto	5	1
Super Ventriloquism	43	INT	Auto	5	2
Suspension	44	WILL	Auto	5	1
Telekinesis	44	WILL	A/D	15	6
.....					
Telepathy	44	INT	Auto	20	4
Teleportation	44	WILL	Auto	50	4
Telescopic Vision	44	INT	Auto	5	1
Thermal Vision	44	INT	Auto	5	1
Time Travel	45	WILL	Auto	500	4
.....					
Truesight	45	WILL	Auto	5	3
Ultra Vision	45	INT	Auto	10	1
Warp	45	WILL	Dice	100	5
Water Control	45	INT	Dice	35	8
X-Ray Vision	46	INT	Dice	15	3

MYSTICAL POWERS

Air Animation	46	AURA	Auto	30	8
Animal Control	46	INFL	Dice	25	7
Animal Summoning	46	INFL	Auto	35	2
Animate Dead	47	AURA	Dice	25	6
Animate Image	47	AURA	Auto	35	7
.....					
Animate Objects	47	AURA	Auto	30	6

	Page Number	Link Attribute	Type	Base Cost	Factor Cost
Aura of Fear	47	AURA	Dice	30	5
Awareness	47	INFL	Dice	5	1
Dimension Travel	48	AURA	Dice	500	6
Dumb Luck	49	INFL	Dice	200	7
.....					
Earth Animation	49	AURA	Auto	25	8
Enchantment	49	AURA	Auto	200	10
Exorcism	49	SPIRIT	Dice	5	3
Eye of the Cat	49	AURA	Auto	20	2
Flame Animation	49	AURA	Auto	25	8
.....					
Ice Animation	50	AURA	Auto	25	8
Joined	50	AURA	Auto	5	1
Magic Blast	50	AURA	Dice	20	3
Magic Field	50	AURA	Auto	20	6
Magic Sense	50	INFL	Auto	5	1
.....					
Magic Shield	50	AURA	Auto	10	5
Mystic Freeze	50	AURA	Dice	20	3
Mystic Link	46	AURA	N/A	+10	N/A
Plant Control	50	AURA	Dice	20	6
Plant Growth	51	AURA	Dice	20	5
.....					
Sorcery	51	AURA	Auto	750	10
Speak With Plants	52	INFL	Dice	35	5
Spirit Travel	52	AURA	Auto	15	1
Spiritual Drain	52	AURA	Dice	15	8
Transmutation	52	AURA	Dice	15	8
.....					
Vampirism	53	AURA	Dice	35	9
Voodoo	53	AURA	Dice	20	3
Water Animation	53	AURA	Auto	25	8
Weather Control	53	INFL	Dice	25	8

SPECIAL POWERS

Omni-Power	54	Special	Auto	500	10
Self-Link	54	None	Auto	+50	N/A

SKILLS

Acrobatics	55	DEX	Dice	15	7
Animal Handling	56	INFL	A/D	5	4
Artist	56	INFL*	Dice	5	8
Charisma	57	INFL*	Dice	20	6
Detective	57	INT	Dice	10	7
.....					
Gadgetry	57	INT	Dice	25	8
Martial Artist	58	DEX*	Dice	25	6
Medicine	58	INT	Dice	5	6
Military Science	59	INT	Dice	10	7
Occultist	60	INFL*	Dice	20	8
.....					
Scientist	61	INT	Dice	10	5
Thief	61	DEX	Dice	10	8
Vehicles	62	DEX	Dice	5	5
Weaponry	62	DEX	Dice	5	6

A/D: Type can be both Auto and Dice.

* Cannot be attempted through Unskilled use.

