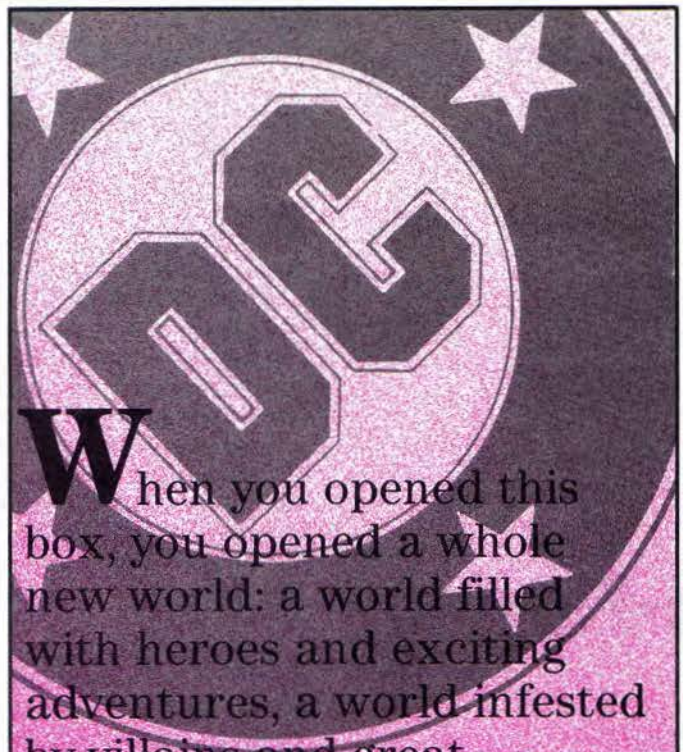


DC HEROES™

ROLE-PLAYING GAME

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

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

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

Read This First

DC HEROES™

What is a Role-Playing Game?

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

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

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

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

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

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

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

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

The Gamemaster writes down the basic framework of the story, drawing out plans for the various locations, assigning Powers and Skills to the villains, and creating the special plot twists for each story.

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

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

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

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

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

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

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

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

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

Gamemaster takes your Character.

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

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

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

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

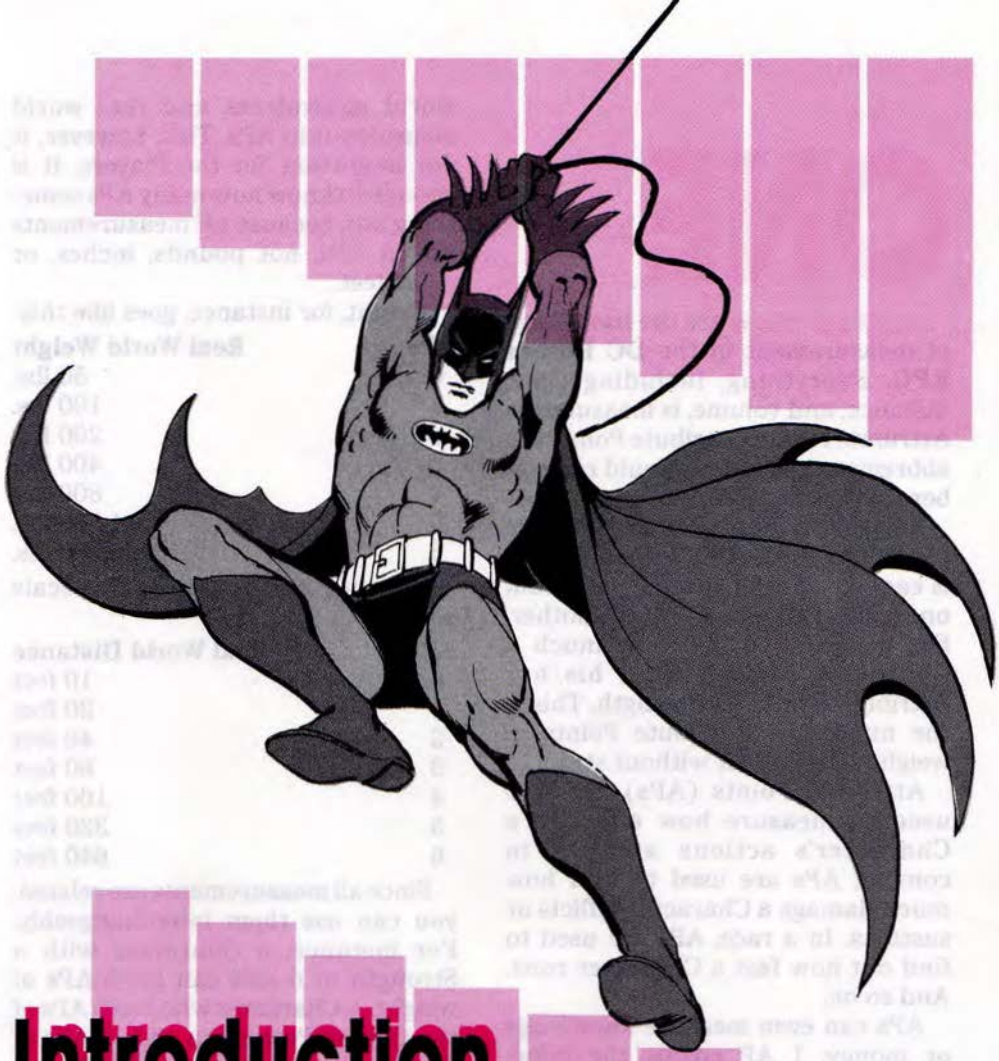
Sometimes the Gamemaster will ask you to roll dice. This is the method by which Players determine how successful their Character will be in certain actions. Once the dice are rolled, the Gamemaster will look at his/her tables and tell you the result of your actions.

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

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

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

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



Introduction

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

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

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

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

Right now, just concentrate on the following:

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

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

ONE

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

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

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

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

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

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

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

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

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

The Gamemaster (GM) has a table on his/her screen that explains how to quickly convert APs into their real world equivalents and real world measures into APs. This, however, is not important for the Players. It is enough to know how many APs something has, because *all* measurements are in APs, not pounds, inches, or cubic feet.

Weight, for instance, goes like this:

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

Distance also works on this scale so that:

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

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

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

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

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

TWO

Attributes are natural abilities that every Character in the DC world possesses. If you look at the back of a Character card, you will notice a series of abbreviations and numbers. This section will explain what those words and numbers mean and how they are used in the **DC Heroes RPG**.

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

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

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

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

BATMAN

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

Physical Attributes

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

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

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

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

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

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

BATMAN

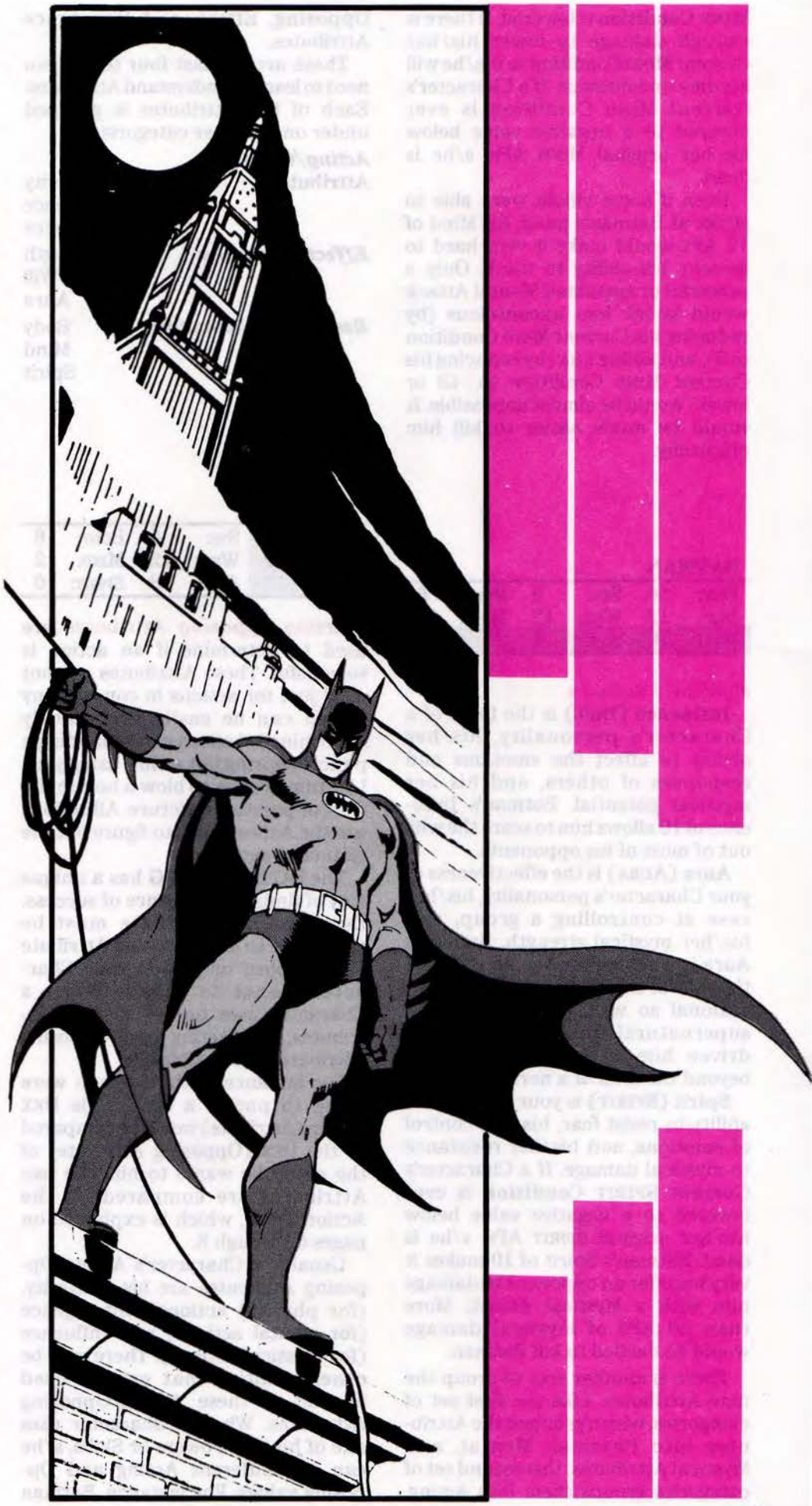
DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10

***Mental* Attributes:**

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

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

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



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

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

BATMAN

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

Mystical Attributes

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

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

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

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

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

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

BATMAN

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

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

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

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

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

BATMAN

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

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

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

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

BATMAN

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

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

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

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

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

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

THREE

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

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

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

When you are asked to roll 2D10, roll both dice and add the results together. If you roll doubles (the same number on each die), you may add the total then roll again. Add the new dice roll to your first roll to get your total. For instance, if you rolled a 4 and a 4, then a 1 and a 9, your total roll would be 18.

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

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

FOUR

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

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

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

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

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

MAJOR DISASTER

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

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



ACTION TABLE

Opposing Value Columns

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

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

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

Booster Gold is attempting to punch Major Disaster.

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

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

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

Because Booster Gold is attempting to perform an action, it is time to begin our ***Action Check****. Punching someone is a Physical Attack, so use Booster's DEX of 6 as the Acting Value. The third Row down is the* ***5-6*** *Acting Value Row.*

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

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

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

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

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

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

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

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

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

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

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

B) The total die roll must lie *on or beyond* the Column Shift Threshold.

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

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

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

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

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

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

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

*Place your finger on Booster's Success Number of **11**. This is located at the intersection of the **5-6** Acting Value Row and the **5 to 6** Opposing Value Column. Move one Column to the right to the **13**, counting "one." So far, you have gained one Column Shift.*

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

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

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

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

FIVE

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

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

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

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

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

Effect Type	Effect Attributes
Physical	Strength
Mental	Will
Mystical	Aura

The Effect Value may also come from other Attributes. For instance, when a Power or Skill is used to perform an action, the APs of the Power or Skill are used as the Effect Value.

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

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

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

Resistance Type	Resistance Attribute
Physical	Body
Mental	Mind
Mystical	Spirit

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

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

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

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

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

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

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

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

RESULT TABLE

Resistance Value Columns

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

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

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

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

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

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

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

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

SIX

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

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

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

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

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

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

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

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

SEVEN

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

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

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

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

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

Look at the Action Table and find the Acting Value column. Say Mike's hero has a Dexterity of 8 (Acting Value) and the villain has a Dexterity of 6 (Opposing Value).

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

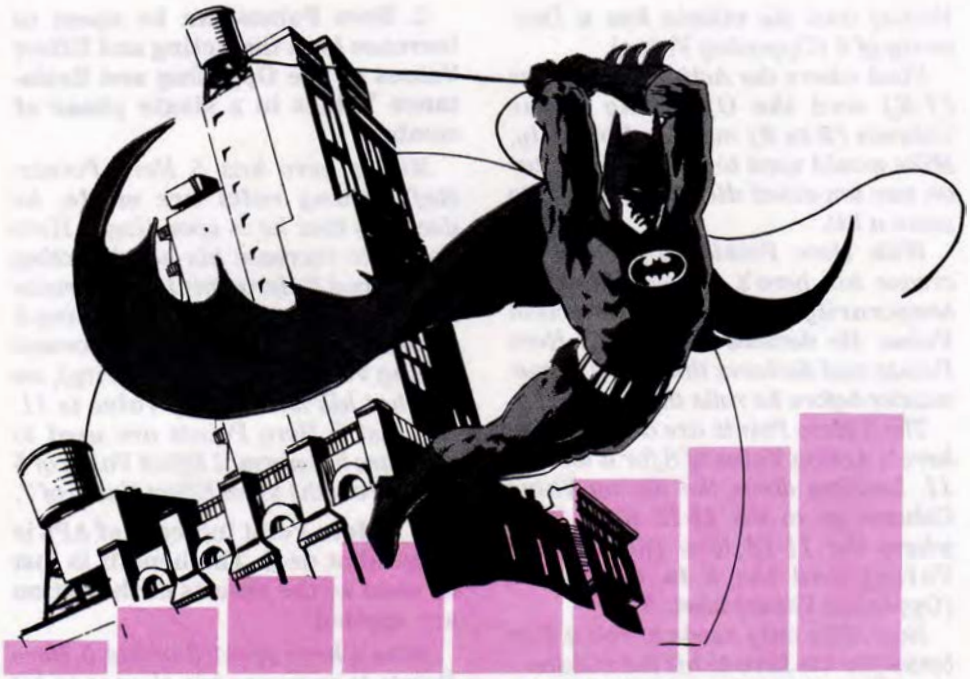
On the other hand, Mike's hero has a Strength of 5. He may increase his Effect Value to 10 by using 5 more Hero Points.

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

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

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

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



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

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

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

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

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

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

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

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

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

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

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

EIGHT

Automatic Actions are those actions that are so simple to perform they do not require a die roll. Lifting, throwing, jumping, even using some Powers and Skills, are considered Automatic Actions.

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

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

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

Living Dangerously . . .
Or Not Living At All

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

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

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

Where do I go from here?

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

welcome to gotham CITY

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

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

How to Play

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

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

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

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

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

Thank God for silence.

But then comes Manchester. Always Manchester.

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

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

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

So much for silence.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

7 *You approach the window and begin searching for clues.*

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

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

Read **Paragraph #11**.

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

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

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

THIEF

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

- **Equipment:**

Knife [BODY: 2, EV: 4]

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

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

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

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

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

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

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

The thief has these statistics:

THIEF

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

- **Equipment:**

Baseball Bat [BODY: 1, EV: 4]

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

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

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

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

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

13 *You scour for clues but find nothing.*

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

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

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

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

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

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

THIEF

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

- **Equipment:**

  Knife [BODY: 2, EV: 4]

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

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

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

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

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

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

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

Read **Paragraph #3**.

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

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

Lucky, old man. Lucky.

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

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

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

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

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

Read **Paragraph #11**.

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

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

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

Another job well done. Welcome to Gotham City.

COMMON ABBREVIATIONS

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

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ACTION TABLE

Opposing Value Columns

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

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

RESULT TABLE

Resistance Value Columns

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

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

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



THE RULES MANUAL

DC HEROES™
ROLE-PLAYING GAME



RULES MANUAL

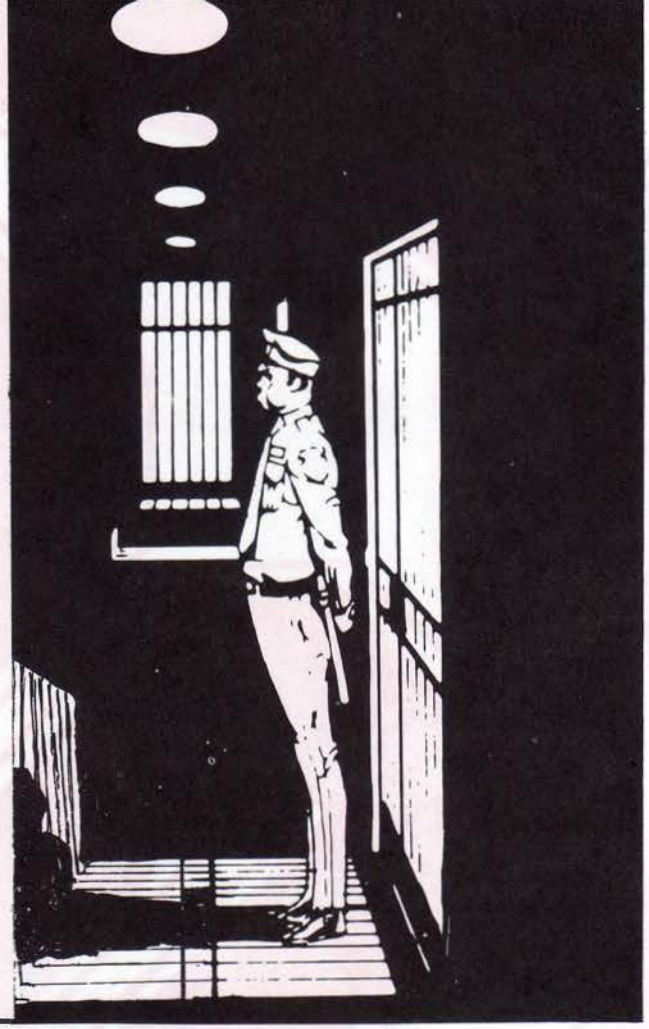


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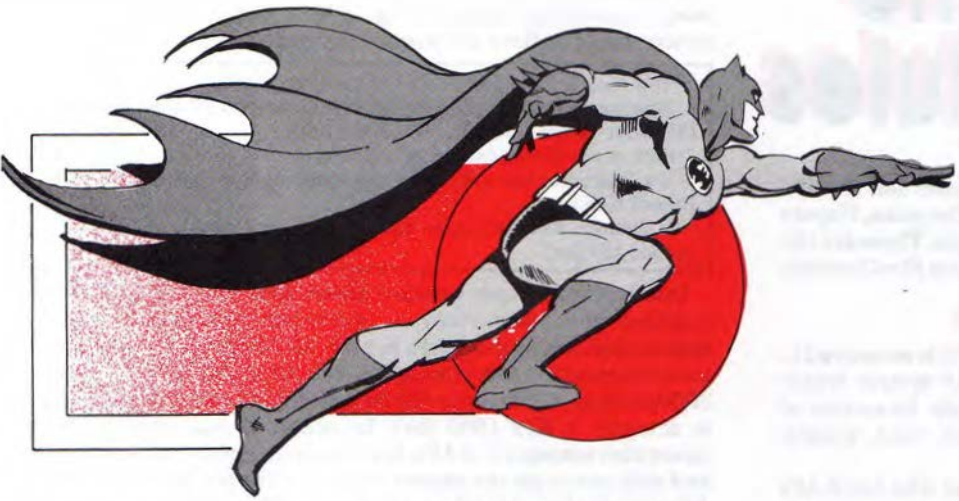
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Introduction



Now that you have read the *Read This First* booklet and played through the *Welcome to Gotham City* solo adventure, you should have a pretty good idea of what the **DC HEROES Role-Playing Game** is all about.

This book contains all of the rules you will need for play. Everything found in this book is built upon the basic concepts that were introduced in *Read This First*. If you are still a little fuzzy on some of the basics, don't worry. a quick review of everything you have learned so far follows.

The Gamemaster and the Players

Each of the participants in the **DC HEROES RPG** has a vital role to play. One of the participants is always the "Gamemaster" (GM for short), while the others are "Players."

Each of the Players takes on the role of one of the heroes from DC Comics. In effect, the Players temporarily become the heroes. They decide what the heroes will do in a series of situations. Should Batman swing down on his Batrope to knock the thug unconscious or should he just throw down a Batarang to do the job? Is it better for Superman to go and confront Lex Luthor now, before any more people are injured, or should he wait until he has more hard evidence of Lexcorp's involvement in the epidemic that is sweeping the eastern seaboard? These are the kind of questions that the Players playing Batman and Superman must answer. In the *Welcome to Gotham City* solo adventure, you were playing the role of Batman.

The Gamemaster does not take on the role of an individual hero. Instead, s/he sets the stage for the adventure in which the Players' heroes will participate. S/he functions like the writers who script DC Comics: the GM decides which villain(s) the heroes will encounter during the adventure, what the villains are after, and how they hope to accomplish their goals. The GM also plays the roles of the villains and the minor characters that the heroes encounter along the way. Suppose, for example, that you are playing Batman and you decide to go ask Commissioner Gordon for help on a case. The GM would then assume the role of Gordon and decide whether or not the commissioner can be of any help to you.

One of the Gamemaster's other responsibilities is to serve as a sort of referee. S/he must make sure that all the Players are following the rules of the game, and be prepared to make snap decisions as to what the Players' Characters can and cannot do. The Gamemaster also ultimately decides the outcome of the heroes' actions.

In short, the Gamemaster functions as a sort of storyteller. S/he keeps play flowing smoothly, interprets the rules, and designs the challenges that the heroes must tackle. If you are unsure of exactly what the GM does during play, refer back to the *What is a role-playing game?* section of *Read This First*.

Playing the Game

The rules are a framework that help the GM decide what will happen in certain situations. Let's say for example, that you and a friend are playing Batman and Robin. After an exhaustive search you finally manage to find the Joker's hideout. As you enter the hideout, however, the Joker sends ten thugs out to kill you. What happens now? Well, instead of just making some arbitrary decision like, "it's a hard battle, but you win," the GM uses the Combat rules in **Chapter Three** to actually play out the situation and see who wins.

Suppose that Batman and Robin win the battle against the thugs, but by the time the battle is over, the GM decides that the Joker has left the hideout and escaped. Batman will probably want to interrogate one of the thugs and see if the thug can tell him where the Joker may have gone. Batman is a pretty scary guy; but is he scary enough to make the thug tell him what he wants to know? Instead of just pulling an answer out of thin air, the GM can use the Character Interaction rules in **Chapter Four** to figure out how much information the Batman gets out of the thug.

There are rules for all of the activities that the heroes commonly perform in the DC Comics, in order to help the GM decide what happens whenever the heroes (or villains) try to perform those activities. If a Player wants his/her Character to take an action that is not covered in the rules, it is up to the GM to decide what happens next; but the rules cover such a broad range of possible actions that this rarely happens.

You should also note that the GM can choose to supersede or change any of the rules. If you do not like something, go ahead and change it. If you think that the way the Players are rolling the dice is spoiling the adventure, feel free to step in every once in a while and supersede the rules. But take extra care in situations like this. You should probably only change a rule or overrule a dice roll when you have a very good reason to do so. The GM's key responsbility is always to make sure that everyone (including him or herself) is having fun!

You will find a lot more advice on how to be a successful Gamemaster in **Chapter Seven** towards the end of this book.

CHAPTER ONE

The Rules

There are eight simple ideas behind the rules for the **DC HEROES Role-Playing Game**. In order to play the game, Players must be completely familiar with these eight ideas. These are the same concepts that were covered in the *Read This First* booklet.

Idea One: Attribute Points

Just about everything in the **DC HEROES RPG** is measured in Attribute Points, or APs for short. It is the AP system which allows the rules of the game to function cleanly. Examples of quantities that are measured in APs include: time, weight, distance, information, volume, and money.

APs are entirely interchangeable. A Character who has 6 APs of Strength, for example, can lift an object that weights 6 APs (about 3000 lbs); while a Character who has 6 APs of Flight can travel 6 APs of distance (600 feet) every 0 APs of time (4 seconds or a single phase of action). Note that zero is always used as a unit of measurement, and for all quantities, zero represents the base value around which the individual measurement system is designed:

APs	Measure	Amount
0	Weight	50 lbs.
0	Distance	10 feet
0	Information	1 paragraph
0	Time	4 seconds
0	Money	$25

Each additional one AP of a quantity doubles the amount measured by the previous AP. For instance, 0 APs of weight is equal to 50 lbs, 1 AP is 100 lbs, 2 APs is 200 lbs, 3 APs is 400 lbs, and so on. With his Strength of 25, Superman can lift 25 APs of weight, or approximately 972,800,000 lbs (about 81,000 tons).

Example:

APs	Measure	Amount
5	Weight	1,600 lbs.
5	Distance	320 feet (about 100 yards)
5	Information	32 paragraphs (a term paper)
5	Time	4 minutes, 16 seconds
5	Money	$800

Each AP actually represents a *range* of values rather than an absolute figure. As we said earlier, 0 APs of weight is equal to 50 pounds, and 1 AP of weight is 100 pounds. A Player might wonder, then, how many APs of weight is something that weighs 75 pounds? The answer is 1 AP, because 1 AP of weight actually represents the entire range of values from 51-100 lbs; 2 APs of weight represents the range of values from 101-200 lbs, and so on. Similarly, 0 APs of distance is 0-10 feet, while 1 AP is 11-20 feet, and 2 APs is 21-40, etcetera.

The *Benchmark APs Table* on the inside of the *Gamemaster's Screen* lists values for the first 20 APs of each of the most commonly used quantities in the game (time, distance, weight, volume, information, and money). In the case of the last four quantities, examples are provided right on the table. For example, the entry for 10 APs of weight reads: "DC-9 Airplane (25 tons)." This means that 10 APs of weight is approximately 25 tons, which is the approximate weight of a DC-9 airplane. These examples prove very helpful during play. Suppose, for example, that Superman wants to lift a large house. The GM probably has no idea exactly how much a house weighs, but could guess that it would weigh more than a battle tank (11 APs) and less than a blue whale (12 APs) meaning that the house probably weighs about 12 APs. Since Superman has a Strength of 25 APs, he can easily lift the house.

It is important that GMs and Players learn how to convert real world quantities into APs, and APs back into real world measurements. Here are some more examples:

> How long is a football field (100 yards)? *(5 APs)*
> How long is 3 days? *(17 APs, but remember that 17 APs represents the entire range of values from 2 to 4 days)*
> How much does a car weigh? *(6 APs)*
> If a Character has a Strength of 8, how much weight can s/he lift? *(about 6.25 tons)*
> If Wonder Woman's lasso has a length of 4 APs, how long is it? *(about 150 feet)*

One last important caution about APs: APs are not added together in the same way as real world measurements. This means that 3 APs plus 3 APs is *not* 6 APs! Look at the real world measurements. 3 APs of weight is 400 lbs, and 6 APs of weight is 3000 pounds; 400 lbs plus 400 lbs is *not* 3000 lbs. 3 APs plus 3 APs is actually 4 APs (800 lbs). In order to add together two quantities measured in APs, take the larger of the two AP values and add one to get the proper result: 7 APs plus 3 APs is 8 APs; 9 APs plus 9 APs is 10 APs; 1 AP plus 14 APs is 15 APs; and so on.

Idea Two: Attributes

Every Character in the **DC HEROES RPG** has nine natural abilities called *Attributes*. These are: Dexterity (DEX), Strength (STR), Body (BODY), Intelligence (INT), Will (WILL), Mind (MIND), Influence (INFL), Aura (AURA), and Spirit (SPIRIT). The Attributes for each DC Character are listed on his/her Character card or in the *Background/Roster Book*.

Each Attribute measures a different aspect of a Character.

Dexterity is a measure of a Character's quickness and agility. Batman is very good here.

Strength reflects a Character's physical power and is a measure of the amount of weight that s/he can lift or move. Strength is one of Superman's best Attributes.

Body is a measure of a Character's toughness and represents his/her resistance to physical injury. This is an Attribute where Captain Marvel excels.

Intelligence shows how smart a Character is. Hawkman is an example of a very intelligent hero.

Will gives an indication of the strength of a Character's willpower, and his/her ability to draw conclusions from facts. Hal Jordan of the Green Lantern Corps has one of the strongest forces of willpower in the whole universe!

Mind determines how mentally tough a Character is and how likely s/he is to resist mental damage. Aquaman has a very powerful Mind.

Influence measures the strength of a Character's personality. A Character with a high Influence is Guy Gardner of the Green Lantern Corps.

Aura indicates how easily a Character can affect the emotions of others, and how effectively s/he could take command of a group. Wonder Woman has an exceptionally high Aura.

Spirit is the strength of a Character's spirit and a measure of how likely s/he is able to resist fear and mystical or magical damage. The Spectre has one of the highest Spirit ratings around.

Attributes are measured in APs. This means that a Character with an INT of 5 is about twice as smart as a Character with an INT of 4, and so on (remember, each AP of measurement doubles the quantity being measured). Normal humans, like innocent bystanders and minor Characters that frequently crop up during the course of an adventure, have ratings of 2 APs in every Attribute. By looking at Batman's Attributes, it becomes obvious

that Batman is much stronger than a normal man (he has a STR of 5 APs), much faster than a normal man (his DEX is 10), and much smarter than a normal man (Batman's INT is 12). In fact, Batman is a lot better at everything than a normal man! In fact, very few heroes have ratings of 2 APs or lower in any of their Attributes. This is because heroes in DC Comics are almost universally faster, smarter, tougher; and in general, better than a normal man could ever hope to be.

Each Character's Attributes are arrayed in a special three by three pattern:

BATMAN

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

The top row of the Attribute box (DEX, STR, and BODY) is made up of a Character's *Physical* Attributes. Physical Attributes are used when a Character is facing (or making) a Physical Attack such as a punch in the mouth, or a bolt of lightning; or whenever a Character is performing physical activities like jumping over a fence or swinging on a flagpole.

BATMAN

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

The middle row of the Attribute box (INT, WILL, and MIND) is made up of a Character's *Mental* Attributes. Mental Attributes are used when a Character is facing Mental Attacks such as a psionic blast, or mind control; or whenever a Character is performing mental activities like solving a riddle or trying to remember a fact.

BATMAN

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

The bottom row of the Attribute box (INFL, AURA, and SPIRIT) consists of a Character's *Mystical* Attributes. Mystical Attributes are used when a Character is facing Mystical (or magical) Attacks such as Magic Blasts or enchantments, and whenever a Character is performing activities that depend upon the force and quality of his/her personality, like dealing with other people.

Each of the Attributes is also grouped a second way, in columns.

BATMAN

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

The left column of the Attribute box (DEX, INT, and INFL) is made up of a Character's *Acting and Opposing* Attributes. DEX, INT, and INFL are called Acting/Opposing Attributes because they are most frequently used as Characters' Acting or Opposing Values on the Action Table. DEX is used as the Acting Value if a Character is trying to carry out a Physical Action, like striking an adversary; while DEX is also used as the Opposing Value if a Character is trying to oppose a Physical Action, like the adversary striking back. Similarly, INT is used as the Acting or Opposing Values if a Character is trying to carry out or thwart a Mental Action, and INFL is used as Acting or Opposing Values if a Character is trying to carry out or halt a Mystical Action. The Acting Value indicates how likely a Character is to succeed at a given action, and the Opposing Value indicates how likely

ACTION TABLE

Opposing Value Columns

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

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

his/her opponent is to fail in the attempt to oppose the action. If Manhunter was trying to punch someone, for example, his DEX would be his Acting Value and would tell the Player how likely Manhunter is to strike his target. His opponent's DEX would be the Opposing Value and would tell the Player how likely the adversary is to avoid Manhunter's blow.

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

The middle column of the Attribute box (STR, WILL, and AURA) is made up of a Character's *Effect* Attributes. STR, WILL, and AURA are called Effect Attributes because they are most frequently used as a Character's Effect Value on the Result Table. STR is used for Physical Actions, WILL for Mental Actions, and AURA for Mystical Actions. The Effect Value is a measure of how well a Character will perform an action that is successful. In the previous example, Manhunter's STR would be his Effect Value, and would determine how hard he would hit his target if the punch connects.

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

Finally, the third column of the Attribute box (BODY, MIND, and SPIRIT) is made up of a Character's *Resistance* Attributes. Resistance Attributes are most frequently used as a Character's Resistance Value on the Result Table when s/he is opposing an action. Resistance Values are compared with Effect Values in order to determine how great an effect any action has. Also, Resistance Attributes represent how much damage a Character can sustain before losing consciousness. BODY represents Physical damage from punches and energy bolts; MIND stands for Mental damage from psionic blasts, and mental strain; and SPIRIT shows Mystical damage from magical bolts or enchantments. In the example, Manhunter's opponent's BODY would give the Player an indication of whether the villain will be kayoed, merely stunned, or not affected at all by the punch.

Putting the Two Groups Together

A chart that shows how the two classifications of Attributes are related is as follows:

First Group	Second Group: *Acting/ Opposing*	*Effect*	*Resistance*
Physical	Dexterity	Strength	Body
Mental	Intelligence	Will	Mind
Mystical	Influence	Aura	Spirit

One final note: all of the previous paragraphs said that a Character's Acting/Opposing Attributes are *usually* used as his/her Acting/Opposing Values, and that a Character's Effect Attributes are *usually* used as his/her Effect Value, and so on. This is because certain special cases might require a Player to use a Character's Acting/Opposing Attribute as his/her Character's Acting and Effect Values, for example; or s/he might be asked to use the Character's Resistance Attribute as his/her Opposing and Resistance Values, and so on. All of these special cases are detailed later in this rulebook and in the *Character Handbook*.

Idea Three: Rolling The Dice

There are two types of actions that Characters can perform in the DC HEROES RPG: *Automatic Actions* and *Dice Actions*. Automatic Actions are actions that are automatically success-

RESULT TABLE

Resistance Value Columns

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

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

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

ful. Batman can always walk across a room, for example, or call Commissioner Gordon on the Batphone. Dice Actions are actions that have some chance of failure, no matter how small. Punching an adversary, interrogating a thug, and trying to convince Commissioner Gordon to loan Robin a police car are all Dice Actions. In order to decide whether a Dice Action succeeds or not, a Player consults the Action and Result Tables and rolls dice. If a specific Action is not spelled out here in the rules, the GM must decide whether it is an Automatic Action or a Dice Action.

Each of the dice that came in the box has ten sides and is referred to as a D10. When the rules instruct a Player to roll 2D10, s/he rolls both dice and adds the numbers together. The side with the 0 on it is considered a ten, not a zero, when it comes up on a roll. Therefore, a roll of double 0s would be read as a twenty, a 0 and a 4 would be fourteen, and so forth.

If doubles are rolled on the dice, the Player has the option of rolling the dice again, and adding the result to the original roll. S/he can keep re-rolling and adding as long as s/he keeps rolling doubles.

The only exception to this doubles rule is a roll of double ones. ***Whenever double ones are rolled, whatever action the Character was attempting automatically fails.*** The Player may *not* follow the doubles rule and roll again. Even if a roll of double ones follows one or more earlier doubles rolls, the action still fails. If a Player rolls double sixes, then double fours, then double ones, for example, that action fails.

Whenever someone rolls the dice and consults the Action and Result Tables, it is called an Action Check.

Idea Four: The Action Table

The *Action Table* is used to determine whether or not a Dice Action will succeed. The Action Table is almost always used in conjunction with the Result Table (**Idea Five**). Both the Action and Result Tables can be found on pages 5 and 6 of this book, as well as on the back of the *Gamemaster's Screen.*

Every time a Character attempts a Dice Action, the Player must make what is called an "Action Check." Every Action Check involves four factors: the *Acting Value* (AV), the *Effect Value* (EV), the *Opposing Value* (OV), and the *Resistance Value* (RV). The rules describe what is used as the Acting, Effect, Opposing, and Resistance Values for most of the Action Checks that will come up during play. If a Character is trying to perform a Dice Action that is not covered by the rules, the Gamemaster must decide what to use as the AV, EV, OV, and RV of the Action Check. Remember that the leftmost column of a Character's Attribute box contains the Attributes that are most frequently used as Acting or Opposing Values, the middle column contains the Attributes that are most frequently used as Effect Values, and the right hand column contains the Attributes that are most frequently used as Resistance Values.

The Action Table is made up of numbers organized in Columns (up and down), and Rows (side to side). The Acting Values are located in the leftmost Column, and the Opposing Values are located in the top Row. The other numbers represent "success numbers" for Dice Actions.

In order to explain the Action Table, let's take an example. Suppose that Frank is playing Batman and wants to punch the Joker. This is a Physical Action that uses Batman's DEX as the Acting Value and the Joker's DEX as the Opposing Value. In order to see if Batman's Action succeeds, Frank follows the step-by-step procedure below:

STEP 1 Locate the correct Acting Value Row, using the guide numbers on the left side of the Table. Attempting to strike someone in simple hand-to-hand combat is a Physical Action, so Batman's Action Attribute is his DEX of 10. Frank locates the **9-10** Row on the Table.

STEP 2 Locate the correct Opposing Value Column. The Joker will try to physically dodge Batman's blow, so the Joker's Opposing Attribute is his DEX also, which is 4. Frank finds the **3 to 4** Column on the Table.

STEP 3 Locate the *Success Number* by finding where the **9-10** Row intersects the **3 to 4** Column. The number they intersect at, 5, is Batman's Success Number. Frank must roll 5 or above on 2D10 (both dice) for Batman to strike the Joker.

STEP 4 Roll the dice. Let us suppose that Frank rolls double 2's. He can roll again. Now he rolls a 3 and a 7. Add the numbers from both rolls together: 2 + 2 + 3 + 7 = 14. Since the total of 14 is greater than the 5 needed to hit, the Action is considered successful.

STEP 5 Check for a *Column Shift.* Anytime a Character rolls greater than his/her Success Number *and* the roll is 11 or over, s/he is eligible for a Column Shift. Frank rolled over 11, and above his Success Number, so he may be eligible for an Effect bonus, called a Column Shift. In the example above, Frank rolled a 14 when the Success Number was 5.

STEP 6 Determine the number of Column Shifts. Since the dice roll was at least 11 and higher than the roll needed for success, Frank can begin to count his Column Shifts. He puts his finger on the spot where the Acting Value Row intersects the Opposing Value Column at the number 5.

If he moves his finger one Column to the right, the new number Frank is pointing to (7) is still lower than the number he rolled. He can continue moving to the right until he reaches 11, the point where Column Shifts begin. Frank has made one Column Shift. 11 is marked in red on the table to remind the GM and the Players where Column Shift bonuses start.

Frank can now move one more Column further to the right, since the dice roll of 14 is greater than the number (13) in that Column, too. He now made two Column Shifts. The number in the next Column to the right is 15. Since 15 is greater than the dice roll, he does not earn a third Column Shift.

The Column Shifts earned will increase Batman's results in the next step, The Result Table.

Important Rules on Column Shifts

1. Column Shifts Start at 11

Start counting Column Shifts at 11. For example: if the Success Number is 3 and a 12 is rolled, the Player only receives 1 Column Shift, even though s/he moves over many Columns.

2. Turning the Corner or
Going Off the Edge of the Action Table

Sometimes, the dice roll for an Action Check is so high that when counting Column Shifts, a Player goes all the way to the right edge of the Action Table.

Look at the Action Table and find the **46-50** Row of the Acting Values. If a Player has a Character with a Strength of 50 APs and s/he rolls above 15, s/he will go off the chart.

In this case, s/he "turns the corner" and counts upwards along the right hand edge as if it were the continuation of the Row. S/he keeps going until the dice roll number is smaller than the next entry.

For example: the Character with 50 APs of Strength first rolls double 6's, then rolls double 5's, then rolls 7 for a total of 12 + 10 + 7 or 29. Suppose his/her Success Number is a nine. For the correct Column Shifts, s/he counts one to eleven, two to 13, three to 15, then s/he "turns the corner" and counts four to 18, five to 21, six to 24, seven to 28 and stops. S/he must stop because the next number is 32 which is larger than the dice roll of 29.

Idea Five: The Result Table

The *Result Table* is always used in conjunction with the Action Table. Once the Action Table has determined whether or not a Dice Action succeeded, the Player then looks to the Result Table in order to figure out how well the Action was performed. If the Action Table indicated that the Action failed, there is no need to look at the Result Table at all. In the example from **Idea Four**, Batman succesfully hit the Joker; but what happens now? Did Batman knock the Clown Prince of Crime out cold, or just scuff him up a bit? This is where the Result Table comes into play.

The Result Table works like the Action Table, except that the Player compares Effect and Resistance Values, instead of Acting and Opposing Values. If Batman were attempting to punch the Joker, his Effect Value would be his STR and the Resistance Value would be the Joker's BODY. Let's continue with the example.

STEP 1 Locate the Effect Value ratings on the left side of the Result Table. Since punching the Joker is a Physical Action, Batman's STR is the Effect Value in this case. Batman's STR is 5, so Frank should look to the **5-6** Row of the table.

STEP 2 Locate the Resistance Value ratings along the top of the table. In this case, the RV is the Joker's BODY. The Joker's BODY is 4, so Frank should look to the **3 to 4** Column of the table.

STEP 3 Now the Player must take into account any Column Shifts that were earned on the Action Table. Do this by adjusting the Column that is being used for the Resistance Value a number of Columns to the *left* equal to the number of Column Shifts earned on the Action Table. Since Batman earned two Column Shifts against the Joker, Frank would count two Columns over to the left from the **3 to 4** Column (Joker's original RV), leaving him on the 0 Column.

Notice that the leftmost Column is labelled "x," and that each entry in the "x" Column reads "+1." If the Column Shifts are carried further to the left than the "x" Column, pretend that there are an infinite number of Columns to the left of the "x," and that all of the entries in the first imaginary Column read "+2," all of the entries in the second imaginary Column read "+3," and so on. Therefore, if the RV of an Action Check was 1 and the Action received six Column Shifts, the Result would be in the imaginary Column that reads "+5."

STEP 4 Find the number of *Result APs* (or RAPs) by cross-indexing the Effect Value with the final Resistance Column. Unlike the Action Table, the Player does not roll any more dice to use the Result Table. If the Result is "A," (which stands for "All") the number of RAPs earned is equal to the full Effect Value of the Action Check. If the result is a +1 (or +2, +3, etc. in one of the "imaginary" Columns), the number of RAPs earned is equal to the full Effect Value of the Action Check plus one (or two or three, etc.). If the result is an "N," the Resistance Value of the Action was just too high, and the Action fails. In the example, Batman would have earned 5 RAPs against the Joker (remember that the Joker's RV was shifted down two Columns which yields an "A" result; since Batman's EV is 5, he earns 5 RAPs).

Result APs, or RAPs, are a measure of how well an Action was performed. RAPs are measured like normal APs, meaning that an Action that earns 3 RAPs was performed twice as well as an Action that earned 2 RAPs and four times as well as an Action that earned a single RAP.

RAPs are used for all sorts of things, depending upon the type of Action Check being performed. In combat (like Batman punching the Joker), for example, the RAPs that Batman earns indicates the amount of "damage" he does to the Joker. The Joker can only take a certain amount of damage before he becomes unconscious and unable to fight back. The rules in this book and in the *Character Handbook* detail what the RAPs mean for most of the Actions that are likely to be performed. If an Action is not covered in the rules, it is up to the Gamemaster to decide what the RAPs mean, if anything.

Sometimes, the RAPs earned in an Action Check will be unimportant; the rules or the GM will simply state that one or more RAPs indicates success. For example, suppose Blue Beetle is trying to jump over a tall fence. This is a Dice Action because it is possible that he will fail. It does not really matter if Beetle clears the fence by one foot or ten feet. He will either make it, or he will not. This is an example of an Action in which the GM will tell a Player that s/he must earn one or more RAPs for success; if Beetle receives one RAP, twenty RAPs, or any RAPs, he successfully jumps over the fence, otherwise he fails.

+5/Column/Row

At the very end of both the Action and Result Tables is a **+5 Column**. This number is used when a Character is completely off the chart either in number of Column Shifts, comparison of Attributes, or just plain dice rolling.

On the Action Table, the Opposing Values, Acting Values, and the Success Number increase in five point increments. The same is true for the Result Table's Effect and Resistance Values.

For example: Characters with a DEX of 61-65 as an Opposing Value are off the chart. Just add +5 to the Opposing Value for every 5 APs. Therefore, a Character with an Acting Value of 1-2 would have to roll an 85 to hit a Character with an Opposing Value of 61-65, a 90 to his a 66-70, and so on.

C stands for Cancel. Anytime two Characters are off the table, they cancel each other's advantage. A 70 Effect Value against a 70 Resistance Value is resolved as a 60 against 60. A 75 Acting Value against a 70 Opposing Value is resolved as a 65 against 60, and so on.

Since it is so important to learn how to use the Action and Result Tables quickly and easily, here are some more examples. How many RAPs would be earned in each of the following situations?

The Acting Value (AV) is 5, the Opposing Value (OV) is 9, the Effect Value (EV) is 8, the Resistance Value (RV) is 6 and the dice roll is 24 (somebody must have rolled some doubles)?

There are three Column Shifts, so the Action earns 3 RAPs.

The AV is 22, the OV is 9, the EV is 11, the RV is 20, the dice roll is 11?

There is one Column Shift (remember that Column Shifts do not start until the 11 Column), but the Result Table reads "N" so no RAPs are learned and the Action fails.

The AV is 6, the OV is 6, the EV is 3, the RV is 1, and the dice roll is 18?

There are three Column Shifts, so the Action earns 5 RAPs (all of the APs of the Effect Value, plus two from the "imaginary Columns" off the left hand of the Result Table).

The AV is 6, the OV is 6, the EV is 3, the RV is 1, and the dice roll is 9?

The Action fails because the Success Number was an 11 and the die roll was only a 9.

The AV is 6, the OV is 6, the EV is 7, the RV is 5, and the dice roll is 11?

There are no Column Shifts, so the Action earns 3 RAPs.

Idea Six: Powers, Skills, Advantages, and Drawbacks

Take some of the Character cards and flip them over. On the back, there are listings of Powers, Skills, Advantages, and Drawbacks. Characters have these elements because many of the heroes in DC Comics can do things that their Attributes alone cannot explain. Superman's STR of 25 allows him to bend steel with his bare hands and change the course of mighty rivers, but what is it that gives him the ability to fly, or to use X-Ray Vision? The answer, of course, is his Powers.

Powers are Abilities that are never possessed by ordinary people. Examples of Powers include Superman's Flight and X-Ray Vision, Green Lantern's Force Manipulation, and Black

Canary's Sonic Beam: an ordinary joe on the street will never have these abilities. No matter how hard he tried, Jimmy Olsen could never learn to use X-Ray Vision like Superman. Powers are measured in APs just like Attributes. Some heroes, like Batman, don't have any Powers at all.

Skills, on the other hand, are special heroic Abilities that can be learned by ordinary, everyday people. It is conceivable that Jimmy Olsen could learn to be as good a detective as Batman if he were to put in the years and years of rigorous study and training. Examples of Skills include: Dr. Fate's Occultist Skill, Black Canary's Martial Artist abilities, and Blue Beetle's Charisma. Skills are also measured in APs.

Advantages are special capabilities that are not measured in APs. Some Advantages may be found in ordinary people, while others are not. Examples of Advantages include Starfire's Attractive Appearance, Batman's Connection with the Gotham City Police Department, and even Captain Marvel's ability to instantly change into his heroic identity.

Drawbacks are special situations that are unique to an individual Character. Unlike Powers, Skills, and Advantages, however, Drawbacks (as their name implies) are harmful to the Character. Examples of Drawbacks include Superman's Vulnerability to Kryptonite, Aquaman's inability to remain out of the water longer than one hour, and Batman's single-minded pursuit of justice.

Rules governing all of the individual Powers, Skills, Advantages, and Drawbacks can be found in the *Character Handbook*. Usually, Powers and Skills will function as a Character's AV, EV, OV, or RV while making certain Action Checks. Advantages tend to modify Action Checks, or permit a Character to make certain Action Checks s/he could not make otherwise. Some even allow a Character to perform certain Automatic Actions s/he could not make without them. Specific details regarding the effects of Powers, Skills, Advantages and Drawbacks are covered in the *Character Handbook*. Take some time now to look up a couple of examples of Powers, Skills, Advantages, and Drawbacks in the *Character Handbook* and read their descriptions before going on to **Idea Seven**.

Idea Seven: Hero Points

So far, we have shown that whether or not a Dice Action succeeds is dependent upon a combination of the Characters' Abilities and the Players' luck. But in the comics, the heroes always seem to have luck on their side whenever they need it most. Superman has no problem stretching his Abilities past their limits in a dire situation, and Batman never seems to miss an important clue. The **DC HEROES RPG** accounts for this phenomenon by giving Players some control over their Action Checks through the use of *Hero Points*.

Hero Points function like money: once a Player or the GM decides to use them, they are gone, although there are ways of getting more Hero Points during play. Hero Points allow a Player to temporarily increase his/her Character's Acting and Effect Values whenever s/he is attempting a Dice Action, thus giving him/her a greater chance of success. Hero Points may also temporarily increase a Character's Opposing and Resistance Values whenever s/he is resisting a Dice Action, causing his/her opponent to have a lesser chance for success.

In the example of Batman punching the Joker, Frank would have the option of spending Hero Points on his Acting Value to increase the likelihood that he will hit the Joker, or spending Hero Points on his Effect Value to increase the amount of damage he will do if he does hit the Joker, or he could opt to spend Hero Points on both the Acting and Effect Values. At the same time, the Joker could spend Hero Points on his Opposing Value to decrease the chance that Batman will hit him (villains have Hero Points too), or he could spend Hero Points on his Resistance Value to decrease the damage that Batman will do if he hits, or the Joker could opt to spend Hero Points on both the Opposing and Resistance Values.

Each Hero Point that is spent increases the Acting, Effect, Opposing, or Resistance Value by one AP for that Action Check only. The Players decide when to have their heroes spend Hero Points, and the GM decides when the villains and minor Characters will spend Hero Points; although many minor Characters will not have any Hero Points to spend. The number of Hero Points that each Character begins with is listed on his/her Character card or in the *Background/Roster Book*.

The following rules pertain to the expenditure of Hero Points:

RULE 1

First of all, the Players and/or the GM must decide whether or not they are going to spend Hero Points *before* rolling the dice for the Action. Neither the Players nor the GM are allowed to wait and see how well they do without spending Hero Points and then decide to spend afterwards. Once the dice have been rolled, it is too late to spend Hero Points.

Similarly, once someone has decided that s/he is spending Hero Points, s/he must spend the points. Even if the dice roll would have achieved the desired result without the Hero Points, they are still gone, and may not be taken back.

RULE 2

Whenever Hero Points are used, the Player must clearly announce to all of the other participants exactly how many Hero Points s/he is going to spend, and which Values (AV, EV, OV, or RV) are going to be increased with them: "I am spending 2 Hero Points on the Acting Value, and 3 on the Effect Value," for example.

Spending Hero Points, therefore, is like bidding at an auction. Once a Player or the GM announces that s/he is spending Hero Points on the Acting and/or Effect Values, his/her opponent can decide to spend Hero Points on the Opposing and/or Resistance Values. Once a Player hears that his/her opponent is spending Hero Points, s/he can then decide to spend more Hero Points to overcome the opponent's expenditure, and so on. The "bidding" goes back and forth like this until both sides decide that they do not want to spend any more Hero Points. Once both sides are content with the number of Hero Points they are spending, the dice are rolled and the Action is resolved.

RULE 3

There is a limit to the number of Hero Points that may be spent on any one Action. A Player may never increase any of his/her Character's Values (AV, EV, OV, or RV) to more than double its beginning value through the use of Hero Points. For example, Batman can never spend more than 10 Hero Points on his Acting Value in combat with his beginning DEX of 10; nor can he spend more than 6 Hero Points on his Resistance Value due to his beginning BODY of 6.

A more detailed example will demonstrate everything we have explained about Hero Points so far. Batman is going to punch the Joker again. Batman's beginning AV and EV are 10 and 5 respectively (his DEX and STR) and the Joker's OV and RV are 4 and 4 (his DEX and BODY). Since Frank wants to make sure that he will take the Joker out right here and now, he decides to spend 3 Hero Points on his Acting Value and 2 on his Effect Value. The GM now has a chance to spend his own Hero Points; and since the Joker likes being conscious, the GM decides to spend 1 Hero Point on his Opposing Value and 3 on his Resistance Value. Now Frank has a chance to revise his own expenditures. Since he really wants to finish off the Joker, he decides to go for the gusto and up his commitment to 10 Hero Points on his Acting Value and 5 on his Effect Value. Since his original AV and EV were 10 and 5, Batman has reached his limit for this Action, and can spend no more Hero Points. Since Batman is going for the maximum Hero Point expenditure possible, the GM decides to do the same for the Joker, spending 4 on his Opposing Value and 4 on his Resistance Value. This brings the Joker up to his own limit. Since neither side can spend any more Hero Points, the Action is now resolved with a final AV/EV of 20/10 and a final OV/RV of 8/8.



Idea Eight: Automatic Actions

There are two types of actions in the **DC HEROES RPG. Ideas Four, Five,** and **Seven** gave details on how to resolve Dice Actions. The other kind of action is called *Automatic Actions.*

Automatic Actions are automatically successful. If the Flash wants to run at the speed of sound or Superman wants to fly, they automatically succeed. The Action and Result Tables are not used for Automatic Actions. The only possible problem is determining exactly which actions are Automatic Actions and which are Dice Actions. Here are some simple guidelines:

RULE 1

If a Character is using a Power, Advantage, or Skill to perform an Action, the appropriate description in the *Character Handbook* will indicate if the Action is a Dice Action or an Automatic Action.

RULE 2

Any Action that involves Characters' Attributes is automatically a Dice Action. If the GM decides that Nightwing can use his INT to try to solve one of the Riddler's riddles, for example, it is a Dice Action. In this case, using Nightwing's INT/WILL as the AV/EV because it is a Mental Action, against whatever OV/RV the GM decides is appropriate, with one or more RAPs necessary for success.

There is one important exception to this rule. Using the STR Attribute to lift an object is always an Automatic Action. If a Character has a STR of 7 APs, s/he can automatically lift any object that weighs 7 APs or less.

RULE 3

If neither of the first two guidelines are applicable, the GM should always fall back on the old rule that any Action in which there is a chance that you will fail, no matter how small, is automatically a Dice Action. Speaking, for example, is an Automatic Action because there is no chance of failure; Characters can almost always talk. Trying to convince Commissioner Gordon to lend someone a police car, however, is a Dice Action because there is a chance that the commissioner will not grant the request.

It is always up to the GM to determine whether or not any Action is a Dice Action or an Automatic Action.

Pushing Automatic Actions

Sometimes, a hero needs to fly faster, jump farther, or lift more weight than s/he is normally able to do. In these situations, the hero must "Push" his/her Abilities, straining his/her capabilities to their limit. A Player may only Push when s/he is attempting to perform an Automatic Action that is based on a Power or Attribute. To "strain Abilities" while attempting a Dice Action, a Player spends Hero Points to increase the AV, EV, OV, or RV, as discussed in **Idea Seven**.

In order to Push, the Player must make an Action Check using the APs of the Ability that s/he wants to Push as the AV/EV. An Action Check is made because Pushing itself is a Dice Action since there is a chance of failure. Since the Character is

essentially fighting against his/her own limits, the APs of the ability the Player is Pushing also serve as the OV/RV. The RAPs from the Pushing Action are temporarily added to the ability being Pushed. Hero Points may be spent to increase the Acting or Effect Values of the Pushing Action Check. RAPs that are added to an Ability only last for 0 APs of time (about 4 seconds, or one phase of combat). At the end of that time, the Ability returns to its original level; although the Player may immediately try to Push the Ability again, if desired.

In addition to any Hero Points spent on the Pushing Action Check, the Pushing Player must pay a special "Push Fee" equal to three Hero Points for every AP temporarily added to the Ability. The Player can choose to add fewer APs to his/her Character's Ability than s/he is entitled to, in order to save Hero Points on the fee.

If a Player fails in an attempt to Push an Ability, the Ability instantly "burns out" and is reduced to zero APs (the Character is exhausted from the effort). Burned out Abilities must be regained through the use of Recovery, which is explained later.

Here is an example of Pushing an ability: Marv is playing Cyborg when an Army tank is dropped on top of him in the middle of a fight. According to the *Benchmark APs Table*, Cyborg would need a STR of 9 to be able to lift the tank off of himself. Cyborg's STR is only 7, but if he were to strain his Abilities to the utmost, he just might be able to lift the tank anyway. Since lifting the tank would normally be an Automatic Action, Marv can Push Cyborg's STR to try and get it off his back. Marv must make an Action Check with an AV/EV of 7/7 (Cyborg's STR) and an OV/RV of 7/7 (again, Cyborg's STR). Just to add a little insurance, he decides to spend 2 Hero Points on his Acting Value, raising it to a 9. If Marv rolls an 11, he will receive one Column Shift and 2 RAPs. He may then add these two RAPs to Cyborg's STR for 0 APs of time (4 seconds), temporarily raising his STR to 9. Marv must pay a "Push Fee" of 6 Hero Points (3 Hero Points x 2 RAPs = Push Fee of 6). If Marv rolls a 7, however, he will fail his Push attempt, and Cyborg's STR will be instantly reduced to 0 APs until it can be Recovered.

Automatic Actions Versus Dice Actions

The differences between Automatic and Dice Actions have already been explained at great length. However, there are several situations where the distinction between the two becomes unclear. Guidelines for distinguishing between Automatic and Dice Actions are as follows:

Most Automatic Actions assume that a Character is trying to perform the action under optimal conditions. Sometimes, however, Players will be forced to attempt Automatic Actions under unusual circumstances. The Flash can always use his Superspeed Power to run at incredible speeds, for example, but what if he is trying to run across a slippery oil slick or through a patch of rubbery glue? Similarly, Superman can always lift an object that weighs 25 APs, but what if he has been poisoned by a special drug that causes his Power to keep fading in and out?

In situations like these, the Automatic Action becomes a Dice Action instead. Remember that any Action in which there is any chance that a Character will fail is a Dice Action, and in the previous examples, there is certainly a chance that both Superman and Flash will fail. In this case, use the APs of the Ability in question (Flash's Superspeed or Superman's STR) as both the AV and the EV of the Action Check. The OV/RV of the Action Check is derived from the *Universal Modifiers Chart*. In order to use the *Universal Modifiers Chart*, the GM must decide how difficult the Action is that the Character is trying to perform, using the terms listed as a guideline. The terms describe the Action from the perspective of a normal man. Running across an oil slick, for example, might be a "Strenuous" action with an OV/RV of 6/6. If the drug plaguing Superman was quite potent, the GM might rule that lifting a heavy object is "Herculean," and thus has an OV/RV of 12/12. For all Automatic Actions that are turned into Dice Actions by special situations, the RAPs of the Action Check then temporarily function as the APs of the appropriate Automatic Ability. If Flash gets 5 RAPs on his Action Check, he runs across the oil at a speed of 5 APs (the RAPs temporarily substitute for his APs of Superspeed). If Superman gets 10 RAPs on his roll, he can lift a 10 AP object.

As soon as an Automatic Action is turned into a Dice Action, the Ability upon which the Action is based may no longer be Pushed. Instead, the Player may now spend Hero Points on his/her AV and EV if s/he wants to increase the chance for success.

The Universal Modifier Table

There are often special circumstances that will influence Dice Actions in a similar fashion. Whenever Green Arrow shoots his bow, it is a normal Dice Action; but what if Green Arrow wants to shoot the bow while he is dangling from a trapeze? In cases like this, look to the *Universal Modifier Table's* Dice Action column in order to find a Column Shift modifier that is applied to the Action's Opposing Value. Shooting an arrow while dangling from a trapeze might be an "Extreme" Action with Column Shift modifier of +4. This means that the Opposing Value of the shot is automatically increased by four Columns.

The *Universal Modifier Table* is only invoked when the GM feels it is appropriate, and it is always up to the GM to rule upon the difficulty of the Action in question.

Universal Modifier Table

Description	Standard Action Modifier	Automatic Action OV & RV
Easy	-1	N/A
Average	0	N/A
Challenging	+1	2
Difficult	+2	4
Strenuous	+3	6
Extreme	+4	8
Pushing the Limit	+5	10
Herculean	+6	12
Beyond the Limit	+7	15

OV & RV: Opposing Value and Resistance Value
N/A: Not Applicable

Going for Broke

There will be times when Players will want to be especially precise or careful with their Actions. Suppose, for example, that Captain Atom wants to hit a main support pillar with his Energy Blast in order to knock the whole building down. In situations like this, Characters are *Going For Broke*.

Any time a Character makes a Dice Action outside of combat, s/he has the option of Going For Broke. When a Player decides to Go For Broke, s/he increases the difficulty of the Action in order to reap greater rewards for success. First, s/he declares the number of Column Shifts s/he is willing to increase the Action's Opposing Value. A Player may only declare an even number of Column Shifts (2, 4, 6, or 8). If s/he then rolls the new Success Number, s/he gets to lower the Resistance Value of the Action by a number of Column Shifts as summarized on the following table.

Going For Broke

Opposing Value Columns Declared	Resistance Value Bonus Column Modifiers
+2	-3
+4	-6
+6	-9
+8	-12

Hero Points may always be spent in conjunction with an attempt to Go For Broke. Going For Broke is never used in Combat (there are special types of attacks that cover this same ground).



CHAPTER TWO

APs and the World

Just about everything in the world of the **DC HEROES Role-Playing Game** is measured in Attribute Points, or APs for short. In order to become proficient in the **DC HEROES RPG**, the GM and the Players should become proficient with the AP system. Some guidelines for using APs are as follows:

General Rules

RULE 1

When working with APs, it is important to remember two things. First, each additional one AP actually doubles the amount of the quantity measured by the previous AP value. For example, Zero APs of distance is equal to 10 feet, 1 AP of distance is 20 feet, 2 APs of distance is 40 feet, and so on. Likewise, a Character with an INT of 4 is twice as smart as a Character with an INT of 3, who in turn is twice as smart as a Character with an INT of 2. Remember that in addition to weight, distance, volume, time, and money, Attributes, Powers, and Skills are all measured in APs.

RULE 2

It is impossible to add or subtract AP measurements as if they were real world measurements. If Superman wants to lift two elephants, each with a weight of 7 APs, their combined weight is not 14 APs. Seven APs of weight is approximately 3 tons, so both elephants together would weight 6 tons, which is equal to 8 APs of weight. Whenever a Player wants to add two quantities together that are measured in APs, s/he takes the larger of the two quantities and adds 1 AP to get the final result: for example, 8 APs + 2 APs = 9 APs, 11 APs + 12 APs =13 APs, 99 APs + 99 APs = 100 APs, and so on.

Similarly, subtraction works differently with APs also. Whenever quantities are subtracted that are measured in APs, take the larger of the two quantities involved and subtract one, unless the two quantities are equal, in which case the result is zero (not 0 APs, just zero, zip, nothing). Therefore, 6 APs - 4 APs = 5 APs, 91 APs - 2 APs = 90 APs, 44 APs - 44 APs = zero, and so on.

RULE 3

When converting real world measurements into APs using the *Benchmark APs Table*, remember that each AP actually stands for an entire *range* of values rather than an absolute figure. One AP of distance, therefore, represents any real world distance between 11 and 20 feet, 2 APs represents any distance between 21 and 40 feet, 3 APs represents any distance between 41 and 80 feet, and so on. The listings on the *Benchmark APs Table* are always the upper limit of the AP value in question. This means that two and a half hours (150 min) is the greatest quantity that can be considered 12 APs of time, five tons is the largest amount measured by 8 APs of weight, and 3 cubic feet is the most that is equal to 2 APs of volume.

Movement

There are many occasions where the GM and the Players will need to know how quickly someone can run a certain distance, or how far someone can travel in a given amount of time. APs make calculations like this a breeze.

RULE 4

Speed is also measured in APs. The speed at which a Character can move is equal to his/her DEX score, or the APs of any movement Powers (Flight, Running, Swimming, etc.). The ground speed of all Characters without a movement Power is limited to 4 APs, regardless of the Character's DEX (even Batman, with his DEX of 10, can still only run at a speed of 4 APs). If a Character is swimming instead of running, his/her Speed is limited to 3 APs regardless of DEX, unless the Character has the Swimming Power. A Character can move a distance equal to his/her Speed every 0 APs of time (4 seconds, or one phase of combat). Moving is an Automatic Action, but unless a Character has a movement Power, no one may ever Push movement.

RULE 5

Since speed is measured in APs, it allows the GM or the Players to calculate things like how far or how quickly their Characters can move, by using simple formulas. To determine how far a Character can move in a given amount of time, for instance, simply add the Speed in APs to the Time in APs to

get the Distance traveled in APs. (Speed + Time = Distance) This means that if Batman were to run at a speed of 4 APs for 3 APs of time (32 seconds), he would cover 7 APs of distance, or about five hundred yards (Batman is fast).

Now, let's suppose that Manhunter finds a bomb that is about to explode. The blast radius of the bomb is fifty yards (4 APs of distance), and the bomb is set to explode in 6 seconds (1 AP of time). Can Manhunter run away from the bomb before it explodes? Manhunter's speed is 4 APs and he has 1 AP of time in which to run. This means he can cover a distance of 5 APs (100 yards), since Speed (in APs) + Time (in APs) = Distance (in APs). 5 APs is out of the bomb's blast radius of 4 APs, so Manhunter is long gone by the time the bomb explodes!

RULE 6

APs can also be used to determine how quickly a Character or object can move a certain distance. This is caluculated by taking the Distance in APs and subtracting the Speed in APs which results in the Time in APs. (Distance - Speed = Time) For example, to figure out how fast Batman can run a mile (10 APs), subtract Batman's Speed (4 APs), which leave 6 APs of time, or about 4 minutes! Batman could easily compete for the gold medal at the Olympic Games.

Here is another example: the Milky Way Galaxy is 69 APs long, and Green Lantern has 40 APs of Flight. How long would it take him to fly from one end of the Galaxy to the other and back? In order to fly the whole distance he must make two trips of 69 AP, for a total of 70 APs total. Seventy APs of distance minus Green Lantern's Flight speed of 40 APs is 30 APs of Time, or about 138 years. Hopefully, he knows a short cut.

RULE 7

Finally, APs can be used to determine an object's Speed if the distance it will travel in a certain time is known. The equation for this transformation is Distance in APs minus Time in APs is Equal to the Speed in APs. (Distance - Time = Speed) For example, suppose that Lex Luthor has fired a nuclear rocket toward Metropolis. It will take the rocket fifteen seconds (2 APs of time) to cover four hundred and ninety miles (19 APs of distance) between Luthor's secret lab and the city. How fast is the rocket travelling? Well, 19 - 2 = 17 APs of Speed. Green Lantern or Superman could easily catch this rocket, but Starfire or Rocket Red probably could not catch it without Pushing their Flight Powers.

All three of these equations are very useful during play. For convenience they have been reprinted on the inside of the *Gamemaster's Screen*:

Distance = Speed + Time
Time = Distance - Speed
Speed = Distance - Time

Throwing Things

DC Comic book Characters, especially big, strong ones like Superman, throw heavy objects around all the time. Lifting is an Automatic Action using the STR Attribute, but calculating how far something can be thrown once it has been lifted may not seem so simple. However, APs again make this easy to figure out.

RULE 8

To find out how far a Character can toss an object, simply subtract its weight in APs from the Character's STR. The result is the distance in APs that s/he can throw the object. (STR - Weight = Throwing Distance) Throwing an object is an Automatic Action, but trying to hit something with a thrown object is a Dice Action.

For example, Superman with his STR of 25 can throw a 50 lb. sack of grain (0 APs of weight) 25 APs of distance, or about 32000 miles. Superman can throw a battle tank (weight of 9 APs) 16 APs of distance, or roughly 64 miles.

RULE 9

A Character may move at full speed as long as s/he is carrying a weight that does not exceed his/her STR Attribute. If a Character is Pushing his STR in order to lift a very heavy object, it would obviously reduce his/her speed. In order to find out how much, simply subtract the STR from the weight s/he is carrying and reduce his/her speed by the result. (Weight -STR = Speed Reduction) In the example where Cyborg Pushed his STR to lift the tank, his Running speed would drop from 5 APs down to 3 APs while carrying the tank (9 - 7 = 2), and his Jumping speed would drop from 7 APs down to 5 APs.

RULE 10

The following formula is used to figure out the speed that an object travels when thrown: take the throwing Character's STR, and subtract the Weight in APs of the object being thrown. The result is the object's speed. (STR - Weight = Throwing Speed) Superman can throw a car (weight of 6 APs) at a speed of 19 APs (about 480,000 MPH). The Earth's escape velocity (the speed necessary to break free of a planet's gravity) is 15 APs, meaning that anytime a Character can throw an object with a speed of 15 APs or greater, s/he can throw the object out of the atmosphere and into outer space!

Note: Other planets may have different escape velocities, depending on their density, composition, and atmospheric content. It is the GM's call on determining the escape velocity of alien worlds.

Breaking Things

In addition to throwing trucks and buildings around, DC Comic book characters also smash down brick walls and bend steel in their bare hands.

RULE 11

Like Characters, every inanimate object has certain Attributes measured in APs. All inanimate objects such as houses, trees, chains, lampposts, mailboxes, or what have you have a BODY that functions just like a Character's BODY. An object's BODY is an indication of how much damage the object can take before it breaks. A list of BODY Benchmarks for inanimate objects can be found on the inside of the *Gamemaster's Screen*.

Breaking an inanimate object is a Dice Action, using a Character's STR/STR or APs of an appropriate Power as the AV/EV. (This is one of the special situations that we mentioned in **Chapter One**, in which an Effect Attribute is also used as an Acting Value.) The object's BODY/BODY is used as the OV/RV. If at least one RAP is earned on this Action Check, the object is damaged or bent; and if the object is big enough, like a fence or a house, one or more RAPs puts a hole in it that is large enough to walk or climb through. If a number of RAPs are received on this Action Check that are greater than or equal to twice the object's BODY, the object is completely destroyed. The RAPs from these Action Checks are cumulative. Suppose Starman is trying to destroy an object with a 10 BODY, but he only receives 3 RAPs on his Action Check. This means Starman will have to keep pounding away at the object until the total RAPs from all of his Action Checks are greater than or equal to 20, at which point the object will be totally destroyed.

Let's take a look at another example. Suppose Superman was trying to smash through a steel wall (BODY of 12). He would then make an Action Check using 25/25 (his STR/STR) as the AV/EV against an OV/RV of 12/12 (the wall's BODY/BODY). If he receives one or more RAPs, he smashes a hole in the wall large enough to walk through. If he receives 24 RAPs, he brings the whole wall down.

For one more example, let's say that Captain Marvel is trying to bend a lead pipe (BODY of 7). He would then make an Action Check using 20/20 as the AV/EV (his STR/STR) against an OV/RV of 7/7. If he receives one or more RAPs, he bends the pipe. If he receives 14 or more RAPs, he can completely destroy the pipe.

CHAPTER THREE

Combat

Sometimes Characters will be faced with no other alternative than to join in battle. Very few villains will give up without a fight, and vicious assassins who come gunning for heroes are an all-too-frequent occurrence. Using the rules in this chapter, just about any combat situation can be played out in detail.

Most of the time, while playing the **DC HEROES Role-Playing** Game, time, movement, and specific actions are not really a problem. Usually, everybody simply keeps telling the GM what they want to do, and the GM tells them what happens as a result, using the rules as a guideline. Once combat begins, however, everything must slow down so the GM can determine the exact sequence of events. Suppose, for example, that Batman wants to throw a Batarang at the Riddler, while the GM decides that the Riddler wants to shoot a gun at Batman. Who gets to go first? Instead of arbitrarily making a decision, the GM invokes the combat rules.

Combat is played out in a series of turns called *phases*. Each phase of combat lasts 0 APs of time, or about 4 seconds. The rules in this chapter will explain exactly what each Character can do once it is his/her turn in combat. During combat, the GM will also keep track of the positions of everyone involved in the battle, constantly updating the positions as the Characters move and stumble.

The GM has the option of invoking the combat rules whenever s/he feels it is appropriate. There are times when the GM might want to invoke them even when there is not really any combat happening, in order to establish everyone's exact position and play out a sequence of events in which timing might be critical. Suppose, for example, that a little girl falls off the roof of an apartment building. Can Firestorm save her? In this case, the GM should probably invoke the combat rules in order to establish the exact positions of Firestorm and the girl, and to figure out whether or not Firestorm will be able to act before the girl hits the ground.

Before we outline the general combat rules, it is important to emphasize a few points.

I. Time

Combat is always played out in sequential "phases." One phase of combat lasts approximately 4 seconds, or 0 APs of time. During each phase of combat, each Character will get a turn to do something. The following rules will explain how to decide who gets the first turn, and who gets the second turn, etc.

II. Actions

When it is a Character's turn in combat, s/he can perform up to three Actions; but only one of these Actions can be a Dice Action. A Character could, for example, move (Automatic Action), pick up an object (Automatic Action), and then throw the object at something (Dice Action); or move (Automatic Action), punch the villain (Dice Action), and summon the police via radio (Automatic Action). The three Actions may be performed in any order, the Dice Action does not have to come first or last, and a Character does not have to perform all three Actions if the Player so desires.

The one-line quips that so often punctuate comic book combat are free and do not take up any of a Character's three allowed actions, but stopping to plan strategy or to carry on a lengthy conversation with a friend does count as an Automatic Action. In fact, during any phase in which a Character discusses strategy or carries on a lengthy conversation, s/he cannot perform a Dice Action. If it is much longer than "Let's get him!" it should be ruled a lengthy conversation.

There is only one other rule concerning Actions during combat: a Character may never perform more than one movement Action in a single phase. Cyborg, for example, cannot run his full speed of 4 APs, and then Jump 7 APs all in one phase. Similarly, Superman could not run along the ground using his Superspeed and then fly away using flight in the same phase.

III. Keeping Track of Position

It is always up to the GM to keep track of the position of the various combatants during a battle. The easiest way to do this is to draw out a quick map of the terrain and pencil in the first initial of each Character involved in the appropriate locations at the instant the battle begins (the GM decides where everyone begins, based on the situation). Once the battle gets started, the GM can erase each Character's initial and reposition it as necessary. When drawing up a map of this sort, make sure to include a scale so that each Player can see how far everyone may move, etc.

Another option for keeping track of positions is to set up small dioramas and use miniature figures for each of the combatants. Grenadier Models has figure sets available for the Justice League, the Legion of Superheroes, the Outsiders, the New Teen Titans and the Watchmen for anyone who is interested. Setting up dioramas and using miniatures costs money and takes up time, but it adds a breathtaking new dimension to play.

A key rule to remember when plotting Characters' positions is to keep things moving. Do not spend a lot of time drawing out elaborate maps and diagrams once play begins. Rough sketches drawn in a minute or less will suffice. In fact, once everyone in the group has a lot of experience with the game, it is often unnecessary to keep written track of the combatants positions at all.

IV. Combat Sequence

Each combat phase consists of five separate steps. Each of these steps is outlined below:

1. **Activate Automatic Powers**
2. **Roll for Initiative**
3. **Declare Actions**
4. **Perform Actions**
5. **Make Recovery Checks**



Activate Automatic Powers

Every Character has an opportunity to immediately activate any of his/her protective Automatic Powers at the beginning of each phase of combat (i.e. turn the Power on). Any Power activated in this fashion goes into effect before anyone can perform an Action during that phase, other than activating their own Automatic Powers. Thus, even if Green Lantern manages to win the first turn in a combat phase, Sinestro could always put up a Force Field before the Emerald Warrior can strike.

Activating an Automatic Power always counts as an Automatic Action in combat. If a Character activates one of his/her Automatic Powers before Initiative is rolled (as explained in the next step), it still costs one of the three allotted Actions once it is his/her turn to act.

Deactivating a Power never counts as an Action; but a Character may not activate and deactivate the same Power in one phase. Brainiac 5 could not turn off his Force Shield, punch Starfinger, and then turn his Force Shield back on, for instance.

The only Powers that may be activated are protective Powers like Force Field, Icing, Invisibility, Two-Dimensional, Dispersal, Force Shield, Mental Shield, Joined, and Magic Shield. The effects of each of these Powers are explained in detail in the *Character Handbook*. All other Automatic Powers, like Flight or Telescopic Vision, may not be used until it is that Character's turn in the phase. Each use of an Automatic Power counts as an Automatic Action every time one is used, and Dice Powers count as Dice Actions whenever they are used. Once a protection Power has been activated, it does not count as another Action to use it. For instance, it does not cost Booster Gold a separate Action every time someone tries to punch him and he uses his Force Field to defend himself, as long as he has already spent one Action to activate it. The same is true even if the Force Field was activated during a previous phase. A protection Power will always stay activated until the user voluntarily deactivates it or is rendered unconscious.

The Insta-Change Advantage may also be activated during the protection Power step, also at a cost of one Action.

Note: Some Powers like Skin Armor, Iron Will, or Awareness are always considered on and never need to be activated to take effect. See the Power descriptions in the *Character Handbook* for details.

STEP 2 Roll For Initiative

This is the step where the order in which everyone will act during the current phase is decided.

Each hero has a listed *Initiative* rating in his/her Attribute box. A Character's Initiative rating is equal to the sum of his/her Action Attributes (DEX, INT, and INFL), though there are Powers, Skills, and Advantages that can temporarily or permanently affect a Character's Initiative rating. These are described later.

At the beginning of every phase of combat, each of the participants rolls a D10, adds the result to his/her Initiative rating, and records the final total on a piece of scrap paper. The GM rolls for the villains and minor Characters, while the Players roll for their heroes. The Character with the highest recorded total wins the first turn, and gets to act first during the phase, while the Character with the second highest total gets to act second, etc.

If two Characters' Initiative totals are tied, a hero always takes precedence over a villain or minor Character. If two heroes (or villains or minor Characters) are tied, the Character with the higher INT is considered to have won the Initiative struggle. If the Characters are still tied, have them re-roll their Initiative totals until the tie is broken.

Hero Points

Before rolling Initiative for a phase of combat, each Player may choose to spend Hero Points to increase his/her Character's Initiative total. S/he may spend as many Hero Points as desired on a single Initiative roll (there is no limit), and each Hero Point spent will increase the Initiative total by one for that phase only.

Hero Points to be spent on Initiative must be declared aloud before any dice are rolled, allowing the GM and the other Players present a chance to spend their own Hero Points to counter such a move. All of the participating Players then continue to bid, as described in **Chapter One**, until everyone is happy with the number of Hero Points they are spending. Once a Player has declared that s/he is spending Hero Points on the Initiative roll, s/he must spend these Hero Points regardless of how many Hero Points the other Players decide to spend, or how the final totals would have come out without any expenditures.

The GM may opt to have any of the Characters s/he is controlling spend Hero Points to increase their Initiative scores, as well. These should be declared out loud at the same time the Players are bidding, and before any Initiative rolls are made.

No one may ever "Push" one of their Acting Attributes in order to temporarily increase their Initiative rating.

Powers, Skills, and Advantages

Several of the Powers, Skills, and Advantages described in the *Character Handbook* can modify a Character's Initiative rating. For the sake of convenience, all of them are recapped here:

Martial Artist: Characters with the Martial Artist Skill always automatically add two to their Initiative ratings, even when they are not performing a Martial Arts attack. Characters with the Martial Artist Skill have an Initiative listed which already takes the Martial Artist bonus into account. Robin's Base Initiative would be 18 (the sum of his DEX, INT, INFL), but is listed as 20 because he always adds 2 to his Initiative due to his Martial Artist Skill.



Superspeed: Characters with this Power add their APs of the Power to the total of their Acting Attributes when calculating their Initiative ratings. For example, the Flash has a 6 DEX, a 4 INT, a 3 INFL, and 10 APs of Superspeed; therefore, his Initiative rating is 25. A Superspeed Character receives this increased Initiative rating, even when s/he is not using Superspeed during the phase (unless his/her Superspeed Power has Burned Out, see **Recovery**).

Water Freedom: Characters with this Power may substitute their APs of Power for their DEX while calculating their Initiative rating in situations where they are submerged in water. A Character's submerged Initiative rating is always listed in brackets after his/her true Initiative rating. For example, Aquaman's Initiative would be listed as 22 [27].

Lightning Reflexes: Characters with this Advantage also add 2 to their Inititive ratings in all situations. This bonus has already been figured into the Initiative ratings found in all of the Attribute boxes of the Characters who have this advantage.

Example:

The New Titans are engaged in combat against the Penguin, the Riddler, and a pair of thugs. Present in the battle are Nightwing (Base Initiative of 28), Changeling (Initiative of 17), Cyborg (Initiative of 19), Jericho (Initiative of 21), the Penguin (Initiative of 20), the Riddler (Initiative of 25), Rocco (Initiative of 9), and Lefty (Initiative of 9).

First, the GM announces that the Penguin and the Riddler are each spending ten Hero Points to increase their Initiative totals for this phase. The Titans' Players now have an opportunity to spend Hero Points of their own, and Nightwing and Cyborg's Players each decide to spend ten Hero Points to match the two villains. Since the GM feels that the Riddler and the Penguin really want to go first, however, s/he declares that the villains are upping their commitment to 20 Hero Points apiece. All of the heroes now have an opportunity to raise their own Hero Point expenditures (and then the villains would receive another chance to spend more Hero Points, and so on until everyone is satisfied), but the Players all decline to spend more Hero Points at this time.



Next, everyone rolls a D10 and adds the result to his/her Initiative Rating, plus any Hero Points s/he spent to increase Initiative for this phase. Nightwing's Player rolls a 6, so his Initiative total is 44 for this phase (28 + 10 Hero Points + 6 = 44); Changeling's Player rolls a 0 (10) for an Initiative total of 27 (17 + 10 = 27); Cyborg's Player rolls a 4 for a total of 33 (19 + 10 Hero Points + 4 = 33); and the Jericho Player rolls a 9 for a total Initiative of 30 (21 + 9 = 30). The GM rolls a 4 for the Riddler, giving him a total Initiative of 49 (25 + 20 Hero Points + 4 = 49); a 1 for the Penguin, resulting in an Initiative total of 41 (20 + 20 Hero Points + 1 = 41); a 7 for Rocco, leaving him with an Initiative total of 16 (9 + 7 = 16); and an 8 for Lefty for a total Initiative of 17 (9 + 8 = 17).

During this phase, therefore, the combatants will act in the following order: the Riddler (49), Nightwing (44), the Penguin (41), Cyborg (33), Jericho (30), Changeling (27), Lefty (17), and Rocco (16).

Note: After this phase of combat is complete, the process starts all over again, and everyone must roll new Initiative totals, and spend more Hero Points if desired. Spending Hero Points only increases Initiative for one phase; if the GM wishes to keep the Riddler's Initiative of 45 (25 + 20 Hero Points), s/he must spend 20 more Hero Points on the next phase.

STEP 3 Declare Actions

The next step is for all of the combatants to declare what their Characters are going to do during the current phase.

Beginning with the Character that has the lowest total Initiative score after rolling, the GM and each of the Players involved announces out loud their Actions for the phase in the order of Initiative scores, lowest to highest. The GM announces the Actions of any villains or minor Characters that s/he is controlling.

Notice that it is the individual with the lowest total Initiative score that must declare his/her Actions first. This is in order to give those Characters with a higher Initiative (who will be performing first in the phase) a chance to find out what everyone else is going to do before they must decide what to do themselves.

When a Player declares his/her Actions, s/he must indicate what his/her Character's three Actions will be, and the order in which they will be performed. Conditions may be placed upon Actions. For example, Starman could declare that he is going to fly into a building (Automatic Action), look around (Automatic Action), and use his Flame Project if he spots someone that looks hostile (Dice Action with a condition); or he could declare that he is going to fly high into the air (Automatic Action), and if anyone shoots at him, he will blast them back (Dice Action with a condition). Conditions do not have to be placed on any Dice Action if the Player does not wish it. For instance, Animal Man could declare that he is going to bash the thug who just shot the puppy, no matter what else happens during that phase (an unconditional Dice Action).

A Note on Fair Play: Good GMs and Players will always separate what they know from what the Characters they are playing know. If the Players' heroes are trying to sneak up on a villain from out of a manhole cover, for example, a good GM would never have the villain declare that s/he is going to rip off the sewer cap and blast away before the heroes attack, because there is no way that the villain could possible know what the heroes are planning, even though the GM does.

STEP 4 Resolve Actions

Each of the combatants resolves his/her declared Actions in order of Initiative scores, from highest to lowest. Note that this is the opposite of the order that Actions were declared in **Step Three**.

Resolving Automatic Actions should be easy enough, just use the appropriate rules. Rules governing all of the Powers and Skills can be found in the *Character Handbook*. Some of the common Automatic Actions that Characters will perform in combat, such as movement, lifting and throwing objects, were described in the previous chapter. A Character who is trying to Push an Automatic Action would resolve the Push attempt at this time.

Resolving Dice Actions is a little trickier since it involves consulting the Action and Result Tables. Remember that any Hero Points that are going to be spent on Acting, Effect, Opposing, or Resistance Values must be announced before the dice are rolled (see **Chapter One**). Always apply the results of a Dice Action (such as damage to persons or property) immediately after the Action has been resolved. If a Character is knocked unconscious before it is his/her turn during the phase, s/he loses the chance to act.

STEP 5 **Make Recovery Rolls**

After everyone has resolved their Actions, each of the combatants has the option of making a "Desperation Recovery Check." The order in which the Characters make their Recovery rolls is unimportant.

Desperation Recovery Checks allow a Character to "heal" damage. They are fully explained later on in this chapter.

V. The Nuts and Bolts of Combat

Bashing someone, whether the Character is using a fist, a foot, or a fancy Power, is always a Dice Action. This means that every attempt to damage someone in combat has an AV, EV, OV, and RV.

The AV/EV of a combat Action depends upon the sort of attack being made. If a hero is simply attacking his/her opponent in hand-to-hand combat (punching, kicking, etc.) the AV/EV of the attack is equal to the hero's DEX/STR (DEX is the Physical Acting Attribute, and STR is the Physical Effect Attribute). Characters with the Martial Artist Skill can often use APs of the Skill to enhance their Acting and/or Effect Values in hand-to-hand combat. Since this Skill is so common, all Players should be familiar with the Martial Artist entry in the *Character Handbook*.

If a Character is attacking his/her opponent with a Power, its description in the *Character Handbook* will describe what to use as the AV and EV of the attack. Usually the APs of the Power serve as the AV and the EV of such an effort.

Figuring out the OV/RV of a combat blow is a little more difficult, since the OV/RV always depends upon the type of attack being made. Basically, there are three types of combat attacks in the **DC HEROES RPG**: Physical Attacks, Mental Attacks, and Mystical Attacks, which correspond to the three types of Attributes.

Physical Attacks attempt to damage the target's physical self. Physical Attacks include all hand-to-hand blows, gun shots, bomb blasts, and Powers such as Energy Blast, Lightning, or Sonic Beam. Physical Attacks are far more common than Mental or Mystical Attacks because anybody can make a Physical Attack, just by throwing a punch or a kick. A Character's OV/RV against Physical Attacks is usually equal to his/her Physical Opposing and Resistance Attributes (DEX/BODY).

Mental Attacks attempt to do damage to the target's mental well-being. A Character may only make a Mental Attack if s/he has an appropriate Power, such as Mind Blast or Mind Control. A Character's OV/RV against Mental Attacks tends to be equal to his/her Mental Opposing and Resistance Attributes (INT/MIND). Characters like Brainwave from Infinity, Inc. make Mental Attacks.

Mystical (or magical) *Attacks* attempt to damage the target's life force. Again, a Character may only make a Mystical Attack if s/he has an appropriate Power, like Magic Blast or Spirit Drain. A Character's OV/RV against Mystical Attacks is normally equal to his/her Mystical Opposing and Resistance Attributes (INFL/SPIRIT). Characters like Doctor Fate make Mystical Attacks all the time.

When using a Power to attack, the *Character Handbook* will describe whether the attack is Physical, Mental, or Mystical. Note that a Power that is classified as a Mental or Mystical Power does not necessarily cause a Mental or Mystical Attack. Many Mental Powers, for example, cause Physical Attacks. A Power only causes a Mental or Mystical Attack if its description specifically says so.

If a Character is attacking without using a Power to attack, s/he is automatically making a Physical Attack.

Certain Powers and Skills might alter a Character's OV or RV against any of the previously-described attack forms. These include, but are not limited to Skin Armor, Force Field, Mental Shield, Iron Will, Force Shield, Acrobatics, Magic Shield, and Martial Artist.

Combat blows are resolved as normal Dice Actions. In most instances, the RAPs earned by an attack equal the amount of damage sustained by the target. When using certain Powers or attack manuevers, however, the RAPs might have a different use. If so, the Power description found in the *Character Handbook* will describe these effects in detail.

VI. Damage

The maximum amount of damage that any Character can sustain before falling unconscious is equal to his/her Resistance Attribute (Note: Resistance Attribute, NOT Resistance Value) against a given type of attack. Batman, for instance, could take 6 RAPs of damage from Physical Attacks (his BODY is 6), 12 RAPs of damage from Mental Attacks (he has a 12 MIND), or 10 RAPs of damage from Mystical Attacks (he has a 10 SPIRIT) before he would fall unconscious.

All damage is cumulative. This means that if Batman receives 2 RAPs of Mystical damage this phase, and then 2 more RAPs the next, he will have taken a total of 4 RAPs of Mystical damage. In other words, once a Character takes damage s/he keeps it until it can be Recovered (described later in this chapter).

Players should keep a running total of the amount of each type of damage their Characters have sustained on a sheet of scrap paper. The GM keeps track of the damage sustained by the villains and minor Characters. Mark down the Character's Resistance Attribute against each attack form, and tick off damage as it occurs. If Fred were playing Batman, for instance, he would record a 6 for Batman's beginning Physical state (Batman has a 6 BODY). If Batman then takes 2 RAPs of Physical damage, Fred would scratch out the 6 and record a 4, to show that the Caped Crusader can take 4 more RAPs before Batman lies unconscious. The latest numbers that have been recorded in each category (Physical, Mental, and Mystical) are called the *Current Conditions*. Every Character should have a Current BODY Condition, a Current MIND Condition, and a Current SPIRIT Condition. If Fred was playing a Character with a MIND of 7 and a BODY of 4, for instance, and the Character took five RAPs of Mental damage and one RAP of Physical damage, Fred would record a new Current MIND Condition of 2 (7 - 5 = 2) and a Current BODY Condition of 3 (4 - 1 = 3).

The instant that any one of the three Current Conditions reaches zero, the Character instantly drops unconscious. Once unconscious, a Character may take no Actions, obviously. Characters remain unconscious until their Current Conditions are all restored to levels above zero. Regaining Current Conditions is described under **Recovery**. Unconscious Characters automatically have an OV of 0 against any further attacks of any type that are made against them.

The damage that is sustained is *never* subtracted from any of a Character's Attributes in any way. If Batman took 2 RAPs of Physical damage, he would still have a BODY of 6, and would still use 6 as his RV against Physical Attacks.

Bashing Combat and Killing Combat

All combat in the **DC HEROES RPG** is classified as either *Bashing Combat* or *Killing Combat*. Characters that are engaging in Bashing Combat are not trying to kill one another, just drive each other out of the fight. Characters engaged in Killing Combat are deliberately trying to end their opponent's life.

There are no separate Killing or Bashing Attacks. *Every* Attack can be either a Killing or a Bashing Attack at the whim of the attacker. This includes guns, knives, rockets, fists, Energy Blasts, Mental Blasts, and every other form of attack. Unless the attacker specifically states that s/he is entering Killing Combat before an attack is resolved, the attack is automatically assumed to be Bashing Combat.

Bashing Combat can never reduce any of a Character's Current Conditions below zero. If the Joker's Current BODY Condition has been reduced to 2, for example, and Batman



punched him for 3 RAPs of damage, the Joker's Current BODY Condition would only drop to zero and the Clown Prince of Crime would fall unconscious.

Killing Combat, on the other hand, can reduce a Character's Current Conditions to negative values. Once a Current Condition reaches a negative value that is greater than his/her original Resistance Attribute for that category, s/he is dead forever. When Robin's Current BODY Condition was reduced down to -5, for example, it was the end of the Boy Wonder.

Any time any of a Character's Current Conditions have been reduced below zero, s/he is badly wounded and slowly dying. The Current Condition in question will lose an additional 1 AP for every 8 APs of time (15 minutes) that elapses in game time until the Condition has been raised back up to 0 or better by Desperation Recovery, or through use of the Medicine Skill.

Ninety-nine percent of all combat in the **DC HEROES RPG** is Bashing Combat. Most heroes simply do not kill, and very few villains are willing to escalate a battle into a killing situation. **Chapter Seven** will explain how Hero Points are given to each participating hero at the end of any adventure as a reward. Heroes that willingly engage in Killing Combat during the adventure automatically forfeit this reward and receive no Hero Points at all, which can be a pretty steep penalty. A hero that responds with Killing Combat only after being attacked in Killing Combat, however, loses one-half of the Hero Points s/he would have earned for participating in the adventure (round fractions down).

There is one other important rule concerning Killing Combat. Many forms of damage caused by the environment are automatically considered Killing Combat. These include: Knockback Damage (being knocked into walls and such), damage from falling great heights, damage from natural fires (not a Character's fire-based Powers) and damage from remaining underwater for too long. The rules for each individual situation will always specify when an attack automatically does Killing damage.

Last Ditch Defense

Whenever a Character takes damage, whether Killing damage or Bashing damage, the Player may immediately spend Hero Points to reduce the amount of damage sustained. Each Hero Point spent takes away one RAP of damage; but a Player may never spend more Hero Points on Last Ditch Defense than the basic value of the Resistance Attribute against the type of damage just sustained. For example, Batman can spend up to 6 Hero Points for Last Ditch Defense against Physical damage, up to 12 Hero Points for Last Ditch Defense against Mental damage, and up to 10 Hero Points for Last Ditch Defense against Mystical damage.

The decision of whether or not to use Last Ditch Defense must be made at the instant the damage is taken, and only damage that was just sustained can be spent away. If Wonder Woman takes 5 RAPs of Physical damage, for example, she could immediately spend 5 Hero Points to negate the damage, but she cannot spend more than 5 Hero Points in order to spend away damage that she might have taken earlier. This also means that unless she chooses to spend the 5 Hero Points at the instant she takes the damage, she cannot go back and remove it later with Last Ditch Defense; it must be Recovered.

Here is a detailed example of damage and how it works. Green Arrow has a BODY of 5, so George begins a battle by recording a Current BODY Condition of 5. First, Green Arrow is hit for 3 RAPs of Physical damage, but George spends 3 Hero Points on last Ditch Defense, so the Emerald Archer takes no damage, and his Current BODY Condition does not change. Next phase, he is hit again for 8 RAPs of damage, and George decides to use Last Ditch Defense again; but Green Arrow is only able to spend 5 Hero Points on Physical damage, since his BODY is only 5, so Green Arrow keeps 3 RAPs of damage despite the Last Ditch Defense. His Current BODY Condition is now 2 (5 - 3 = 2). In the next phase, the Arrow is struck for 12 RAPs of damage; and since George cannot spend enough Hero Points on Last Ditch Defense to avoid being driven unconscious, he decides to forget about Last Ditch Defense altogether. Green Arrow's Current BODY Condition is now zero and he is unconscious. Since his attacker did not announce that s/he was entering Killing Combat, the last attack could not drive Green Arrow's Current Condition below zero. Since s/he is a ruthless fiend, the attacker deciedes to attack Green Arrow again, even though the archer is unconscious, and this times/he announces that he is entering Killing Combat, striking for 7 RAPs of damage. George uses Last Ditch Defense to remove 5 of these RAPs, leaving Green Arrow's Current BODY Condition at -2. He is now slowly dying and his Current BODY Condition will fall another 1 AP every 15 minutes (8 APs of time) until it reaches -6 (one more than his BODY Attribute), at which point the Arrow will be pushing up the daisies. Hopefully, someone will come to his aid in time.

Note that Green Arrow cannot avoid taking further damage from his wound by using Last Ditch Defense after combat is over. The "slow death" damage from Killing Combat wounds is automatic. Notice, too, that Green Arrow did not have to be conscious for George to use Last Ditch Defense against further attacks.

VII. Recovery

Healing damage from attacks is called *Recovery*. There are two types of Recovery: Resting Recovery and Desperation Recovery.



Resting Recovery

A Character automatically receives a *Resting Recovery Check* after a certain amount of time passes since the last time s/he was damaged. If the Character's Current Condition was reduced by a Bashing Combat attack, s/he receives a Resting Recovery Check one hour (10 APs of time) after the last time s/he took damage. If the Character's Current Condition was reduced by a Killing Combat attack (even if the Current Condition was not reduced below zero), s/he receives a Resting Recovery Check twenty-four hours (15 APs of time) after the last time s/he took damage.

Characters Recover each one of their Current Conditions separately. Suppose, for example, that the Atom's Current BODY Condition is 1, his Current MIND Condition is 0, and his Current SPIRIT Condition is -1. His Current BODY and MIND Conditions were attacked in Bashing Combat, while his Current SPIRIT Condition was reduced by Killing Combat (that must have been a rough battle). One hour after he last took Physical and Mental Bashing damage, he gets to make Resting Recovery Checks to boost up his Current BODY and MIND Conditions. Twenty-four hours after he last took Mystical Killing damage, he may make a Resting Recovery Check to improve his Current SPIRIT Condition.

Resting Recovery is always performed after the appropriate amount of time has passed since the last time damage was sustained. If Nightwing takes 3 RAPs of Physical damage, and then receives another RAP of damage to his BODY 55 minutes later, he must now wait another full hour before he may make a Resting Recovery Check to increase his Current BODY Condition.

If, after making a Recovery Check, a Character is not fully "healed," s/he must wait the appropriate amount of time (one hour or twenty four hours, depending upon the type of damage sustained) all over again before s/he may make another Resting Recovery Check.

Incidentally, a Character may only Recover if s/he has actually taken some sort of damage. A Character can never increase his/her Current Conditions above their starting value.

Desperation Recovery

In the comics, it seems that heroes are always able to regain consciousness in the nick of time when their lives are on the line. How many times has an unconscious Batman been thrown out of an airplane, only to wake up just in time to save himself with a device from his utility belt?

This is called Desperation Recovery. At the end of any phase of combat, each of the heroes has the option of making a *Desperation Recovery Check*. Villains never use Desperation Recovery, although heroes may spend Hero Points to allow villains to Recover, as described later.

In order to make a Desperation Recovery Check, the hero must pay a fee of 15 Hero Points. These Hero Points may be paid for by the Character who wants to Recover, or they may be paid by another Character as long as the Character who is paying is touching the Character who wants to Recover, the Character who is paying knows that the Character who wants to Recover is in trouble, and the Player whose Character is paying wants to spend the Hero Points. Getting a hero to pay for the Desperation Recovey Check in this manner is the only way a villain could ever use Desperation Recovery.

If a Character's Current Condition is less than zero, a Desperation Recovery Check only costs him/her, or whoever is paying, 1 Hero Point; but Desperation Recovery Rolls under these circumstances may only increase the Current Condition to 0, and the Character may not make any further Desperation Recovery Checks until s/he has made at least one Resting Recovery Check; that is, until after one hour has passed. Once a Character's Current Condition is raised above zero, s/he no longer continues to lose Current Condition APs due to a Killing attack.

If a Character is entitled to Desperation Recovery, the Player may make a Recovery Check as described in the following section. Any RAPs from this roll are immediately added to the Character's Current Condition. Each Desperation Recovery Check must be paid for separately: if Bob wants to Recover both his Character's Current BODY Condition and MIND Condition, for example, it would cost Bob 30 Hero Points.

Medical Treatment

Another way that damage can be Recovered is through the application of medical treatment. This is covered under the Medicine Skill entry in the *Character Handbook*. Using the Medicine Skill is often the only way to save the life of someone who is dying because one of his/her Current Conditions have been reduced to below 0. Using the Medicine Skill can restore BODY, MIND, and SPIRIT damage.

How To Roll Recovery Checks

Recovery is a Dice Action. To make a Recovery Check, a Player makes an Action Check using the appropriate Resistance Attribute (BODY for Physical damage, MIND for Mental damage, and SPIRIT for Mystical damage) as both the AV and EV. If the Current Condition is zero or above, the OV and RV of the Action Check is zero. If the Current Condition is below zero, the OV and RV of the Action Check is equal to the amount that the Current Condition is below zero. If the Question's Current BODY Condition was at -2, for example, the OV/RV of his Recovery Check would be 2/2.

As an example, let us say that Batman's Current BODY Condition is 0. One hour after he last took Physical damage, he gets to make a Resting Recovery Roll. The AV/EV of this roll is 6/6 (Batman's BODY); the OV/RV is 0/0. The Player rolls an 11, and Batman receives 7 RAPs, thus restoring his Current BODY Condition to 6. He cannot restore all 7 RAPs, since he can never heal any of his Current Conditions up beyond their starting points.

Damage To Powers and Attributes

If a Player attempts to Push a Power or Attribute and fails, the Power or Attribute "burns out" and is instantly reduced to 0 APs. Powers and Attributes that have been reduced in this way are Recovered just like Current Conditions. One hour after the Power or Attribute burns out, the Player may make a Resting Recovery Check, using the APs of the Power as the AV/EV against an OV/RV of 0/0. Any positive RAPs are restored to the AP level of the Power or Attribute being Recovered.

Similarly, certain rules and Powers call for "damage" to Powers and/or Attributes. If the Martian Manhunter's Flight Power takes 5 RAPs of damage, for example, it is temporarily reduced by 5 APs (to a minimum of zero). Powers and Attributes that have been damaged like this are Recovered as though they were Current Conditions. Note, however, that in the case of

Powers and Attributes, any damage that is sustained is actually subtracted from the APs of the Power or the appropriate Attribute until Recovered. In other words, if Starfire's Energy Blast Power of 12 APs takes 3 RAPs of damage, she will only have a 9 AP Energy Blast until she Recovers the damage.

Using Desperation Recovery on Powers or Attributes costs 25 Hero Points instead of the usual 15. Under no circumstances can APs of a Power or Attribute ever be reduced to less than zero.

VIII. Knockback

Powerful blows thrown by the participants in comic book combat tend to send their targets reeling backward—away from the attacker. This phenomenon is called *Knockback*.

Every attack that does Physical damage has the potential to knock its target backwards. The distance (in APs) that the target is Knocked Back by an attack is equal to the number of Column Shifts that the attacker rolled on the Action Table while resolving the attack. If Amanda Waller needed a 9 to strike Captain Boomerang, for example, and she rolled a 13, she would receive 2 Column Shifts, so "Boomerbutt" would be Knocked Back 1 AP of distance (about 20 feet). Mrs. Waller is not one to be trifled with.

The maximum distance that a target may be Knocked Back by an attack is equal to the Effect Value of the attack minus the target's weight in APs. Most human Characters weigh 2 APs. This means, for example, that the Flash could never Knock a thug Back more than 2 APs of distance in hand-to-hand combat (the Flash's STR of 4 - the thug's weight of 2=2 APs of distance), while Superman could never Knock a thug Back more than 23 APs of distance (Superman's STR of 25 - the thug's weight of 2=23 APs of distance). Anyone who rolls a number of Column Shifts that would give him/her greater than the maximum amount of Knockback for that target, gives the maximum amount instead. If the Flash rolled up 5 Column Shifts against the thug, he would still only Knock the creep Back 3 APs.

Knockback Damage

When a target is Knocked Back, it travels the appropriate distance in a straight line away from the attacker. If the target's path sends it reeling into an obstacle or another Character, both the target and the obstacle (or Character) immediately receive a Physical Attack with an AV/EV equal to the distance that the target was Knocked Back. Any Character or obstacle attacked in this fashion, including the original target, defends with an OV/RV equal to its BODY/BODY. Hero Points may be spent to increase the OV/RV if a Character is involved, but the AV/EV of the Knockback cannot be increased with Hero Points, nor may Hero Points be used to add to the OV/RV of an inanimate object. Characters take normal Physical damage from such attacks, while obstacles may break, as described in the last chapter. If the target does not strike an obstacle, s/he takes no additional damage from being Knocked Back, unless the Knockback pushes the Character off a cliff or into a volcano or something.

Knockback damage is automatically considered Killing Combat. How heroes can "pull their punch" to avoid accidentally killing their opponents with Knockback is described later in this chapter.

Example: Suppose Superman hits a villain with a BODY of 6, and Knocks the brute Back 7 APs (about 400 yards) into a brick wall with a BODY of 7. Both the villain and the wall instantly undergo Physical Attacks with an AV/EV of 7/7 (the distance the target was Knocked Back). The villain defends against the Knockback damage with an OV/RV of 6/6 (his BODY/BODY). Any RAPs from this Action Check are Physical Killing damage. The wall defends with an OV/RV of 7/7 (its BODY/BODY). If the attack receives one or more RAPs on the wall, the wall sustains that much damage, and the villain flies through the wall and continues along his path. If the attack on the wall receives 7 or more RAPs, the villain completely destroys the wall as he comes through. If the attack on the wall receives no positive RAPs, the target simply slams into the wall and comes to a stop.

IX. Combat Maneuvers

So far, all of the combat rules have assumed that the attacker was making a simple, straightforward attack. In the comics, however, heroes and villains tend to employ a number of unusual or extraordinary *combat maneuvers*.

Everytime a Character makes any kind of attack, s/he has the option of employing any one of the following combat maneuvers. Some maneuvers are limited to certain types of attacks, as explained in their descriptions. The Player must declare which combat maneuvers his/her Character is using, if any, at the time s/he declares actions for the phase.

A. Critical Blow

A *Critical Blow* is an attempt to direct an attack at a weak point in the target's defenses. Critical Blows are harder to connect with; but when they do connect, they do a lot more damage.

In hand-to-hand combat, a Critical Blow can also be used to represent kicks, elbows, haymakers, or any other attack that has a relatively small chance for success but a high damage potential.

Whenever a Player declares that his/her Character is attempting a Critical Blow, his/her adversary receives +2 Column Shifts to the Opposing Value. For example, a Character with a 7 DEX defends against Critical Blows in the **11 to 12** Column. If the attack succeeds, however, the defender receives -3 Column Shifts to his/her Resistance Value. For instance, a Character with a BODY of 8 defends against Critical Blows in the **1 to 2** Column. These Column Shifts to the defender's RV are in addition to any received on the Action Table, but are not counted when figuring the Knockback caused by the attack.

Critical Blows can be used in conjunction with any sort of attack.

B. Devastating Attack

A *Devastating Attack* is an all-out attempt to overwhelm the target's defenses. Essentially, the Devastating Attack is a more powerful version of the Critical Blow.

Devastating Attacks increase the target's OV by +4 Column Shifts; but decrease his/her RV by -6 Column Shifts, in addition to any earned on the Action Table. The Column Shifts to the opponent's RV do not affect the amount of Knockback caused by the attack.

Devastating Attacks can be used in conjunction with any sort of attack.

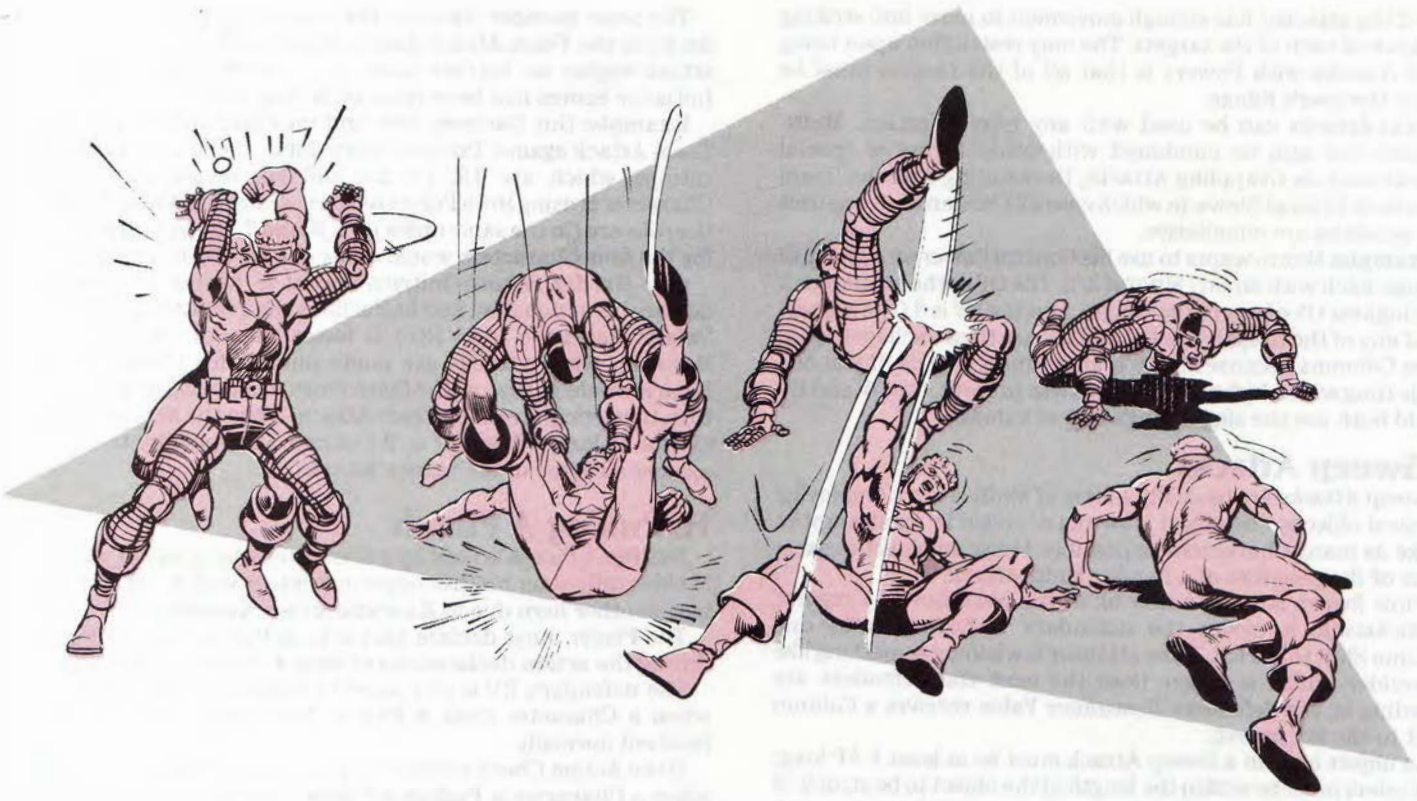
Note: Critical Blows and Devastating Attacks are essentially the same thing as "Going For Broke," which was described in **Chapter One**. The normal Going For Broke rules cannot be employed in combat; an attacker must choose to make a Critical Blow or Devastating Attack instead. This means that the more powerful +6/-9 and +8/-12 versions of Going For Broke may never be used in combat.

C. Flailing Attacks

A *Flailing Attack* is the opposite of a Critical Blow. It is a slow, deliberate attack that places a higher premium on striking the target than upon inflicting damage.

The defender's OV against a Flailing Attack is decreased by two Column Shifts, while his/her RV is increased by three Column Shifts. In hand to hand combat, a Flailing Attack might represent a feint or a flurry of quick, less powerful blows.

The Flailing Attack may be used with any sort of attack, and can be employed in conjunction with Grappling Attacks, Multi-Attacks, and Team Attacks.



D. Grappling Attack

A *Grappling Attack* is an attempt to grab another Character and restrict his/her movements. Slow, strong Characters often prefer Grappling Attacks because they can be used to keep a quicker but weaker opponent in one place, where s/he can be pounded into jelly. Grappling Attacks can only be made in close hand-to-hand combat. It is impossible grab someone with a gun or an Energy Blast, but if the attacker has an appropriate Power, like Stretching for instance, s/he may make long distance Grappling Attacks.

An attempt to Grapple another Character is resolved as a normal Physical Attack (DEX/STR as AV/EV, DEX/BODY as OV/RV). If this attack earns one or more RAPs, the target and the attacker become Grappled, and the defender takes damage as usual. The effects of a successful Grapple are as follows:

1. Until the Grapple is broken, both the attacker and defender can Physically attack only each other. Mental and Mystical Attacks may still be made upon any target in range, including the Character with whom the attacker is Grappled.

If a target that becomes Grappled has not yet acted during a phase and has earlier declared that s/he would be performing an action which is now illegal, s/he does not get to act in the phase at all.

2. Neither the attacker nor the defender can use any Power that does Physical damage to attack his/her opponent, unless the Power has a range of Touch.

3. Grappled Characters use their STR as their AV and OV, as well as for their EV, while engaging in hand-to-hand combat.

4. Unless a Grappled Character has APs of movement that are greater than the STR of the Character with whom s/he is Grappled, s/he cannot move. If the APs of movement are greater, s/he can move a distance equal to his/her movement APs minus the STR of his/her opponent. A Character with 8 APs of Flight that is Grappled by an opponent with a STR of 7, for instance, could only fly 1 AP of distance per phase.

Anyone that moves while Grappled takes his/her opponent with him/her, and the two Characters remain Grappled.

5. A Character that attacks a target with whom s/he is Grappled never causes any Knockback, despite any Column Shifts received.

All of these effects are suffered by both the Grappled Character and the Character who made the Grappling Attack until the Grapple is broken.

Breaking a Grapple

Attempting to break a Grapple is a Dice Action; and the intention to do so must be declared by either of the Grappled combatants during **Step 3** of the combat phase. An attempt to break a Grapple uses the breaker's STR/STR as the AV/EV and his/her opponent's STR/STR as the OV/RV. If the Action Check earns one or more RAPs, the Grapple is broken and both Characters may begin to move and fight normally. An attempt to break a Grapple never causes any damage to the opponent.

A Grapple is also broken at the end of any phase when all of the involved parties agree to stop Grappling, or if either of the Grapplers falls unconscious.

E. Multi-Attack

A *Multi-Attack* is an attempt to attack more than one target in the same phase. Multi-Attacks are obviously more difficult to perform than attacks upon a single target.

A Multi-Attack is resolved with one Dice Action. The OV of the attack is the highest OV of any of the defenders, while the RV of the attack is the highest RV of any of the defenders. In addition, the OV and RV are each increased by a number of Columns, as summarized on the following table:

# of Characters Attacked	Opposing Value Column Shifts	Resistance Value Column Shifts
2	+1	+1
3-4	+2	+2
5-8	+3	+3
9-15	+4	+4
16-30	+5	+5
31-60	+6	+6
61-125	+7	+7

Any RAPs earned by a Multi-Attack are suffered by all of the targets.

In hand-to-hand combat, a Character may only Multi-Attack a number of opponents equal to his/her APs of movement, and

only if the attacker has enough movement to move into striking distance of each of the targets. The only restriction upon using Multi-Attacks with Powers is that all of the targets must be within the user's Range.

Multi-Attacks can be used with any type of attack. Multi-Attacks can also be combined with other forms of special attacks such as Grappling Attacks, Devastating Attacks, Team Attacks or Critical Blows, in which case all Column Shift bonuses and penalties are cumulative.

Example: Mento wants to use his Control Power on a group of 8 thugs, each with an INT/MIND of 2/3. The OV of the attempt is 2 (the highest OV of any of the thugs), and the RV is 3 (the highest RV of any of the thugs). The OV and RV are then each increased three Columns because Mento is attacking 8 targets. If just one single thug with a higher INT or MIND was present, the OV and RV would both use the single thug's higher values.

F. Sweep Attacks

Sweep Attacks are basically a form of Multi-Attack employing physical objects. The object is swung or rolled in an attempt to strike as many Characters as possible. Using an object negates some of the penalties of a regular Multi-Attack.

While Sweep Attacks suffer all of the penalties of a regular Multi-Attack, it moves the defenders' Opposing Value one Column Shift to the left. If the attacker is wielding something like a boulder which is larger than the area the defenders are standing in, the defenders' Resistance Value receives a Column Shift to the left as well.

An object used in a Sweep Attack must be at least 1 AP long. Defenders must be within the length of the object to be struck. If the RAPs of damage are greater than the BODY of the object used in the attack, the object is destroyed.

Character's can throw or roll objects in a straight line through the defender's area. Each area must be smaller than the length APs of the object for a Sweep Attack to be made.

Example: Cyborg attempts a Sweep Attack against a group of 5 thugs in Metropolis Stadium. The thugs are running across the football field, so Cyborg rips up a 1 AP long goal post and throws it at them, lengthwise. Unfortunately, only 4 of the thugs are in a straight line so only 4 thugs can be attacked.

The goal post weighs 4 APs. With his Strength of 8, Cyborg can only throw it 4 APs of distance. The GM determines that only three of the four thugs are within this range, so only three can be attacked.

Cyborg's Player rolls the attack as a normal Multi-Attack. Because it is a Multi-Attack against three opponents, Cyborg suffers a +2 Column Shift to the OV, but because of the Sweep Attack, he may reduce this to only a +1 Column Shift.

G. Team Attack

A *Team Attack* is an attempt to gang up on a single defender in order to overwhelm his/her defenses. Team Attacks are especially useful for a team of weaker heroes that is going up against a tougher opponent.

Since the defender has more than one adversary ganging up on him/her, his/her Opposing Value receives Column Shifts to the left on the Action Table, as follows:

Number Of Team Members	Opposing Value Column Shifts
2	-1
3-4	-2
4-8	-3
9+	-4

Each team member in a Team Attack rolls his/her own Action Check, and applies the Column Shifts separately.

If desired, each Player may spend his/her own Hero Points separately.

A single opponent may be Team Grappled (see previous paragraph on Grappling Attacks).

The team member who has the lowest total Initiative Score declares the Team Attack during **Step 3** of the phase, and the attack begins on his/her turn, as if all the team members' Initiative Scores had been reduced to this level.

Example: Guy Gardner, Fire, and the Flash are attempting a Team Attack against Doctor Polaris. First, check their Initiative ratings, which are 18, 19, 25, and 20, respectively. If no Character is using Hero Points to increase his/her Initiative, and the rolls are (in the same order) 8, 3, 9, and 7, the Initiative totals for the four Characters would come out 22. 26, 34, and 27.

Guy Garder, whose Initiative total is lowest (22) would declare his action first, and he declares the Team Attack. Doctor Polaris' Initiative total (27) is lower than the Flash's (34). However, when attacks are made during this phase, Doctor Polaris would go first, as the Flash must wait until Guy Gardner's turn to participate in the Team Attack. When the heroes attack, Doctor Polaris will suffer a -2 Column Shift penalty to his OV against all three of the heroes' attacks.

H. Pulling A Punch

Pulling A Punch is used by a Character who does not want to accidentally slam his/her opponent into a wall or off a cliff or into another hero due to Knockback (see **Knockback**, p. 20).

The Player must declare that s/he is Pulling his/her Punch during the action declarations of **Step 3** of the combat phase.

The defender's RV is increased +1 Column Shift to the right when a Character Pulls A Punch. The Action Check is then resolved normally.

If the Action Check receives any Column Shifts on the attack when a Character is Pulling A Punch, the attacker may decide how many APs the defender is Knocked Back, up to the maximum number of Knockback distance APs possible in that attack. The attacker may even opt not to have the defender be Knocked Back at all. The Column Shifts transferred from the Action Table to the Result Table for the purpose of determining RAPs are not changed.

"Pulling A Punch" may be used with any sort of attack; even those in which no actual "punch" is thrown, such as an Energy Blast or a machine gun.

I. Planned Knockback Attack

Instead of aiming a blow or attack at an opponent with the intent to do harm, a Character can focus the blow upon Knocking Back the target. This is called a *Planned Knockback Attack*.

Planned Knockback Attacks are resolved like normal Dice Actions, except that the RAPs earned equal the amount of distance that the target is Knocked Back instead of the amount of damage the target sustains. The target takes no damage from a Planned Knockback Attack unless s/he is Knocked Back into a wall or obstacle as described previously under **Knockback**. The total distance that an attack may Knock Back a target is still limited to the Effect Value of the attack minus the target's weight.

A Planned Knockback Attack may be made in conjunction with any sort of Physical Attack.

J. Charging Attack

A *Charging Attack* is an attempt to run, fly, or leap into an opponent in order to use the velocity of the move to cause additional damage.

In order to make a Charging Attack, the attacking Character must move at least 1 AP and end his/her movement with a hand-to-hand attack upon the opponent, thus expending both an Automatic Action, and a Dice Action. The AV of a Charging Attack is equal to the attacker's DEX; the EV is equal to the attacker's APs of movement or movement Power. The OV/RV is the defender's DEX/BODY, as usual.

The problem with Charging Attacks is that they can be just as dangerous to the attacker as they are to the defender, since the attacker is using his/her own body as a weapon. An attacker

making a Charging Attack has a chance of taking damage along with the defender. After resolving the Charging Attack upon the defender, look directly to the Result Table, using the EV of the Charge as an EV, and the attacker's BODY as an RV to find the amount of damage sustained by the attacker. The attacker may spend Hero Points to increase his/her RV against the Charging damage or to remove damage through Last Ditch Defense. The attacker's RV against a Charging Attack never suffers any Column Shifts due to Critical Blows, Devastating Attacks, or good dice rolling. The attacker only takes damage from a Charging Attack if the attack actually hit its target (i.e. the attacker rolled his/her Success Number on the Action Table), although the attack need not have actually damaged the target to damage the attacker.

Example: Suppose that while flying through New York, Starfire spots an escaping villain and decides to make a Charging Attack. During her turn in the phase, Starfire dives out of the air and flies straight into the fleeing villain. First, the Player would resolve the Charging Attack against the villain. Starfire's AV is her DEX and her EV is her APs of Flight. The villain's OV is his/her DEX and the RV is his/her BODY. Suppose that Starfire rolled high enough to receive two additional Column Shifts to the villain's RV, and the attack inflicted enough damage to knock the villain unconscious. The Player would now check to see if Starfire herself took damage, by looking directly to the Result Table. The EV is equal to the EV of the Charging Attack (Starfire's APs of Flight), and the RV is Starfire's BODY. Starfire's RV does not suffer the additional +2 Column Shifts for her good dice roll. The RAPs found on the Result Table equal the amount of damage Starfire takes from her own Charging Attack.

Charging Attacks can also be used to damage inanimate objects. Charging Attacks may never be made in conjunction with a Multi-Attack.

K. Take Away

A *Take Away* is an attempt to grab an object or item away from another Character in combat. Take Aways are most frequently used to deprive an opponent of his/her weapons or Gadgets.

A Take Away is a normal Dice Action using the attacker's DEX/STR as the AV/EV, and the defender's DEX/STR as the OV/RV, though the defender automatically receives a special +2 Column Shift bonus to his/her OV, and a +1 Column Shift bonus to his/her RV. If the Take Away attempt earns one or more RAPs, the attacker automatically gains possession of any one item formerly in the possession of the defender. The attacker must specify which item s/he is trying to Take Away before rolling the dice, if there is more than one possibility. Whether an item can or cannot be Taken Away depends on whether or not it is listed in upper and lower case letters, or in all capitals (see **Chapter Five: Gadgets**). Manga Khan could not Take Away Booster Gold's battlesuit in the middle of combat, for example, but he might be able to Take Away Blue Beetle's BB Gun.

In order to attempt a Take Away, a Character must obviously be in close hand-to-hand combat position, unless s/he has an appropriate Power, like Stretching. Take Aways never inflict any damage upon the defender.

L. Trick Shot

A *Trick Shot* is an attempt to hit a specific part of a target for a particular result. Batman using his Batarang to capture the Riddler is a Trick Shot, as are most of Green Arrow's stupendous arrow shots.

This type of attack gives the defender +2 Column Shifts to the right for his/her Opposing Value. RAPs are applied as damage to a defender only if the Trick Shot is an offensive action. Otherwise the action is considered successful if the RAPs are 1 AP or greater.

If Batman did not want to hurt the Riddler with his Trick Shot, for example, he could just entangle the villain in his Batarang line by earning one or more RAPs on his Trick Shot.

The +2 Column Shift rule may be modified by the GM to reflect the particular circumstances and difficulty of a shot, by using the *Universal Modifiers Chart* found on the *Gamemaster's Screen*.

X. Defensive Combat Maneuvers

Defensive Combat Maneuvers are employed like regular offensive maneuvers: a Player must declare which maneuver s/he is using during **Step 3** of the combat phase. Defensive Maneuvers, however, go into effect immediately after they are declared. Even if a Character has a lower total Initiative Score than his/her attacker, the Character employing a Defensive Maneuver still gets to use the maneuver to fend off the attack.

Defensive Maneuvers only affect Physical Attacks.

A. Block

A *Block* is an attempt by the defender to interpose some object between an incoming blow and his/her person. If the Block maneuver succeeds, the object takes the damage instead of the defender.



A Block is a Dice Action, and in order to make a Block, the Character must have some object in his/her hands or on his/her person that can be used to Block. The AV and EV of a Block attempt are both equal to the defender's DEX. The OV and RV are both equal to the Acting Value of the incoming attack. If the Block Action Check earns one or more RAPs, the Block succeeds, and the attack is then resolved normally, using the defender's DEX as the OV and the BODY of the object used to Block as the RV.

Any RAPs caused by the attack are inflicted upon the object's Current BODY Condition instead of the defender's. If an object is damaged during a Block attempt (it takes at least 1 RAP of damage), it can no longer be used to Block. However, GMs may wish to suspend this rule if the object being used to Block has been specifically designed for blocking, such as a broadsword or a shield. If an object is destroyed during a Block attempt (it takes RAPs of damage greater than or equal to its BODY), the object can no longer be used to Block and the attack carries through and damages the defender anyway. In this case, look to the Result Table, using the EV of the attack as the EV and the defender's BODY as the RV, applying all of the Column Shifts earned by the attack in order to determine the RAPs of damage sustained to the Character's Current BODY Condition.

If the original Block Action Check fails, the attack is resolved normally and the defender automatically suffers a -2 Column Shift penalty to his/her OV against it.

A defender may Block more than one attack per phase, but the OV/RV of each subsequent Block attempt is increased by +1 Column Shift. This is one of the few exceptions to the "one Dice Action per phase" rule. Only Physical Attacks may be Blocked.

The OV and RV of a Block attempt are also modified according to the size of the object used to Block, as summarized in the following table:

Approximate Size Of Objec	OV and RV Column Shifts
Human Hand	+1
Small Shield, large Dictionary	0
Garbage can lid	-1
Desk, small table	-2
Door	-3
Automobile	-4
Semi Truck	-5
House	-6

Example: A thug is shooting at Wonder Woman, and she decides to use her bracelets to Block the incoming bullets. The AV/EV of the Block attempt is equal to Diana's DEX/DEX (13/13), and the OV and RV are both equal to the thug's Acting Value (in this case, his Weaponry Skill: 4/4). Since the bracelets are roughly the size of a human hand, the Block attempt receives a +1 Column Shift penalty. The Success Number for the Block attempt is 4. Diana rolls an 8 and receives 11 RAPs: she has Blocked successfully. The thug's attack is now resolved normally, using the thug's Weaponry Skill as the AV, the gun's Effect Value as the EV, Diana's DEX as the OV, but the BODY of the bracelets (30) is used as the RV instead of Diana's BODY.

B. Dodge

A Player who declares a *Dodge* has his/her Character's OV against all Physical Attacks increased by +1 Column Shift for that phase. Characters with the Acrobatics/Dodging Subskill may add their APs of Skill to their OV instead of the one Column bonus.

Dodging is an Automatic Action, but a Character may never perform a Dice Action of any sort during a phase in which s/he Dodges.

XI. Initiative Maneuvers

Finally, there are two special *Initiative Maneuvers* available to the one Character that has the highest final Initiative Score during each phase of combat. The Initiative winner may choose to use one of these two maneuvers, or neither of them, but never both. Both of the maneuvers are Automatic Actions and can be used in conjunction with all of the previously-described combat maneuvers.

A. Pressing The Attack

If the Initiative winner chooses to *Press The Attack*, any targets that s/he attacks during the phase have their Opposing Values decreased by -1 Column Shift, but the Initiative winner also has his/her OV decreased by -1 Column Shift against any attacks that are directed at him/her.

Pressing The Attack can be used in conjunction with any sort of Attack (Physical, Mental, or Mystical), or any special attack maneuver.

B. Laying Back

Laying Back is the opposite of Pressing The Attack. The Initiative winner has his/her OV increased by +1 Column Shift against all attacks made against him/her during the phase, but any targets that s/he attacks have their OVs increased by +1 Column Shift as well.

Laying Back can also be used in conjunction with any sort of attack or defensive combat maneuver.

XII. Special Combat Situations

A. Weapons

Weapons are not usually used by heroic Characters. Only a few heroes who do not have offensive Powers, like Batman, Nightwing, and Hawkman, use weapons with any frequency. Even then, their weapons are used to stun, entangle, or for some Trick Shot effect, rather than to injure or kill an opponent.

Non-Player Characters, on the other hand, use weapons all the time. You will find a complete listing of normal weapons and their effects in **Chapter Five: Gadgetry**.

In general, weapons which are thrown by a Character have no STR or DEX APs. Batman's Batarang or Nightwing's Combat Disc are two examples. Instead, they use the STR and DEX APs of their thrower as the Acting and Effect Value.

Guns and missiles are different. They can have EV APs which must be substituted for the STR of the firer. Some guns even have AV APs which may be substituted for a Character's DEX.

B. Surprise

Surprise can occur when a Character is not aware of his/her attackers. Surprise happens before combat begins. Characters who are already engaged in combat may not be Surprised.

Before a Surprise is sprung, the GM must give his/her Players a special Perception Check (see p. 26) that allows them to detect the Surprise, be it a hidden bomb, an ambush in a warehouse, or a sudden attack on their headquarters. The GM does not need to tell his/ her Players why they are making the roll, or even what the Opposing Values are; the Players can try to figure out the Success Number for themselves.

For this special Perception Check, the INT/WILL of the defender is the AV/EV, and the INT/WILL of the attacker who set the ambush or trap is the OV/RV. Any positive RAPs means that the ambush, trap, or Surprise has been detected one phase before it occurs.

The Military Science Skill may be substituted for either the AV or OV. Also, the potentially Surprised Characters might have Powers that make the Surprise easier or more difficult to detect. In either case, the APs of these Powers may be used instead of INT/WILL as the AV/EV.

The effects of Surprise are as follows: 1) Surprised Characters may not make any Dice or Automatic Action during the first phase of combat (they have no Initiative), and 2) Surprised Characters have their Opposing Value moved -2 Column Shifts to the left on the Action Table.

C. Blindside

Blindsides are a type of Surprise that can happen during combat when a Character is struck from behind or from a vantage point which s/he cannot see. The defender must not be aware of the precise location of the attack or attacker for a Blindside to be called. It is up to the GM to rule whether or not an attack is a Blindside.

Sensory Powers such as Full Vision, or perhaps a lucky glance in the right direction at the right time could make a Character aware of an attacker's position, but if the attack comes from out of sight or beyond the range of the Sensory Power, then the Character is Blindsided.

When a Character is Blindsided, his/her Opposing Value is shifted -1 Column Shift to the left on the Action Table for all attacks from that attacker until s/he can locate the source of the attacks (see **Perception Checks**, page 26).

D. Darkness

When a Physical Attack occurs in natural darkness, the attacker must be able to see the defender in order to hit him. In the dark, normal sight can recognize shapes up to 100 yards away (5 APs distance). A full moon will double this range to 6 APs.

Even if seen, the defender receives +2 Opposing Value Column Shifts to the right in natural darkness.

This rule covers only naturally occurring darkness. The darkness that results from the use of the Darkness Power is discussed in the *Character Handbook*.

An attacker can compensate for the natural darkness penalties by using an appropriate Power, such as Ultra Vision, Thermal Vision, or Flash.

E. Underwater

When Characters are taking part in an underwater adventure, the following rules should be applied. However, the Water Freedom Power negates all underwater penalties except for thrown items.

- Add +1 Column Shift to the right on any Dice Action's Resistance Value involving movement. This also applies to Knockback.
- Subtract 2 from all movement rates except Swimming.
- Submerging to a great depth will harm Characters. Each AP of depth over 5 causes the descending Character to suffer a Physical Attack with the APs of depth as the AV/EV and the Character's STR/BODY as the OV/RV. This is automatically a Killing Combat attack. A new attack is made every time the Character descends an additional one AP of depth.
- Subtract 5 from the Initiative score of each Character that is underwater.
- A Character may hold his/her breath for 5 APs of time (two minutes). For each additional AP of time that s/he remains underwater, the Character must make an Action Check using his/her STR/STR as the AV/EV and his/her BODY/BODY as the OV/RV. Hero Points may be spent on both the AV and the EV. Any positive RAPs, up to a maximum of 5, are the APs of time that the Character may remain underwater before having to make another Action Check. If the Character does not receive any RAPs, s/he has 5 APs of time (2 minutes) to either resurface or find a source of oxygen. If the Character does not do this, s/he will lose consciousness and drown in 2 more APs of time if not rescued, for a total of eight minutes since the Action Check failed. Regardless of die rolls, a Character cannot stay underwater for more than twice the APs of his/her BODY.
- Water is not always clear. Normal vision underwater is 5 APs (300 feet). For every 2 APs of depth, 1 AP is subtracted from the normal range of vision due to darkness. At the GM's discretion, vision may also be impaired by mud or dirt suspended in the water.
- Items which are not continually propelled, such as thrown rocks or arrows, have a range that is 2 APs shorter than normal when fired through water. Thus, a Character with a STR of 11 who could normally hurl a stone weighing 4 APs 7 APs of distance (11 - 4 = 7) may only throw the same stone 5 APs of distance underwater (11 - 4 - 2 = 5).
- All attacks made using Powers or Skills underwater suffer a +2 Column Shift penalty to the OV. The GM may rule that some Powers are inoperative underwater, or s/he may use the *Universal Modifiers Chart* to determine any further penalties when performing Actions underwater.
- If a Character has Running or Superspeed of 12 APs or greater, s/he may run across the surface of water as if it were solid.

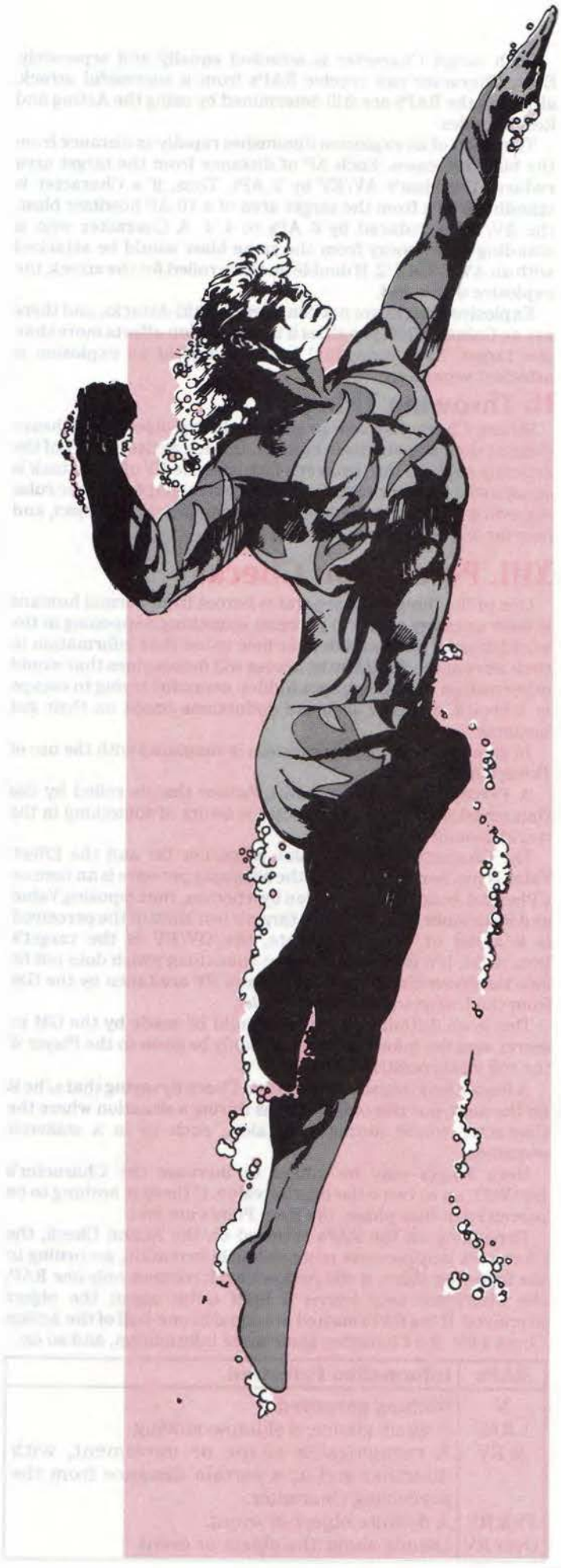
F. Falling

Whenever a Character falls a distance greater than 10 feet (0 APs), s/he runs the risk of injury. Make an Action Check using the APs of distance that the Character falls multiplied by 2 as the AV/EV. and the Character's BODY/BODY as the OV/RV.

If the distance that the Character is falling is greater than 7 APs, treat it as 7 APs: 14/14 is the highest possible AV/EV of a fall. Falling damage is automatically considered Killing Combat.

G. Explosives

Explosives are area effect attacks; they do full damage to everyone in the target area (a circular area with a diameter of 10 feet, or 0 APs) and less damage in the area around the blast. Explosions are always considered Killing Combat.



Each target Character is attacked equally and separately. Each Character can receive RAPs from a successful attack, although the RAPs are still determined by using the Acting and Result Tables.

The effect of an explosion diminishes rapidly as distance from the blast increases. Each AP of distance from the target area reduces the blast's AV/EV by 2 APs. Thus, if a Character is standing 3 APs from the target area of a 10 AP howitzer blast, the AV/EV is reduced by 6 APs to 4/4. A Character who is standing 4 APs away from the same blast would be attacked with an AV/EV of 2/2. If double ones are rolled for the attack, the explosive was a dud.

Explosive attacks are not considered Multi-Attacks, and there are no Column Shift penalties if the explosion affects more than one target. Each individual in the radius of an explosion is attacked separately.

H. Throwing Things

Strong Characters like to pick up heavy objects and heave them at their opponents in combat. In such a case, the AV of the attack is equal to the thrower's DEX, and the EV of the attack is equal to the thrower's STR. See the previous chapter for the rules regarding whether or not a Character can pick up an object, and how far s/he can throw that object.

XIII. Perception Checks

One of the things that separates heroes from normal humans is their uncanny ability to perceive something happening in the world around them and deduce how to use that information to their advantage. Frequently, heroes will detect clues that would otherwise go unnoticed, spot hidden assassins trying to escape in a crowd, or make accurate deductions based on their gut instincts.

In game terms, this phenomenon is simulated with the use of *Perception Checks*.

A Perception Check is a Dice Action that is rolled by the Gamemaster to see if a Character is aware of something in the world around him.

The Character's Acting Value is his/her INT and the Effect Value is his/her WILL. If what the hero may perceive is an item or a Physical Action that is hidden by a person, the Opposing Value and Resistance Values are the target's INT/MIND. If the perceived is a mood or emotional state, the OV/RV is the target's INFL/AURA. If it is an event, clue or something which does not fit into the above categories, the OV and RV are taken by the GM from the *Universal Modifiers Table*.

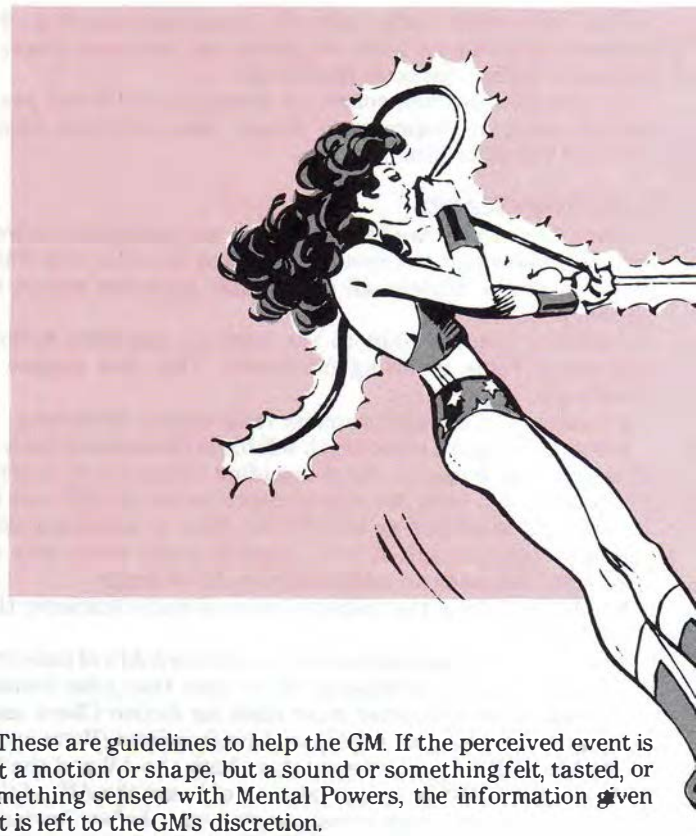
This is an Action Check that should be made by the GM in secret, and the information should only be given to the Player if the roll yields positive RAPs.

A Player may initiate a Perception Check by saying that s/he is on the alert, but this only happens during a situation where the Character would normally be alert, such as in a stakeout sequence.

Hero Points may be added to increase the Character's INT/WILL up to twice the regular value. If there is nothing to be perceived in that phase, the Hero Points are lost.

Depending on the RAPs received on the Action Check, the Character may perceive more or less information, according to the following chart. If the Action Check receives only one RAP, the Character only learns a brief tidbit about the object perceived. If the RAPs earned are equal to one-half of the Action Check's RV, the Character gains more information, and so on.

RAPs	Information Perceived
N	Nothing perceived.
1 RAP	A quick glance; a shadow moving.
½ RV	A recognizable shape or movement, with direction and at a certain distance from the perceiving Character.
Full RV	A definite object or event.
Over RV	Details about the object or event.



These are guidelines to help the GM. If the perceived event is not a motion or shape, but a sound or something felt, tasted, or something sensed with Mental Powers, the information given out is left to the GM's discretion.

XIV. Example of Combat

Angela is playing Wonder Woman, who hears a scream and uses her Directional Hearing Power to pinpoint the scream's source in a nearby forest. Rushing to investigate, she finds her nemesis the Cheetah standing over the mauled corpse of a forest ranger. At this point, the GM decides to invoke the combat rules.

PHASE ONE

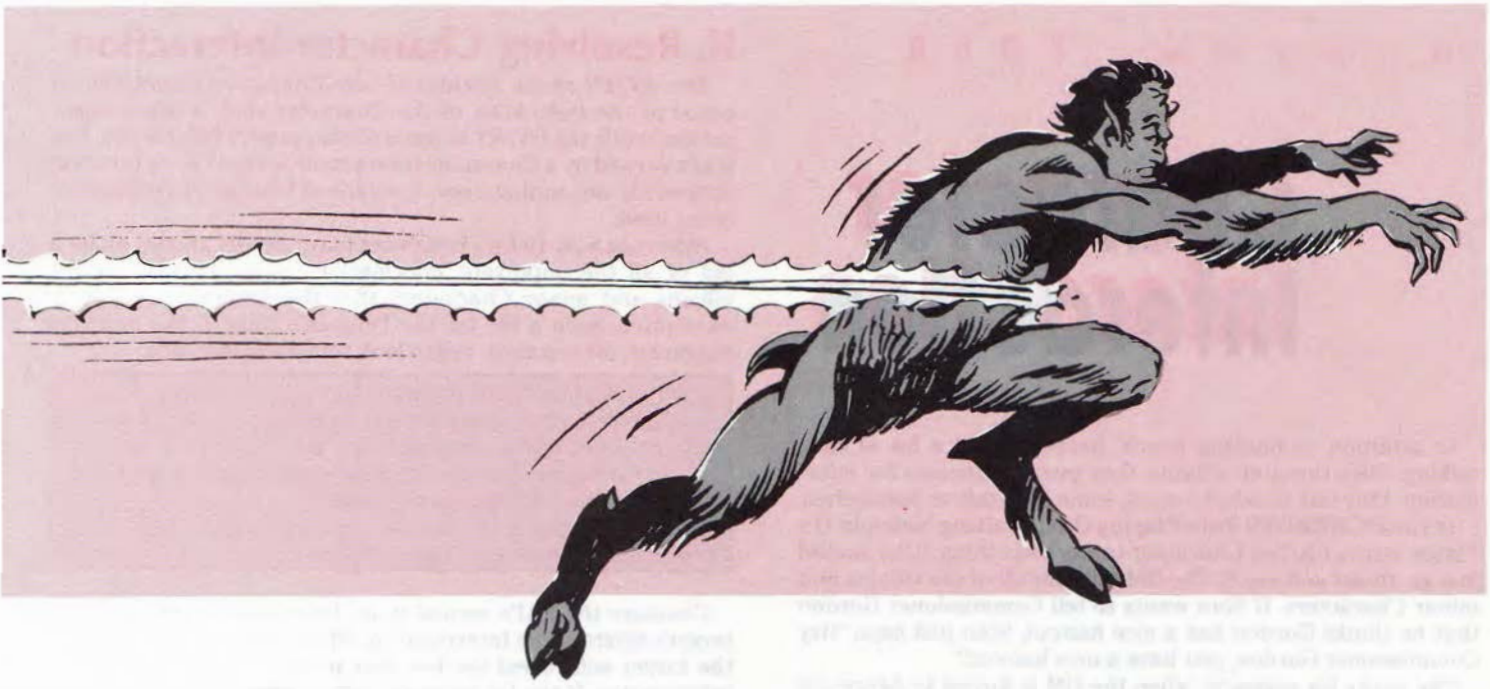
Both Angela and the GM decline to spend Hero Points to increase their Initiative. Angela rolls a 5 and adds it to Wonder Woman's Initiative of 36 for a total of 41, while the GM rolls a 9 and adds it to the Cheetah's Initiative of 33 for a total of 42. During this phase, Angela must declare Wonder Woman's Actions first, but the Cheetah will take the first turn.

Angela declares that Wonder Woman will unfurl her lasso (Automatic Action), and use her Acrobatics Skill to Dodge (Automatic Action) in case the Cheetah attacks. Since Wonder Woman is only performing two Actions, she could try something else if she wanted, but Angela declines.

The GM then declares that the Cheetah will use her Jumping Power to spring upon Wonder Woman (Automatic Action), and attack using her Claws (Dice Action). The GM also determines that the Cheetah will opt to Press The Attack (she is only allowed to select this maneuver because she is the Initiative winner) while slashing out with her Claws.

Since the Cheetah won the Initiative, she resolves her Action first. The GM notes that she has jumped up to Wonder Woman, and resolves the attack. The Cheetah's Acting Value is her DEX of 13 and her Effect Value is her Claws Power of 9. Wonder Woman's Opposing Value is her DEX of 13 plus her Acrobatics Skill of 11 (because she Dodged) for a total of 24, and her Resistance Value is her BODY of 13 (because striking with Claws is a Physical Attack). In addition, Wonder Woman suffers a -1 Column Shift penalty to her OV because the Cheetah Pressed the Attack. Looking at the Action Table, the GM finds that the Cheetah's Success Number is 18. The GM rolls a 14 for the Cheetah's Action, so she fails.

Wonder Woman then resolves her own Action and unfurls her lasso. No dice roll is needed because this is an Automatic Action. This ends the first phase.



PHASE TWO

The GM decides to spend 5 Hero Points to increase the Cheetah's Initiative, and Angela follows suit, spending 5 of her own Hero Points on Wonder Woman's Initiative. Both of the participants roll a 7, so the Cheetah's Initiative total is 45 and Wonder Woman's Initiative total is 48.

The GM announces that the Cheetah will try to escape if Wonder Woman lassos her (Dice Action with a condition), and that in any case, she will run off into the forest (Automatic Action).

Angela decides that Wonder Woman will lasso the Cheetah (Dice Action) and move out of the range of her opponent's Claws (Automatic Action).

Since she won Initiative, Wonder Woman takes the first turn. First, Angela resolves the attempt to lasso the Cheetah. The AV is Wonder Woman's DEX of 13 and her EV is the lasso's STR of 15. The Cheetah's OV is her DEX of 13 and her RV is her BODY of 10. The GM determines that Wonder Woman needs one or more RAPs for success, but Angela rolls a 9, which fails. The GM then notes that Wonder Woman has put some distance between herself and the Cheetah.

The Cheetah has no need to resolve her escape attempt (the condition was not met), so the GM simply notes that she runs into the woods and out of sight, ending phase two.

PHASE THREE

The GM decides to spend 5 Hero Points to increase the Cheetah's Initiative; Angela does not spend any. The GM rolls a 7 for an Initiative total of 45; Angela rolls a 4 for an Initiative total of 40.

Angela declares that Wonder Woman will chase after the Cheetah in the forest and look around to see if she can spot the villainess' hiding place.

The GM declares that the Cheetah will hide behind a tree and try to ambush Wonder Woman as she runs by. Note that the Cheetah wants to delay her second Action until after Wonder Woman takes her Actions. Unless the GM objects, this is perfectly reasonable.

The Cheetah goes first, and the GM notes that she is now hiding behind a tree.

Next, Wonder Woman runs into the forest, and the Cheetah springs out to attack. Before the attack, however, Wonder Woman gets her chance to spot the Cheetah. Since this is a Perception Check, Wonder Woman's AV is her INT of 9 and her EV is her WILL of 12. The Cheetah's OV and RV are both 13, her APs of the Thief Skill. Angela rolls an 18 and gains 3 RAPs. Wonder Woman manages to catch a glimpse of the Cheetah out of the corner of her eye as the villainess attacks. The Cheetah can still attack, but since Wonder Woman made her Perception Check, she will *not* catch her victim unawares and receive a Blindside bonus.

The Cheetah's AV/EV is 13/9 (her DEX/Claws). Wonder Woman's OV/RV is 13/13 (her DEX/BODY). The GM rolls an 18 and earns 3 RAPs. Angela decides to spend 3 Hero Points on Last Ditch Defense rather than take the 3 RAPs of damage to her Current BODY Condition. This ends the third phase.

PHASE FOUR

Angela decides that she had better end this fight in a hurry, so she spends 15 Hero Points on Wonder Woman's Initiative. The GM does not spend any Hero Points for the Cheetah. Angela rolls a 2 for an Initiative total of 53; the GM rolls a 6 for an Initiative total of 39.

The GM declares that the Cheetah will continue to slash at Wonder Woman using her Claws.

Angela declares that Wonder Woman will punch the Cheetah.

Since she won Initiative, Wonder Woman takes the first turn. Because she is intent on ending the battle, Angela decides to spend 6 Hero Points on her AV and 15 Hero Points on her EV. Wonder Woman's AV is now 19 (her DEX of 13 + 6 Hero Points), and her EV is 31 (her STR of 16 + 15 Hero Points). Since the GM spent all of her Hero Points earlier in the adventure, the Cheetah has run out of Hero Points and the GM cannot spend any on defense. The Cheetah's OV/RV is 13/10 (her DEX/BODY). Angela rolls an 18, netting her 30 RAPs. Even if the Cheetah had Hero Points to spend on Last Ditch Defense, she would still be unconscious (with a BODY of 10, she can only spend 10 Hero Points at a time on Last Ditch Defense).

Another victory for the good guys!

XV. Putting It All Together

The combat rules are long, and seem rather complicated at first, but once the Players get used to them, combat is really not that complex. Before going any further, get some Players together and play out a couple of sample combats. When everyone feels familiar enough with the combat rules, continue on to **Character Interaction**.

CHAPTER FOUR

Character Interaction

In addition to bashing heads, heroes spend a lot of time talking. They threaten villains, they pump witnesses for information, they talk to other heroes, some even talk to themselves.

In the **DC HEROES Role-Playing Game**, talking is simple. If a Player wants his/her Character to say something, s/he should just go ahead and say it. The GM talks for all of the villains and minor Characters. If Stan wants to tell Commissioner Gordon that he thinks Gordon has a nice haircut, Stan just says, "Hey Commissioner Gordon, you have a nice haircut!"

The tricky bit comes in when the GM is forced to figure out how a villain or minor Character will react to what the Players say. In the previous example, it's pretty obvious that Commissioner Gordon would probably answer something like, "Oh, thank you;" but what happens if Batman is interrogating one of the Penguin's thugs: "Where is the Penguin's hideout? Tell me *now*, you diseased scum!" The thug obviously does not want to talk, but Batman has methods of convincing these types to cooperate, so who wins?

It is pretty obvious that rules are needed to help the GM figure out what happens in situations like these, so here they are. Welcome to *Character Interaction.*

I. Types of Character Interaction

Character Interaction is usually a Dice Action. There are three different types of Character Interaction: Interrogation, Persuasion, and Intimidation.

Interrogation is used whenever someone wants to gain information from somebody else. A successful Interrogation is a combination of asking the right questions, correctly interpreting the answers, and applying whatever pressure is necessary to get results. It is only necessary to resort to the Interrogation rules when the subject is unwilling or unable to reveal information. A police officer investigating the scene of a crime, for instance, would have to use Interrogation to gain information from a hysterical victim because the victim is unable to think clearly and answer the officer's questions. Similarly, Batman would have to use Interrogation on the Penguin's thug in the prior example, because the thug does not want to reveal the location of Penguin's hideout.

Persuasion is used whenever one Character is trying to convince another to believe something or to perform some service. It is only necessary to resort to the Persuasion rules if the service or belief is not in the subject's own best interests. Batman usually does not have to Persuade Commissioner Gordon to arrest a criminal, for instance, since Gordon wants to capture criminals himself. However, Batman might have to Persuade Gordon to lend him men or equipment that could be employed elsewhere. Likewise, after Commissioner Gordon's men have surrounded a street criminal and trained their weapons upon him, the Commissioner usually does not need to use Persuasion to talk the street criminal into dropping his weapon and surrendering.

Intimidation is used when one Character is trying to scare or panic another. Batman is great at Intimidation.

Intimidation is the only one of the three types of Character Interaction that is used with any frequency in combat.

II. Resolving Character Interaction

The AV/EV of an attempt to use Character Interaction is equal to the INFL/AURA of the Character that is using Interaction, while the OV/RV is equal to the target's INFL/SPIRIT. The RAPs earned by a Character Interaction Action Check function differently depending upon the type of Character Interaction being used.

Interrogation: Before beginning play, the GM should make a list of all the important information known by each of the villains and minor Characters that the heroes are likely to encounter. Such a list for the Penguin's thug in the previous examples, for instance, might look something like this:

1. The Penguin hired me away from a local syndicate boss.
2. The Penguin usually doesn't hire guys like me, I wonder why he didn't find somebody more "professional."
3. I'm not sure what the Penguin is planning, but whatever it is, it's happening tomorrow night.
4. The Penguin's hideout is a jewelry shop in East Manchester, but I'm sure he's gone by now.

Compare the RAPs earned in an Interrogation effort to the target's SPIRIT. If the Interrogation effort only receives one RAP, the target will reveal his/her first point of knowledge to the Interrogator. If the Interrogation effort receives RAPs equal to at least one half the target's SPIRIT (round fractions up), the target will reveal the first half of his/her information (round fractions down if the target has an odd number of information pieces). If the Interrogation effort receives RAPs that equal or exceed the target's SPIRIT, the target will reveal all of his/her information. If the thug in the example has a SPIRIT of 3, for instance, Batman would learn the first point of information (the bit about how the thug was hired) if the Caped Crusader earned at least one RAP during the Interrogation, the first two points of information if he earned at least two RAPs (half the thug's SPIRIT rounded up), and all four points of information if Batman earned three or more RAPs.

Oftentimes, it is far too much trouble to make up an information list for every single Non-Player Character in an adventure. In these cases, the GM can often make snap decisions during actual play. If the GM had not made up an information list for the thug in the previous example, for instance, s/he might simply decide just before the Batman Player rolls the dice that the thug will reveal the location of the Penguin's secret hideout if Batman's Interrogation effort receives 3 or more RAPs. In any case, a Character obviously cannot reveal anything to an Interrogator that the GM decides s/he does not know.

Persuasion: All of the Non-Player Characters in an adventure start off with a basic *attitude* toward the Players' heroes which influences how difficult it is for the heroes to Persuade the NPC in question. It is up to the GM to figure out the attitude of each of the NPCs before the adventure begins. Each of the attitudes is discussed below:

Attitude Adjustment Table

Attitude	OV & RV Column Shifts
Awestruck/Enamored	-2
Friendly	-1
Neutral	0
Suspicious	+1
Hostile	+3
Opposed	+5
Personal Vendetta	+7

Awestruck/Enamored Characters are willing to help the Player's hero in any way they possibly can. They will take considerable risks for the hero. Best friends and lovers will fit in the Awestruck/Enamored category.

Friendly Characters are willing to help the heroes by giving them any assistance or information they can, as long as revealing the information is not suicidal, and will be willing to run errands or get help for the Persuading Character. They will not voluntarily risk their lives for the heroes.

Neutral Characters are willing to give some information to the hero, such as directions or the name of his/her employer, as long as the information is not vital to their own safety. A Neutral Character will not go into detail, and if s/he is pressed, s/he will become Suspicious. A Neutral Character will not interfere with the actions of Player Characters, as long as the actions do not endanger him/her, but they will not help a Player Character.

Suspicious Characters will give a Player's hero the time of day, but not much else. They will not let the Persuading Character try anything which looks as though it could cause trouble. Suspicious Characters are prone to calling the authorities or some other help.

Hostile Characters, including those Characters *Opposed* to the motivation of a Player Character, will not normally cooperate in any way with the Persuading Character.

This does not mean that they will be mulish and silent . . . they may be talkative and deceitful. They will try to further their own interests at the expense of the Persuading Character. Villains, as well as their allies and thugs, always begin at least Hostile to Player Characters.

Personal Vendetta indicates that the Character in question has a personal reason for wishing the Persuading Character dead, injured, or otherwise mutilated. S/he will go out of his/her way to lead the Player's hero into death traps, ambushes, and other deceptions.

These attitude descriptions also serve as a guideline for figuring out when a Persuasion attempt is or is not necessary. According to the description above, for example, it is unnecessary to use Persuasion to convince Friendly Characters to give a hero information, since they will do so automatically. Awestruck Characters rarely need to be Persuaded to do anything for the hero.

Whenever a hero tries to Persuade a Character, the OV and RV of the attempt both receive Column Shift modifiers as indicated on the *Attitude Adjustment Table*. A Persuasion attempt against a Suspicious Character, for example, has its OV and RV both increased by +1 Column. If the RAPs earned in a Persuasion attempt equal the target's SPIRIT, the target will agree to the hero's request, or will believe what the hero is saying. If RAPs earned in the Persuasion attempt exceed the target's SPIRIT, the target's attitude is permanently changed one step in the Persuader's favor (from Suspicious to Neutral, or from Neutral to Friendly, etc.). Characters that begin with an attitude that is Hostile or worse can never have their attitudes increased higher than Neutral in this fashion, and all such Characters will automatically return to their original attitudes after an amount of time equal to the RAPs earned by the original Persuasion roll has elapsed.

Again, the GM may find it too troublesome, or even impossible, to assign attitudes to each and every one of his/her NPCs before play begins. In these cases, it should be no problem to make snap decisions during actual play for most of the minor Characters that the heroes encounter. If Superman stops and asks an innocent bystander on the streets of Metropolis for directions to the nearest bookstore, for example, the GM may assume that the bystander is probably Friendly, since most of Metropolis' residents revere Superman.

Also, the GM should feel free to rule that a Character has a separate attitude toward each one of the Players' heroes. The Penguin, for instance, is probably Opposed to everyone in Justice League International, except for Batman, against whom he has a Personal Vendetta.

Finally, the GM should keep strict control over exactly what the heroes are and are not allowed to accomplish through the use of Persuasion, taking the comics as a model. Under normal circumstances, Superman cannot Persuade Lex Luthor to build a giant machine that will destroy all of the Kryptonite on Earth, just as Batman cannot Persuade the Joker to suddenly become a good guy. However, Superman might be able to Persuade Luthor to help him track down one of Lexcorp's inventions that has gone awry before it kills off half of Metropolis, and a captured Batman might be able to Persuade the Joker to delay his execution for a while, giving the Caped Crusader time to devise a daring escape.

Intimidation: A target is Intimidated if the RAPs earned by the Intimidation Action Check equal or exceed his/her SPIRIT. An Intimidated target remains Intimidated for an amount of time equal to the RAPs earned by the Intimidation Action Check, minus his/her SPIRIT.

During a combat phase, any Intimidated Characters always take their turn after all non-Intimidated Characters, regardless of Initiative totals. The Intimidated Character with the highest Initiative total moves first among the Intimidated Characters, and so on. Also, an Intimidated Character may be automatically prevented from taking hostile actions or moving by his/her Intimidator, although the Intimidator cannot perform any Dice Actions in a phase that s/he exerts control over an Intimidated target. The Intimidator's control over the target is limited to preventing him/her from taking hostile actions or moving: the Intimidator can never compel the target to act in any other way or dictate actions to the target.

For example: Batman comes across a thug robbing a jewelry store. The Caped Crusader spreads his cape out to form a silhouette against the moonlight and leaps down upon the thug with a vicious howl (a classic Intimidation attempt). The AV/EV of the attempt is equal to Batman's INFL/AURA, and the OV/RV is equal to the thug's INFL/SPIRIT. First, Batman must earn RAPs that equal or exceed the thug's SPIRIT for the Intimidation to have any effect. The thug has a 3 SPIRIT, and Batman receives 5 RAPs. The thug would then remain Intimidated for 2 APs of time (5 - 3 = 2) or about 16 seconds (4 combat phases). During any combat phase during which the thug is still Intimidated, Batman automatically moves first, since non-Intimidated Characters always move before Intimidated Characters. In addition, Batman can prevent the Intimidated thug from attacking or moving during any combat phase ("Don't you dare move, you squirming maggot!"), as long as the Caped Crusader is willing to forego his Dice Action during that phase.



III. Time

It takes one combat phase (4 seconds or 0 APs of time) to make an Intimidation attempt. Interrogation and Persuasion attempts, however, normally take about fifteen minutes (8 APs of time). Attempting to Interrogate or Persuade someone in less time increases the OV and RV of the effort. There are no bonuses for taking more time than is necessary. Add one to both the OV and RV of an Interrogation or Persuasion effort for each 1 AP of time less than 8 spent making the attempt (attempting to Interrogate or Persuade someone in a single combat phase, or 0 APs of time, therefore, adds 8 to the OV and RV of the attempt).

IV. The Charisma Skill

Characters with the Charisma Skill have certain advantages in Character Interaction. The Skill is so common that all Players should be familiar with the Charisma Skill entry in the *Character Handbook*. Basically, the APs of Charisma may substitute for the AV and EV while making a Character Interaction Action Check.

The Charisma Skill has three Subskills, one for each of the three types of Character Interaction. This means that a Character who is limited to the Charisma/Interrogation Subskill, for instance, may only use his/her Charisma Skill for Interrogation efforts. For Persuasion and Intimidation, s/he would use his/her INFL./AURA as usual.

V. Interaction Maneuvers

As in combat, there are certain special *Character Interaction Maneuvers* that can be employed while involved in Character Interaction. Unless otherwise stated, each of these maneuvers can be employed in Persuasion, Interrogation, and Intimidation attempts.

All of these maneuvers are optional. A Player may always choose to make a straight Interaction roll without using any of the maneuvers, if s/he so desires.

Note: In order for Character Interaction Maneuvers to be truly effective during play, the GM should keep the Attributes of all the villains and minor Characters hidden from the Players until someone actually tries to use one of these special maneuvers on a target.

A. Bluff

A *Bluff* is an attempt to fool or trick someone. If Lois Lane is holding a pistol that she knows is unloaded on a mugger, she might try to Bluff her assailant into believing that the pistol is loaded (an Intimidation attempt).

A Bluff attempt must be announced before the Dice are rolled. A Bluff may be performed in conjunction with Interrogation, Persuasion, or Intimidation.

When a Character attempts a Bluff, compare his/her INT score to the INT of the target. If the Bluffer's INT is higher, the target receives -1 Column Shift to his/her OV and RV against the Persuasion, Interrogation, or Intimidation attempt. If the Bluffer's INT is lower, however, the target receives +2 Column Shifts to his/her OV and RV against the attempt. If both the Bluffer and the target have equal INTs, there are no Column Shifts to the OV or RV, and the Interaction Action Check is resolved normally.

B. Wear Down

A *Wear Down* is an attempt to outlast the target and break his/her will through repeated requests or intense questioning.

Wear Downs work exactly like Bluffs except the WILLS of the involved Characters are compared instead of their INTS. Wear Downs may only be used in conjunction with Interrogation or Persuasion.

The base time consumed by an Interrogation or Persuasion effort in which a Wear Down is being employed is increased to 10 APs (one hour).

C. Force

A *Force* is an attempt to physically Force the target to do what the Character wants or to answer his/her questions. Forces work like Bluffs and Wear Downs, except the STRS of the Characters are compared.

A Character automatically has his/her attitude lowered one step towards anyone who tries to Force him/her. Forces may be used in conjunction with all three types of Character Interaction.

D. Charm

Charm is an attempt to dazzle the target with the hero's personality. Charms work like the other three manuevers already described, except that the AURAS of the involved Characters are compared.

Charm may only be used in conjunction with Interrogation or Persuasion attempts.

E. Multi-Attack

It is possible to Intimidate more than one target at a time. Treat this as a Multi-Attack as described in the Combat rules. It is not possible to Persuade or Interrogate more than one Character at a time.

VII. Character Interaction Against the Players' Heroes

Many villains have the Charisma Skill in addition to the heroes. What happens if a villain or minor Character tries to use Character Interaction against one of the Players' heroes?

Resolve such attempts as usual and determine the results. A Player, however, need not be bound by the result of a Character Interaction roll. S/he always has the option of spending a number of Hero Points equal to the RAPs earned by the Character Interaction Action Check in order to completely ignore its effects.

Suppose, for example, that the Penguin receives 15 RAPs in an attempt to convince Robin to reveal Batman's secret identity (an Interrogation effort). Normally, Robin would reveal Batman's secret because 15 RAPs exceeds the Boy Wonder's SPIRIT, meaning that Robin must reveal all he knows (see **Interrogation**). If Robin is a Player Character, however, the Player may spend 15 Hero Points in order to avoid revealing anything.

There is no limit to the number of Hero Points that can be spent by Players in order to avoid the effects of Character Interaction. Spending Hero Points allows a hero to ignore the effects of all three types of Character Interaction (Interrogation, Persuasion, and Intimidation).

VIII. Role-Playing

When using the Character Interaction rules, it is not really necessary for Players to speak for their Characters word for word. Many Players will simply say something like, "I'm going to Interrogate the thug and use a Bluff." This is certainly acceptable; but this will not help a Player earn additional Hero Point awards for good role-playing at the end of the adventure (see **Standard Awards**, page 51).

Players should be encouraged to avoid sentences like the one above, and replace them with something like, "You'd better start talking, creep. We already know who all of your accomplices are, and some of them are turning state's evidence. Unless you cooperate and do likewise, you're in for a long trip up the river . . ." Players who role play well before rolling the dice are bound to be rewarded by the GM later.

Similarly, Players that keep to the spirit of their Characters and react to situations as their Characters would react will also probably receive additional rewards as well. For instance, Superman always respects the law, Batman relentlessly pursues crime, Wonder Woman wants to spread her message of peace to as much of the world as possible, and so on.


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CHAPTER FIVE

Gadgetry

Weapons and gadgets, both fantastic and mundane, have long been a staple of comic books. What would Batman be without the Batmobile, the Batarang, or the Batcomputer? What could Green Lantern do without his Power Ring, or Green Arrow without his Bow?

This chapter explains how to incorporate gadgets, weapons, and vehicles into the world of the **DC HEROES Role-Playing Game.**

I. Basic Concepts

A. Abilities

Like Characters, *Gadgets* can have Attributes, Powers, and Skills. A car, for example, has the Running Power because it can move fast, and a STR because it can carry weight. All Gadgets have a BODY, which defines how much Physical damage they can take before they cease to function.

When using a Gadget, a Character can usually use all of its Powers and Skills as though they were his/her own. If Changeling is driving a car, for example, he could travel at the speed indicated by the car's Running Power. A Gadget's Attributes, on the other hand, are usually only applicable in certain special situations. If the car has a STR of 5, for instance, Changeling could use it to haul 5 APs of weight stored in the back seat and trunk of the car, but he obviously could not use the car's STR to throw a punch, or to bench press 1000 lbs.

Whenever a Gadget has an Attribute that is italicized in its description, the user has the option of substituting that Attribute score for his/her own matching Attribute score in all situations. If a Gadget has an Attribute that is not italicized, the Attribute can only be applied under certain special circumstances. A bulletproof vest might have a *BODY* of 4, for example, meaning that the user of the vest can substitute its *BODY* of 4 for his/her own BODY when defending against Physical Attacks, or in just about any other situation in which the BODY Attribute is relevant. A gun, however, might have a BODY of 4 (not in italics), meaning that the BODY of the gun only applies to efforts aimed at damaging the gun itself, not its user. Similarly, Rocket Red's Battlesuit has an italicized *STR*, because Red can substitute the *STR* of the battlesuit for his own STR in all situations, whether it is lifting things, throwing things, or as his EV in hand-to-hand combat. On the other hand, a crane would have a non-italicized STR, because a Character could only use the crane's STR under certain circumstances, like lifting large objects at a construction site. Exactly when Powers, Skills, and Attributes that are not italicized may be applied is up to the GM, using the function for which the Gadget was designed as a guide.

Note that the previous paragraph speaks of a Gadget's Attributes substituting for its user's Attributes. A Gadget's Abilities always substitute for those of its user; they never add to those abilities. A Character with a BODY of 3 who puts on an armored suit with a *BODY* of 4, now has a BODY of 4, not 7. Similarly, a Character with the Flame Project Power rated at 5 APs who picks up a napalm gun with the Flame Project Power rated at 8 APs, now has 8 APs of Flame Project, not 13.

B. Reliability Numbers

Many of the Gadgets described in these pages have a new Ability listed in their descriptions: "R #." "R #" stands for *Reliability Number*. A Gadget's Reliability Number is a measure of how frequently the Gadget jams, breaks down, or just plain fouls up. The lower the Gadget's Reliability number is, the more reliable the Gadget is. Some Gadgets are so reliable that they do not have a Reliability Number at all: these Gadgets never break down. An example of a Gadget that never breaks down would be Green Lantern's Power Ring; Green Arrow's old nuclear warhead arrow was a Gadget that broke down frequently.

Reliability and Dice Actions

Anytime a Gadget is used to perform a Dice Action, and the Player rolls less than or equal to the Gadget's Reliability Number on the first dice roll made to resolve that Action (that is, before rerolling due to doubles), the Gadget's Ability breaks down and the Action is immediately cancelled.

If Joe's stun gun had a Reliability number of 4, for example, and he rolled double 2's on his first roll while resolving a Dice Action, the gun would immediately break down since Joe rolled less than or equal to 4. Joe does not get to re-roll the doubles since his Action is immediately cancelled. If Joe had rolled double 3's on his first roll and 4 on the second roll, however, the Gadget would not break down, since the roll of 4 or less did not come on the first roll made to resolve the Action.

Reliability and Automatic Actions

The first time that a Character uses each one of a Gadget's Abilities to perform an Automatic Action on each day (15 APs of time), the Player must roll two dice just prior to resolving that Action, although the Action itself is still Automatic. If this dice roll is less than or equal to the Gadget's Reliability Number, the Gadget's Ability breaks down and the Automatic Action is cancelled. Each of a Gadget's Abilities that are used to perform Automatic Actions need only be checked for Reliability once per day. Thereafter, the Character may continue to use that Ability to make Automatic Actions for the rest of the day without checking against Reliability. Making an Automatic Action with a different Ability that has not yet been checked for Reliability that day, however, necessitates a new roll.

When Black Canary starts her car in the morning, for example, and begins to drive (an Automatic Action), she must check against the car's Reliability Number. Thereafter, she can drive the car for the rest of the day without checking against Reliability again. The first time Dinah turns on the radio, which is another Automatic Action using a different ability, she must make another check against Reliability to see if the radio functions properly. From that point on, she can continue to use the radio for the rest of the day without making any further Reliability checks.

Reliability Failure and Gadget Breakdown

If a Gadget breaks down due to Reliability failure, the APs of any Ability or Abilities it was using to resolve the Action that caused its breakdown are instantly reduced to 0 APs. In this case, the Gadget must be Repaired before the broken down Ability may be used again.

A car that fails its Reliability roll when started up, for example, would have its Running Power reduced to 0 APs. A submachinegun which fails its Reliability roll while resolving an attack would have its AV and EV both reduced to 0 APs, since both Abilities were involved in the Action which caused the gun to break down.

C. Gadgets vs. GADGETS

Some Gadgets have their names printed in upper and lower case letters in their Gadget description, like the Batarang and the Submachinegun, while others have their names printed in all capitals: BATMOBILE and POWER RING, for instance.

This convention has been adopted to quickly identify Gadgets that can and cannot be stripped away from their user by employing a Trick Shot or the Take Away maneuver in combat (see page 23). Gadgets that have their names printed in upper

and lower case letters can be Taken Away in combat, while those printed in all capitals cannot. Whether or not a Gadget can be Taken Away during combat is defined at the time the Gadget is built.

D. Gadgets and Damage

Gadgets take damage just like people. Players should keep track of their Gadget's Current BODY Condition as they would for their Characters. Unlike Characters, however, a Gadget can have its Current BODY Condition reduced to less than zero in normal Bashing Combat.

Gadgets are also treated like inanimate objects (see page 13). A Gadget that has taken one RAP of Physical damage will still function, but has a hole in it that is large enough to walk or climb through, assuming that the Gadget is large enough to sport such a hole. A Gadget that has its Current BODY Condition reduced to zero or below will no longer function, and must be Repaired in order to resume functioning. A Gadget that has its Current BODY Condition reduced down to a number of points below zero equal to its starting BODY is permanently destroyed and cannot be Repaired.

Gadgets never Recover damage like Characters. They must be Repaired.

Only Gadgets that have a MIND or SPIRIT are vulnerable to Mental or Mystical damage. All Gadgets have a BODY and are vulnerable to Physical damage.

E. Hero Points and Gadgets

The user of a Gadget may spend Hero Points to increase the Acting, Effect, Opposing, and Resistance Values of any Dice Action involving the Gadget, as though all of its Abilities were his/her own.

In addition, a Gadget's Automatic Powers and Attributes can be Pushed as described on page 10. A failed attempt to Push a Gadget's Ability instantly reduces the Ability being pushed to 0 APs. Such a Gadget must then be Repaired before it will function again.

II. Building Gadgets

Characters with the Gadgetry Skill can actually create new Gadgets in their laboratories during play. Creating a Gadget is a five step process:

1. Design the Gadget and decide whether or not the Gadget can be Taken Away
2. Allow the GM to approve the Gadget
3. Calculate and pay the Gadget's Hero Point Cost
4. Buy parts
5. Add Powers and Attributes to the Gadget

STEP 1 Design the Gadget

When a Player designs a Gadget, s/he decides exactly what Powers, Skills and Attributes the Gadget will have and assigns each Power, Skill, and Attribute a value in APs. A Gadget may never have Advantages.

Here are a couple of examples. Suppose Chuck wants his Character to build a car. The car must have a BODY, and it should probably have the Running Power, so it can move fast, and a STR, so it can carry Chuck's Character and his friends. In addition, Chuck decides to supe the car up a bit, give it radar (the Radar Sense Power), and install a pair of laser weapons mounted in the headlights (the Heat Vision Power). Now Chuck has to assign AP values to all of the car's Powers and Attributes. Since the car cannot be Taken Away in combat, its description is in all capitals. His final design for the car looks like this:

CAR [STR: 4, BODY: 5, Running: 7, Radar Sense: 5, Heat Vision: 7]

As another example, let us suppose that Nightwing wants to build gas masks for all the members of the Titans, because he suspects that they will be facing gas wielding foes later on in the current adventure. A gas mask must have a BODY, and should probably have the Sealed Systems Power. Nightwing must then decide how many APs of each to assign to the mask. Since the masks come on and off pretty easily, they can probably be Taken Away in combat. Finally, he comes up with:

Gas Mask [BODY: 2, Sealed Systems: 9]

All of the mundane weapons (guns, knives, and so forth) listed in the Gadget descriptions have been assigned EVs and sometimes AVs, rather than specific Powers and Skills. If they desire, Players may assign their own Gadgets AVs and EVs. A design for a revolver might look like this: **Revolver** [BODY: 4, EV: 4].

In addition to Powers, Skills, and Attributes, gadgeteers may also assign Gadgets Miscellaneous Drawbacks. Ultimately, any Drawbacks that are assigned to a Gadget will make it cheaper to produce. If a villain were producing the revolver in the example above, for instance, s/he would probably want to assign it a Miscellaneous Drawback such as: "Revolver is limited to firing six shots before it must be reloaded; reloading is an Automatic Action, but the user may not fire the revolver in the same phase s/he reloads." If Chuck were designing the car described before, the Miscellaneous Drawback: "Must stop to refuel every 18 APs of distance travelled" might be in order. Since the GM must approve the Gadget's design, make sure that all Drawbacks selected are logical and appropriate. For example, the revolver described previously should never have a Drawback like "It may only be fired by persons born on a Tuesday."

A Gadget's Powers and Attributes may also be assigned in conjunction with any appropriate Bonuses and Limitations. Bonuses will make the Gadget more expensive to produce, while Limitations will make the Gadget cheaper. Assigning an italicized Attribute to a Gadget is automatically a +2 Factor Cost Bonus to the Attribute in question.

During this step, the gadgeteer also decides whether or not the Gadget can be Taken Away in combat. Common sense should provide all of the clues needed to make this decision. Obviously, a car or a battlesuit cannot be Taken Away and it would be awfully hard for someone to slip a Power Ring off of Guy Gardner's finger in the middle of a fight; but guns, knives, swords, and control boxes are another story. Gadgets that can be Taken Away are generally cheaper to produce.

STEP 2 Allow the GM to Approve the Gadget

The next step is up to the Gamemaster. S/he must take a good look at the Gadget and judge whether or not its design is feasible.

The GM should feel free to overrule any Gadget that s/he is not comfortable with, including those that seem too powerful or unlimited in scope. The GM should also overrule any Gadget that is just plain silly or impossible, like a car with an italicized *STR* and *WILL*. Pay particular attention to any Miscellaneous Drawbacks that have been assigned to the Gadget, making sure that they actually limit the performance of the device in some way.

Gadgets that are rejected might be redesigned, or simply outlawed.

It is up to the GM to determine whether or not a Character must have the Genius Advantage to build the Gadget. The rule for figuring out whether or not the Genius Advantage is necessary to build a Gadget is simple: if the device cannot be built right now, in the late 20th century, in the real world, the Character must have the Genius Advantage to build it in the game; otherwise Genius is unnecessary. This means that Chuck's Character does not need the Genius Advantage to build a car, or even a car with a radar, because we can build radars right now. However, he would need the Genius Advantage to build force field belts, teleportation machines, invisibility helmets, laser pistols, and so on. The GM has final say on whether or not a Gadget fits current technology, although Players may try to convince him/her that a Gadget is feasible, by producing scientific journals, newspaper articles, or other sources of information that may support their design.

STEP 3 Calculate Hero Point Cost

Gadgeteers must spend Hero Points in order to build Gadgets. Calculate the Hero Point Cost of a Gadget as if it were a Character, using the rules found in the *Character Handbook*. Add up the costs of all of the Abilities that are being purchased for the Gadget by looking to the AP Purchase Chart and cross-indexing the Factor Cost of each Ability with the number of APs of that Ability that is being purchased. Remember to take into account the Factor Cost modifiers of any Bonuses or Limitations being built in conjunction with the Gadget's Abilities, and add in the Base Cost of any of the Gadget's Powers and Skills. Attributes have a Base Cost of 0. A few other considerations which can modify the final cost are as follows:

Reliability Number

Before building the Gadget, the gadgeteer must choose its Reliability Number from the following table. All of the Abilities purchased for that Gadget have their Factor Costs modified as indicated.

Reliability Table

Reliability Number	Factor Cost Modifier
0	+3
2	+2
3	+1
5	0
7	-1
9	-2
11	-3

Italicized Attributes

Assigning an italicized Attribute to a Gadget adds +2 to the Factor Cost of that Attribute.

AV and EV

AV has a Factor Cost of 2 and a Base Cost of 5. EV has a Factor Cost of 1 and a Base Cost of 5.

Miscellaneous Drawbacks

After adding up the Hero Point Costs of all of the Gadget's Abilities, subtract ten Hero Points from the Gadget's cost for each of its Miscellaneous Drawbacks. A Gadget may never have its cost reduced by Drawbacks to lower than one-half (fractions rounded up) of its cost without those Drawbacks. A 33 Hero Point Gadget with two Miscellaneous Drawbacks, therefore, would have a final cost of 17 Hero Points, not 13 Hero Points; as would a 33 Hero Point Gadget with five Miscellaneous Drawbacks, or ten or twenty or a thousand Drawbacks.

Gadget Bonus

Because Gadgets by their very nature have certain inherent shortcomings, Players may divide the Hero Point Cost of any items they build as a *Gadget Bonus*. Divide the Hero Point Cost of a Gadget that can be Taken Away in combat by a factor of four, rounding fractions up. Divide the Hero Point Cost of a Gadget that cannot be Taken Away in combat by a Factor of 2, rounding fractions up.

The division is always the last step a Player performs when calculating a Gadget's Hero Point Cost.

Example One: Alex needs to calculate the Hero Point Cost of the following Gadget: **Machinegun** [BODY: 6, AV: 5, EV: 5, R #: 2], Miscellaneous Drawback: Machinegun may only be fired ten times before it must be reloaded.

AV has a Factor Cost of 2, but +2 must be added to the Factor Cost because of the gun's Reliability Number of 2, leaving Alex with a final Factor Cost of 4. Five APs at a Factor Cost of 4 cost 16 Hero Points. EV has a Factor Cost of 1, but again +2 must be added to the Factor Cost because of the gun's Reliability Number, resulting in a final Factor Cost of 3. Five APs at a Factor Cost of 3 cost 12 Hero Points. Alex's total so far is 28. BODY has a Factor Cost of 6, which must be raised to 8 because of the Gadget's Reliability. Six APs at a Factor Cost of 8 cost 48 Hero Points, bringing the total up to 76. The Base Costs of AV and EV must also be added in (5 each), bringing the total Hero Point Cost of the Gadget up to 86 Hero Points. BODY has no Base Cost. Alex next subtracts 10 Hero Points from his total because of the Miscellaneous Drawback, dropping the total to 76. Finally, Alex divides this total by 4, since the Machinegun can be Taken Away in combat, leaving him with a Final Hero Point Cost of 19 (76 divided by 4 equals 19).

Example Two: The Hero Point cost of Batman's Batarang is calculted as follows: **Batarang** [BODY: 7, Gliding: 2]. BODY has a Factor Cost of 6, but 3 must be added to the Factor Cost of all of the Batarang's Abilities, because of its Reliability Number of 0 (note that no R # is listed), raising the Factor Cost of the BODY to 9. Seven APs at a Factor Cost of 9 costs 72 Hero Points. Gliding has a Factor Cost of 1, raised to 4 due to Reliability. Two APs at a Factor Cost of 4 costs 4 Hero Points, bringing the total Hero Point Cost so far up to 76 Hero Points. Next, add in the Base Cost of Gliding, 10 Hero Points, bringing the total cost up to 86 Hero Points. Finally, divide this total by 4 since the Batarang can be Taken Away in combat, leaving a final Hero Point Cost of 22 (86 divided by 4 equals 22).

A Player building a Gadget must pay the final Hero Point Cost before s/he can proceed any further with construction.

STEP 4 Buy Parts

The next step is to buy all of the parts and equipment needed to build the Gadget. This is a normal Wealth Check, as described on page 44. The dollar cost of the parts necessary to build the Gadget, and the OV/RV of the Wealth Check necessary to purchase the parts, is equal to the highest AP rating of any of the Gadget's Abilities plus one for each additional Ability assigned to the Gadget. The dollar cost of the Machinegun in the former example, therefore, is 8 APs (BODY of 6 plus 1 for AV plus 1 for EV equals 8), while the dollar cost of the Batarang in the latter example is also 8 APs (BODY of 7 plus 1 for the Gliding Ability equals 8).

If the Wealth Check does not gain any positive RAPs, the Character obviously cannot begin to construct the Gadget. In this case, the Player must wait until his/her Character is entitled to another Wealth Check as described in **Chapter Six**. The Player may spend Hero Points or take additional time to improve his/her Wealth AV and EV as explained on page 44.

As soon as the Player successfully makes the necessary Wealth Check, s/he may begin actual construction.

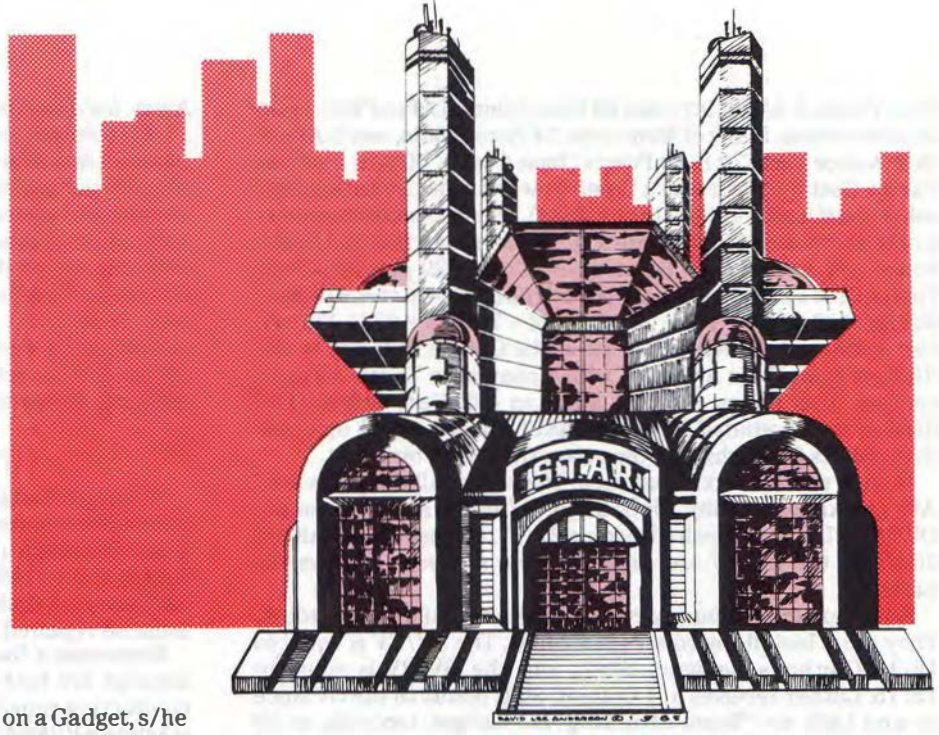
STEP 5 Constructing the Gadget

All that remains is to actually construct the Gadget. Each one of the Gadget's Abilities must be installed separately. The BODY of the Gadget must be installed first, and then the rest of its Abilities may be installed in any order the building Player chooses. Installing an Ability is a Dice Action using the gadgeteer's APs of Gadgetry Skill as the AV/EV and the APs of the Ability being installed as the OV/RV. One or more RAPs are necessary for success.

If a Gadgetry Check fails, the Ability in question is not successfully installed, and the gadgeteer must attempt to install that ability all over again. In order to make another attempt to install an Ability after having failed an earlier attempt, the gadgeteer must pay a special *failure fee* of 10 Hero Points.

Time

The base time that it takes to make a Gadgetry Skill Check is one week (18 APs of time). Each one AP of time the Player adds to this base time before s/he rolls the dice allows him/her to add one to the AV and EV of the Gadgetry Check. Each AP of time the Player decides to subtract from this base time before s/he rolls the dice subtracts one from the AV and EV of the Gadgetry Check.



To compute the actual time it will take to install the Ability, subtract the RAPs earned by the Gadgetry Check from the base time. The result is the amount of time in APs that it takes the Character to install the Ability. If the Gadgetry Check does not receive any RAPs (ie. the Ability is not successfully installed), the entire base time, plus any time that the Gadget builder deliberately added to the Gadgetry Check, is automatically consumed.

Suppose for example, that Batman earned 4 RAPs while installing a 7 AP smokescreen (the Fog Power) into the Batmobile. In this case, it would take him 14 APs of time to install the screen (18 - 4 = 14), or about sixteen hours. Batman cannot begin to install any other Abilities in the Batmobile until this time has passed. If Batman had failed the Gadgetry Check needed to install the smoke-screen, he would have had to wait 18 APs of time and pay the 10 Hero Point failure fee before he could try again.

During the time a Character spends working on a Gadget, s/he cannot perform any other activities, except eating, sleeping, and other natural functions. Once s/he has spent the necessary time to install the Gadget's first Ability, s/he may then move on to the second Ability, and then the third, and so on. Once all of its Abilities have been installed, the Gadget is ready for use. A Gadget may not be used until all of the Abilities in its original design have been successfully installed.

Laboratories

Laboratories made Gadget production more efficient. A laboratory's AP rating is the maximum APs of a Gadget Ability that may be built there. If a Character builds a Gadget in a 5 AP laboratory, the maximum Attribute, Power, or Skill for that Gadget is 5 APs. The Reliability Number of a Gadget is not affected by the AP value of the laboratory where it was built.

Unless a Character making a Gadgetry Check to install an Ability has access to a Laboratory which has a rating in APs that equals or exceeds the number of APs of the Ability s/he is trying to install, the OV and RV of the effort each receive a bonus of +2 Column Shifts to the right.

When a Character is planning to build a laboratory, its AP value must be decided before it is built. The minimum building time for a laboratory is two weeks. The maximum time is up to the Character(s) building the laboratory, but the cost of building must be completely paid before Gadgets may be built there.

The following table lists the maximum APs for laboratories and their cost in Hero Points.

Laboratory Costs

Aps of Laboratory	Cost In Hero Points
5	5
7	10
10	40
12	70
15	120
20	200
25	300
30	500
35	1,000

Laboratories have a Reliability Number of 0, but must be maintained. To maintain a laboratory, the Character(s) who own the lab must make a Wealth Check once per game year. The OV/RV of this Check is equal to the APs of the lab. Positive RAPs indicate success. If the maintenance cost is not paid, the laboratory falls into disrepair and cannot be used to construct Gadgets.

Multiple Gadgeteers

If multiple Characters with the Gadgetry Skill are all working on a Gadget at the same time, they have several options. Either one gadgeteer can work on installing one Ability while the other gadgeteers work on the other Abilities; or two or more gadgeteers can team up to install the same Ability.

If the gadgeteers are working on separate Abilities, resolve each installation attempt separately as normal. However, the two or more Characters may make their attempts in the same time span, allowing the Gadget to be completed in less time.

If two or more Characters with the Gadgetry Skill are combining their abilities to work on installing the same Ability, the highest Skill level present is used as the AV and EV of the attempt; but the OV of the effort receives negative Column Shifts as though the Characters were performing a Team Attack in combat. That is, 2 Characters get -1 Column Shift to the OV, 3-4 Characters get -2 Column Shifts, and so on.

Multiple gadgeteers working on the same item may split its final Hero Point Cost between themselves as they see fit; and all gadgeteers may attempt to purchase the parts necessary to build the device.

Example of Building a Gadget

Lex Luthor decides to build a giant robot to destroy Superman (when will he ever learn?). He enlists the aid of Lexcorp scientist Brian Lally to assist him in this nefarious endeavor. Luthor has a Gadgetry Skill rating of 15 APs, while Lally's is 8.

First, Luthor must design the robot. He decides that it will look something like this:

GIANT ROBOT

[DEX: 10, STR: 20, BODY: 15, INT: 5, WILL: 5, MIND: 5, Bomb: 20, Skin Armor: 5, R#: 5]

Limitation: the robot is susceptible to the explosion of its own Bomb Power.

Miscellaneous Drawback: the robot must be recharged every 24 hours.

Next, Luthor must pay the robot's Hero Point cost. Luthor will not have to add to the Factor Costs of the robot's Abilities, since the Reliability Number is 5. 10 APs of DEX costs 112 Hero Points, 20 APs of STR costs 390 Hero Points, 15 APs of BODY costs 240

Hero Points, 5 APs of INT costs 28 Hero Points, 5 APs of WILL costs 24 Hero Points, 5 APs of MIND costs 24 Hero Points, and 5 APs of Skin Armor costs 70 Hero Points (Base Cost of 50 plus 5 APs at Factor Cost 5). The robot's Bomb Power has a Limitation (the robot itself is susceptible to the blast), which the GM decides is worth a -2 bonus to its Factor Cost. This means that the Bomb Power will cost 85 Hero Points (Base Cost of 20 plus 20 APs at Factor Cost 1). Altogether, the robot's Abilities will cost 973 Hero Points (112 + 390 + 240 + 28 + 24 + 24 + 70 + 85 = 973). Finally, Lex is allowed to divide the cost of the Gadget by 2 due to the "Gadget Bonus" for a Gadget which cannot be Taken Away in combat. This brings the cost down to 482 Hero Points (973 divided by 2 rounded up equals 482). Having saved up some Hero Points for a while, Luthor pays the Hero Point cost.

Buying parts is Lex's next step. The cost of all the parts is 27 APs (maximum Ability AP of 20 plus 7 other Abilities), so the OV/RV of Luthor's Wealth Check is 27/27. Lex uses his Wealth of 25/25 as the AV/EV and rolls a 13. He successfully buys the parts.

Now Lex and his buddy can get down to building the robot. They must install the robot's BODY first. The AV/EV is equal to 15/15 (Luthor's Gadgetry Skill), and the OV/RV is equal to 15/15. Luthor receives a -1 Column Shift bonus to the OV since he and Lally are "Team Attacking" the Gadget. Lex rolls an 18 and receives 8 RAPs. It takes Luthor and Lally one hour to install the BODY (Base Time of 18 APs - 8 RAPs = 10 APs building time = one hour).

Since it will probably be the most difficult, Luthor decides to install the STR next. The OV/RV is equal to 20/20, but Luthor still receives the -1 Column Shift bonus for the Team Attack. In addition, he decides to spend 4 Hero Points apiece on his AV and EV, raising them to 19/19. Lex rolls a 12 and receives 4 RAPs. It takes him 14 APs, or sixteen hours to install the STR.

DEX is installed next. The OV/RV is 10/10, but Luthor does not receive the Team Attack bonus, because Brian Lally will be installing the robot's INT simultaneously. Luthor rolls an eleven, yielding 8 RAPs. It takes him an hour to install the DEX.

Meanwhile, Brian Lally works on installing the robot's INT. The AV/EV is Lally's Gadgetry Skill (8/8), while the OV/RV is the robot's intended INT (5/5). Lally rolls a 15 and gets 8 RAPs. He finishes the robot's INT at the same time Luthor finishes the DEX.

Luthor next installs the robot's WILL and MIND while Lally works on the Skin Armor Power. Neither of them experiences any problems. They finish these in roughly forty-five minutes.

Last but not least, they once again Team Attack the robot in order to install the self-destruct mechanism (20 APs of Bomb Power). The OV/RV is once again 20/20, and Luthor again receives the -1 Column Shift bonus. He opts to spend 7 Hero Points each on his AV and EV, raising them to 22. He rolls a 9, and gets 7 RAPs. It takes the pair about 2 hours to install the Power.

The robot is now ready to be unleashed against the Man of Steel. The whole process of building it took about twenty-one hours to complete.

III. Modifying Existing Gadgets

Heroes with the Gadgetry Skill may attempt to add another Ability to an already existing and functioning Gadget at a later time. Resolve such an attempt as though it were a new Gadget: calculate and pay the Hero Points, buy the parts, and roll the dice. An attempt to modify an existing Gadget automatically has its OV and RV shifted +2 Columns to the right, because the Character is adding an Ability to the Gadget for which it was not initially designed.

Suppose, for example, that Tom wanted to add 8 APs of Running to Booster Gold's battlesuit. Running has a Factor Cost of 1. Since the Reliability Number of Booster's suit is 2, however, there is a +2 Factor Cost modifier, raising the total to 3. Eight APs at a Factor Cost of 3 cost 30 Hero Points. Tom adds in the Base Cost of running (5 points) to raise the total to 35 and then divides the total in half, since Booster's suit cannot be Taken Away, leaving a final Hero Point Cost of 17. Tom must then spend 17 Hero Points and make a Wealth Check to buy the necessary parts to install Running. The OV/RV of the Wealth roll is 8/8, since he is installing 8 APs of Running. Tom decides that Booster will use the laboratory at the JLI Embassy, which is rated at 15 APs, which means he will not have to pay any additional Hero Points to install the Ability, since 8 APs of Running is less than the labs's 15 APs. The OV/RV of the Gadgetry attempt is 8/8, each shifted +2 Columns to the right because Booster is modifying an already functioning Gadget, for a final OV/RV of 11/11. If Tom gets positive RAPs on his Gadgetry Check, the Running Ability will be successfully installed.

IV. Repairing Gadgets

Damaged Gadgets must be Repaired. By Repairing a Gadget, a Character can restore any APs that it has lost from its Current BODY Condition (or Current MIND or SPIRIT Conditions, if the Gadget has a MIND or SPIRIT) or any APs of a Power, Attribute, or Skill lost to Reliability break down. Each of a Gadget's Abilities must be repaired separately.

Repairing a Gadget is a Dice Action. The AV and EV of the attempt are both equal to the Gadgetry Skill of the Character conducting repairs, while the OV and RV are both equal to the starting AP value of the Ability under repair. If Lex Luthor were trying to Repair an armored suit with a *BODY* of 6 that had taken damage to its Current BODY Condition, for example, the OV/RV of the attempt would be 6/6.

If the Ability under Repair has been reduced to a negative value, the Character conducting repairs must buy parts to Repair that Ability. The OV/RV of the Wealth Check necessary to buy the parts is equal to the Ability's starting AP value. Repairs cannot begin until any necessary parts have been purchased.

Repair Kits

Characters may purchase a *repair kit*, which acts as a laboratory when Repairing damaged equipment in the field. If the Gadget has been totally destroyed, new equipment may not be created through the use of a repair kit. Gadgets may not be repaired beyond the APs of the repair kit. Partial repairs are not possible; for instance, a Character may not Repair a Gadget with a BODY of 15 APs using a repair kit of 7 APs.

Repair kits cost 10% as much as a laboratory of the same APs, with a minimum cost of 1 Hero Point for each repair kit. Repair kits have a Reliability Number of 5, which is checked when a Repair attempt is made using the kit. If the repair kit breaks down, the Repair attempt automatically fails. It is not possible to Repair a repair kit if it breaks down. A new repair kit must be purchased.

Unless the Character conducting Repairs has access to a Laboratory (see **Laboratories**) or repair kit that has a rating in APs that equals or exceeds the starting AP value of the Ability under Repair, both the OV and RV of the attempt receive +2 Column Shifts to the right. If the Repair roll is less than or equal to the Reliability Number of the repair kit, the Check automatically fails, and the repair kit breaks down and must be replaced. This does not do further damage to the Ability being repaired.

It takes just as long to Repair an Ability as it does to install an Ability in a new Gadget (see **Time**). The AV and EV of the Repair attempt can be increased or decreased if the Character conducting Repairs is willing to spend more or less time on the effort. The RAPs earned in a Repair attempt equal the number of APs restored to the Ability under Repair.

Repairing an Ability does not cost any Hero Points; although the gadgeteer may spend Hero Points to increase his/her AV or EV for the attempt as usual.

V. Replacing Destroyed Gadgets

Gadgets that have had their Current BODY Conditions (or Current MIND or SPIRIT Conditions, if the Gadget has a MIND or SPIRIT) reduced to a negative value which exceeds their BODY are

permanently destroyed and cannot be Repaired. Since plans and notes for creating these devices already exist, however, they can be rebuilt or duplicated with much less effort than it would take to completely recreate the Gadget from scratch.

To recreate an already existing device, simply pay its Hero Point Cost and buy the parts. No Gadgetry Rolls are necessary; and the entire device can be rebuilt in two days time (16 APs). Only a Character with at least as many APs of the Gadgetry Skill as the Gadget's original creator can rebuild Gadgets in this way. The Character that actually builds the device need not necessarily be the Character that pays the Hero Points for the device or buys the parts. If the Gadget is a major element in one or more Characters' Subplots, the GM may rule whether the device may be replaced in this manner, or whether it must be completely redesigned and rebuilt.

VI. Omni-Gadgets

Omni-Gadgets are devices whose exact Powers and Attributes are unknown. They are only defined when the Gadget is taken out and used. The same Omni-Gadget might be transformed into a gas grenade, a suction cup for the hands and feet, or a flame-arrow that will melt Killer-Frost's ice-wall.

In other words, Omni-Gadgets simulate a comic book character's ability to have exactly what s/he needs to get out of a situation when s/he has only a finite number of Gadgets with him/her.

The only limitation of Omni-Gadgets is the range of devices they can turn into. The Ranges are:

A Physical Attributes
B Mental Attributes
C Mimicked Power
D Italicized Attributes

No matter what an Omni-Gadget has been transformed into, it always has a BODY equal to its AP rating. An Omni-Gadget may be used for one battle, or for a duration of time equal to its AP rating, whichever is shorter. Omni-Gadgets may never possess Skills or Advantages.

Omni-Gadgets can be built just like regular Gadgets. The major difference is that all Omni-Gadgets have but one single Ability: their AP rating. The Factor Cost of this Ability begins at 5, though each Range of Abilities that the Omni-Gadget can mimic adds to the Factor Cost:

Ability Range	Factor Cost Modifier
A	+1
B	+1
C	+1
D	+2

An Omni-Gadget's AP Rating has a Base Cost of 10 Hero Points; and an Omni-Gadget has a Gadget Bonus divisor of 5. Whether or not an Omni-Gadget may be Taken Away in combat is always up to the GM, depending upon what it has been transformed into. Omni-Gadgets can be replaced after they have been used or destroyed just like any other Gadget, although it is not necessary to "buy parts" to replace an Omni-Gadget.

It is even possible to build Omni-Gadgets and then connect them to another Gadget.

VII. Mystical Gadgets

Magical or Mystical Gadgets function as normal Gadgets, using all of the prior rules. When constructing or Repairing a Mystical Gadget, however, the builder uses his/her Occultist Skill in place of the Gadgetry Skill. Also, Mystical Gadgets are not constructed in laboratories. Rather, they are built in workshops, which are treated as though they were laboratories.

The Genius Advantage is never needed to construct a Mystical object, and it is possible to create an "Omni-Object."

VIII. Gadgets in Combat

Gadgets can be targeted in combat just like Characters. A Gadget's Resistance Value against Physical Attacks is equal to its BODY. A Gadget's Opposing Value against Physical Attacks depends upon the type of Gadget:

1. Gadgets with a DEX always use their own DEX as their OV.
2. Gadgets that are being carried or worn by a Character use their owner's DEX as their OV. Aiming at a Gadget that is being carried or worn is always a Trick Shot.
3. Vehicles have an OV equal to their driver's Vehicle Skill rating; motionless vehicles have an OV of zero.
4. Gadgets that do not fit any of the other categories have an OV of zero.

Remember that Gadgets without a MIND or SPIRIT are immune to Mental or Mystical Attacks.

Armor and Armored Suits

Characters wearing armor (i.e. a Gadget with an italicized *BODY*), may substitute the *BODY* of the armor for their own BODY when computing their RV against Physical Attacks. They may also spend Hero Points equal to the BODY of the armor to increase their RV in Physical Combat. Such Characters have a starting Current BODY Condition equal to their own BODY, however, not the *BODY* of the armor, and can only spend Hero Points to negate damage equal to their own BODY through the use of Last Ditch Defense.

Attacking an armored Character with the intent to damage the armor rather than the Character is a Trick Shot.

IX. Real World Gadgets

If anyone builds a Gadget modeled after a real piece of equipment, there are some guidelines that should be followed. First, find the Power or Skill which best mimics the abilities of the Gadget. A car's land movement works in the same way as the Running Power; a camera's ability is similar to Recall, with the Drawback that the information is only stored in visual form; and so on. This process has its limits: Gadgetry is meant to simulate the wonderful sorts of widgets a hero usually creates, not the technological works of a modern industrial society.

If there is no Attribute, Power or Skill which seems logical for the device, list the abilities of the device in terms of effect and if possible, assign a rough AP Value to the effect.

A. Standard Equipment

Standard Equipment falls into one of five categories: buildings, electronic equipment, vehicles, weapons, and special equipment. Standard Equipment is equipment available from any large department or specialty store. Standard equipment is purchased with the money generated by a Characters Wealth Action Check according to each Character's Wealth AP rating (see **Chapter Six: Wealth**). The cost of Standard Equipment is outlined below. Any standard item not on the list can be obtained, using real prices as a guide.

Buildings

Most hero groups are going to eventually want some kind of headquarters building. This section outlines the purchase costs of a basic building. These costs do not include any special devices the Players may wish to install in the building. This is strictly for the cost of the building, including the cost of the land.

Some buildings have more than one living area, office, or divided area within the structure that are known as units. For example, a high-rise apartment building has 250 units, or 250 apartments in it. The number in parentheses on the **Building Costs and Heights Table** is the number of units in that type of building. The Purchase Price shown is for the whole building; the Rent Per Month listing is for one unit in the building.

Building BODYs, Weights, Costs and Heights

Building Type	BODY	WEIGHT (in APs)	Purchase Price	Rent Per Month	HEIGHT (in Feet)	HEIGHT (in APs)
High-Rise Apartment (250)	20	17	19	4	300	5
Brownstone Six Flat (6)	14	14	14	5	40	2
Abandoned Factory	16	20	16	6	50	3
Skyscraper Offices (1000)	25	23	23	6	1,200	8
High Rise Office Building (200)	19	16	14	6	300	5
Small Office Building (12)	15	15	17	6	40	2
Single Office Building	13	12	13	7	15	1
House	10	10	12	6	15	1
Mansion	15	15	20	16	50	3
Warehouse	14	14	16	9	60	3

Walls

Walls are assumed to be ten feet by ten feet (0 APs x 0 APs). If they are larger than this, find the total BODY or Weight APs of the wall by adding the APs of height and length to the BODY or Weight APs in the table below. For example, a solid steel wall which is 2 APs long by 3 APs wide would have a BODY of 17 and a Weight of 18. However, it is usually easier to assume that any Character who is breaking down a wall is simply trying to break down one ten foot by ten foot section of it.

The *Cost Modifier* listed on the table is the number of APs by which a Player must increase the construction or purchasing cost of a building if all of its walls are built of the material.

Wall BODYs, Weights and Cost Table

Wall Material	BODY	WEIGHT (in APs)	Cost Modifier
Brick	8	7	+1
Concrete	10	8	+1
Reinforced Concrete	11	10	+2
Promethium	20	12	+100
Steel	12	13	+3
Wood	6	5	0

Entrances and Openings

Sometimes in battle, combatants charge through, fly through, or are thrown through windows, doors, and other openings in a building. The next table lists the BODY and Weight of such openings, as well as the cost of replacing them should they happen to be smashed or otherwise damaged in a fight. **Note:** Bulletproof glass is expensive and heavy: outfitting a window with bulletproof glass increases both the cost and the weight of the window by 1 AP each over a window with regular glass.

Entrances and Openings Table

Entrance/ Opening	BODY	WEIGHT (in APs)	Cost (in APs)
Interior Door	3	1	3
Exterior Door	4	1	3
Large Double Door	5	2	4
Steel Reinforced Door	7	3	6
Bank Vault Door	14	14	9
Small Window	4	1	2
Medium Window	4	1	4
Large Window	4	1	6
Bulletproof Glass	7	+1	+1

Furnishings

Furniture has been known to suffer in bouts between heroes and villains. A short list of the BODY and weight APs of the sorts of furniture and appliances that are most frequently used in combat follows:

Furnishings and Appliances Table

Furnishing/ Appliance	BODY	WEIGHT (in APs)	Cost (in APs)
Bathtub	5	3	6
Single Bed	3	1	4
King Sized Bed	4	2	5
Couch	4	3	6
Small Desk	1	0	4
Large Desk	3	1	5
Dresser	2	1	6
Kitchen Sink	4	1	3
Piano (Baby Grand)	3	3	7
Refrigerator	4	3	5
Large Dining Table	2	2	6
Dining Room Chair	1	0	3
Washing Machine	3	3	4

Landscaping

Whenever Characters begin uprooting the flora or get Knocked Back into a redwood, the following table should help decide just who or what breaks.

Landscaping Table

Type of Plant	BODY	WEIGHT (in APs)	Cost (in APs)
Bush	2	0	0
Sapling (3 ft. to 8 ft.)	2	2	1
Small Tree (9 ft. +)	4	4	5
Medium Tree (16 ft. +)	7	6	7
Large Tree (31 ft. +)	10	9	9
Larger Tree (61 ft. +)	12	12	N/A
Huge Tree (126 ft. +)	14	15	N/A

Electronic Equipment

The following table lists a number of electronic gizmos that Characters may wish to buy to aid them in their crimefighting endeavors. A detailed description of each item also follows.

A *bug* is a miniaturized microphone which can secretly pick up conversations and transmit them to a waiting radio receiver which is a mile (10 APs) or less away. A Character with either the Detective or the ECM Subskill of Military Science may attempt to detect a bug. Characters without these Skills must make an Unskilled Perception Check to detect the device.

A bug has an OV/RV of 5/5 against being detected. If the Perception Check yields positive RAPs, the bug is discovered.

An *electric eye* is a sensor consisting of a beam of light and a photosensitive receptor. Any object interrupting the beam of light will trigger the alarm that is connected to the electric eye.

Electronic Equipment Table

Type of Item	Cost (in APs)
Stealth/Security Devices	
Bug	6
Electric Eye	5
Infrared Sensor	6
Surveillance Microphone	6
Nightsight	7
Radio	5
Television Camera	9
Monitoring System	13
Tracer	5
Computer Systems	
Home Computer	8
Mini Computer	9
Business Mainframe	12
Research Mainframe	15
Advanced Research	18
S.T.A.R. Kilotrax	21
Robots	
Clyde	10
Utility	13
Security	17

Characters must make a Perception Check and gain positive RAPs against an OV/RV of 5/5 to detect the beam or the receptor before tripping it.

An *infrared sensor* picks up heat from an object. An alarm is usually attached which is activated when the temperature of an object in range is equal or greater than a specified temperature, usually human body temperature. An infrared sensor can detect any person within 100 yards (5 APs). To detect an infrared sensor, Characters must make a Perception Check against an OV/RV of 6/6 and gain positive RAPs.

A *directional microphone* is used to pick up conversations which are out of range of normal hearing. It works as the Extended Hearing Power of 6 APs. Detecting a surveillance microphone requires a Perception Check against an OV/RV equal to the distance in APs that the microphone is from the subject.

A *nightsight* is a low-powered telescopic sight which also amplifies the available light at night. Starlight on a cloudy night has enough light for a nightsight to work. A nightsight has an overload switch which shuts it down when the light in the area has reached a point of high brightness. It is treated as though it has Telescopic Vision and Thermal Vision rated at 5 APs apiece.

The listed *radio* represents a portable receiver-transmitter with a range of 5 miles. It is treated as though it has Super Ventriloquism of 13.

A *television camera* is a mini-cam which is mobile, like those used for local newscasts.

A *television monitoring system* is a security system with cameras at all entry points to a building and many cameras at other spots in a building. In one central location there is a bank of monitors where the television signals are sent. Security cameras can be detected on a successful Perception Check against an OV/RV of 3/3.

A *tracer* is a small transmitter which sends a steady signal to a radio receiver. The range of a tracer is5 miles (13 APs). A tracer may be detected by a Detective, or the ECM Subskill of Military Science. Characters who do not have such Skills must make an Unskilled Perception Check against an OV/RV of 5/5 to detect the device.

Computers are essentially Mental Gadgets, possessing APs of INT, WILL and MIND. Artificially intelligent computers may possess APs of INFL, AURA, and SPIRIT as well.

Automated systems may have a limited ability to mimic various Skills, such as Detective or Scholar. Unless a computer is in control of some physical system (such as a robot), it will be unable to perform Skills which require any physical manipulations of an object. For example, a computer could not build a Gadget by itself simply by having the Gadgetry Skill.

A computer may use a Skill at its own APs of the Skill, or it may be used to enhance the Skill use of a Character who also has the Skill. In this case, reduce the Opposing and Resistance Values of the Action by the computer's number of APs of the Skill, to a minimum of zero APs.

Example: Alfred is in the Batcave. He uses the Batcomputer (an advanced research computer with INT of 6 APs, and the Detective Skill of 6 APs) to analyze a clue he found earlier. The clue has Opposing and Resistance Values of 10/10. Alfred does not have the Detective Skill, so the computer works at 6 APs. Alfred learns nothing from the computer.

Later, Batman, with 12 APs of the Detective Skill, uses the computer to analyze the same clue. The OV/RV against Batman's Detective Action is 10/10. However, using the computer reduces the Opposing and Resistance Values by its APs of Skill. Therefore, the OV/RV of the Clue falls from 10/10 to 4/4. Batman rolls a 6. He succeeds, but he would have failed if he had not used the Batcomputer. Batman has an Effect Value of 12 versus a Resistance Value of 4. Batman receives 9 RAPs of knowledge.

Artificial Intelligence gives a computer self-awareness. This computer then becomes an NPC played by the GM. The GM should be aware of the programming included in the computer; if the computer is programmed to obey its operator (which most are), only an extreme provocation could induce the computer to oppose the operator. A computer with Artificial Intelligence may not enhance its own Skill use.

Home Computer
[INT: 1, BODY: 1, Recall: 9, R#: 3]

This *home computer* is the most advanced home computer system available. It comes with all of the peripherals, such as disk drives, terminal, and printer.

MINI-COMPUTER
[INT: 2, BODY: 2, Recall: 12, Split: 1, R#: 3]

A *mini-computer*, despite its name, is larger than a home computer. It comes with terminal, disk drives, printer, and plotters. A mini-computer has an ability which works as the Split Power (see the *Character Handbook*) at 1 AP, making duplicates of its "mind." Each "mind" may run separate programs.

BUSINESS MAINFRAME
[INT: 3, BODY: 2, Recall: 15, Split: 2, R#: 3]

A *business mainframe* comes with several terminals, printers, and disk drives. A business mainframe has an ability which works as the Split Power at 2 APs, making duplicates of its "mind." Each "mind" may run separate programs.

RESEARCH MAINFRAME
[INT: 4, BODY: 2, Recall: 15, Split: 2, R#: 3]

A *research mainframe* comes with terminals, extended memory, printer, and plotter. It has an ability which works as the Split Power at 3 APs, making duplicates of its "mind." Each "mind" may run separate programs.

ADVANCED RESEARCH MAINFRAME
[INT: 6, WILL: 2, BODY: 2, Recall: 18, Split: 5, R#: 2]

ARTIFICIALLY INTELLIGENT VERSION
[INT: 6, WILL: 2, MIND: 1, INFL: 1, BODY: 2, Recall: 18, Split: 5, R#: 2]

An *advanced research mainframe* computer comes with the standard mix of terminals, extended memory, printer, and plotter. A research mainframe has an ability which works as the Split Power at 5 APs, making duplicates of its "mind." Each "mind" may run separate programs.

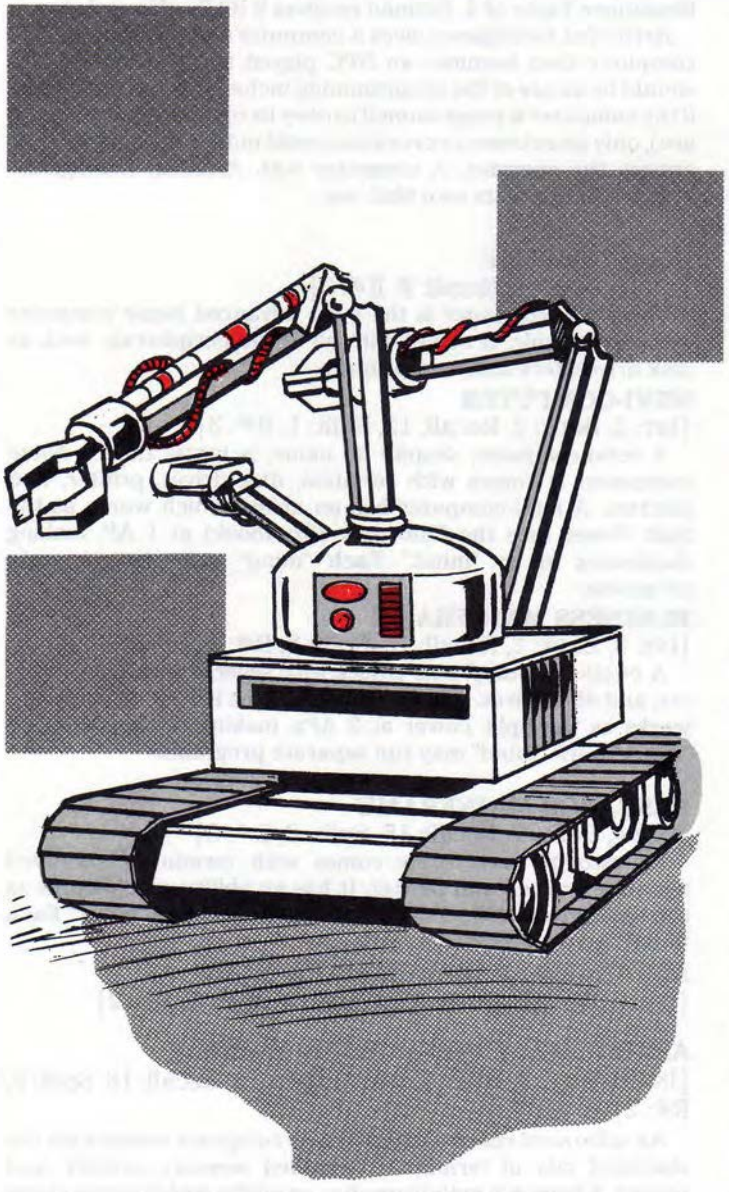
S.T.A.R. KILOTRAX
[INT: 8, WILL: 6, MIND: 6, BODY: 3, Recall: 20, Split: 7, R#: 2]

ARTIFICIALLY INTELLIGENT VERSION:
[INT: 8, WILL: 6, MIND: 6, INFL: 5, AURA: 5, BODY: 3, Recall: 20, Split: 7, R#: 2]

The *S.T.A.R. Kilotrax* is an experimental design that will only be sold to Characters who have a High-level Connection with S.T.A.R. Labs (see **Advantages** in the *Character Handbook*). It comes equipped with all of the familiar peripherals; external information hyper-storage unit (a technological double-leap up from a disk drive), terminals, printers and plotters. A Kilotrax has an ability which works as the Split Power at 7 APs, making duplicates of its "mind," each of which may run separate programs.

Ultra-C Processor
[INT: 18, BODY: 1, R#: 4]
Miscellaneous Drawback: burns out after 2 minutes time, reducing its INT to 0.

The Kilotrax has the *Ultra-C Processor Booster*, which is a Gadget which substitutes INT for the INT of the Kilotrax while it lasts. The Gadget has an INT of 18 APs, so the INT of the Kilotrax may be increased to 18 for 2 minutes (5 APs) before the device burns out. S.T.A.R. Labs is still working to perfect the Booster.



ROBOTS

The following *robots* are the commercial models available from S.T.A.R. Labs. They include an internal computer which can be programmed by the owner of the robot. A robot may be considered an automatic system which can be run by another computer.

CLYDE
[DEX: 1, INT: 1, BODY: 2, Life Sense: 2]
Miscellaneous Drawback: must be recharged every 24 hours.

A *Clyde* is a light-duty work robot operated by the built-in equivalent of a home computer. It may operate one limited automatic system at a time; it comes equipped with enough limited automatic systems to make it a mediocre housekeeper. It has an infrared sensor with a limited range (40 feet, 2 APs) which allows it to detect intruders. Clyde comes with a voice synthesizer with a vocabulary of a twelve year old and the speaking ability of a six-year-old.

UTILITY ROBOT
[DEX: 2, STR: 4, BODY: 6]
Miscellaneous Drawback: must be recharged every 24 hours.

S.T.A.R.'s *utility robot* is a sturdy, general purpose industrial robot that is usually programmed to maintain and monitor non-mobile robot workers. It comes equipped with a built-in mini computer. Some models have voice synthesizers, but most do not communicate or understand human speech.

SECURITY ROBOT
[DEX: 4, STR: 6, BODY: 5, AV: 7, EV: 8]

A *security robot* has the equivalent of a business mainframe computer compacted into its armored interior. A security robot carries three or more weapon systems, and has the Weaponry Skill as an automated system at 7 APs. A security robot has Military Science as an automated system at 5 APs, and a variety of electronic sensors at 5 APs which can be used to detect Characters who are within 100 yards.

B. Vehicles

Any Gadget which can transport one or more Characters from one location to another under its own power is considered a *Vehicle*.

Air Vehicles

Air vehicles are vehicles that allow one or more Characters to fly or glide through the air. This includes all gliders, airplanes, blimps, and most 20th Century spacecraft.

Jet Pack
[STR: 3, BODY: 2, Flight: 6, R#: 2]
GLIDER
[STR: 4, BODY: 6, Gliding: 7]
SINGLE PROPELLOR AIRPLANE
[STR: 5, BODY: 8, Flight: 8, R#: 2]
FLYING BOAT
[STR: 7, BODY: 10, Flight: 8, Swimming: 2, R#: 2]
BOEING 747
[STR: 11, BODY: 12, Flight: 10, Radar Sense: 18, R#:2]
F-15 EAGLE
[STR: 8, BODY: 10, AV: 6, EV: 8, Flight: 11, Radar Sense: 20, Hardened Defenses, R#: 3]
Carries four air-to-air missles.
SPACE SHUTTLE
[STR: 12, BODY: 11, Flight: 15, Flame Immunity: 5, Radar Sense: 20, Hardened Defenses, R#: 3]
ZEPPELIN
[STR: 11, BODY: 9, Flight: 6, R#: 5]
HELICOPTER
[STR: 7, BODY: 7, Flight: 7, R#: 2]

Land Vehicles

Land vehicles range from a simple two-wheeled pedal-driven bicycle to the most complex tanks and armored transport trucks used by the army. For the most part, they are completely unable to fly, swim, or burrow.

Motorcycle
[STR: 3, BODY: 5, Running: 7, R#: 2]
COMPACT CAR
[STR: 4, BODY: 6, Running: 7, R#: 2]
SPORTS CAR
[STR: 4, BODY: 6, Running: 8, R#: 2]
ROLLS ROYCE
[STR: 4, BODY: 7, Running: 7, R#: 2]
SMALL TRUCK
[STR: 9, BODY: 11, Running: 6, R#: 2]
EIGHTEEN WHEELER
[STR: 10, BODY: 13, Running: 7, R#: 2]
M-1 ABRAMS TANK
[STR: 9, BODY: 15, Running: 6, Hardened Defenses, R#: 2]
JEEP
[STR: 4, BODY: 6, Running: 7, R#: 2]

Water Vehicles

To travel on or underneath a body of water, Characters must make use of a *water vehicle.* These can be as simple as a canoe or a rowboat, or as complex as an aircraft carrier or a nuclear submarine.

MOTORBOAT
[STR: 4, BODY: 4, Swimming: 4, R#: 2]
SPEEDBOAT
[STR: 3, BODY: 4, Swimming: 6, R#: 3]
HOUSE BOAT
[STR: 6, BODY: 7, Swimming: 3, R#: 2]
YACHT
[STR: 11, BODY: 13, Swimming: 5, R#: 2]
OCEAN LINER
[STR: 20, BODY: 18, Swimming: 5, R#: 2]
DESTROYER
[STR: 15, BODY: 18, AV: 11, EV: 15, Swimming: 6, Radar Sense: 17, Hardened Defenses, R#: 3]
BATTLESHIP
[STR: 18, BODY: 24, AV: 15, EV: 20, Swimming: 6, Radar Sense: 17, Sonar: 12, Hardened Defenses, R#: 3]
NUCLEAR SUBMARINE
[STR: 19, BODY: 24, AV: 10, EV: 13, Swimming: 5, Water Freedom: 6, Sonar: 12, R#: 5]

C. Weapons

All firearms (pistols, rifles, machineguns, etc.) are made with the following **Miscellaneous Drawback:** the gun may only be fired a number of times equal to its Ammo rating before it must be reloaded; reloading is an Automatic Action, but a Character may not perform a Dice Action during a phase in which s/he reloads.

Bow and Arrow
[STR: 6, BODY: 3, EV: 3, R#: 5]
STR of Bow is its Range.
.38 Pistol
[BODY: 4, EV: 3, Ammo: 6, R#: 3]
.45 Automatic
[BODY: 4, EV: 4 Ammo: 7, R#: 3]
Laser Pistol
[BODY: 4, AV: 3, EV: 4, Ammo: 10, R#: 2]
Laser Rifle
[BODY: 4, AV: 4, EV: 4, Ammo: 10, R#: 2]



.44 Magnum
[BODY: 4, EV: 5 Ammo: 6, R#: 3]
Sawed-Off Shotgun
[BODY: 4, AV: 5, EV: 5, Ammo: 2, R#: 3]
Submachinegun
[BODY: 4, AV: 5, EV: 5, Ammo: 4, R#: 3]
Automatic Rifle
[BODY: 4, AV: 4, EV: 6, Ammo: 8, R# 2]
Machinegun
[BODY: 4, AV: 5, EV: 8, Ammo: 6, R#: 3]
Flame Thrower
[BODY: 4, Flame Project: 6, R#: 4]
Bazooka
[BODY: 5, EV: 8, R#: 2]
105mm Howitzer
[BODY: 6, AV: 5, EV: 9]
AIR TO AIR MISSILE
[BODY: 2, AV: 6, EV: 13, Radar Sense: 19]
Knife
[BODY: 8, EV: 3]
Sword
[BODY: 8, EV: 4]
Club
[BODY: 3, EV: 3, R#: 5]
Mace
[BODY: 8, EV: 4]

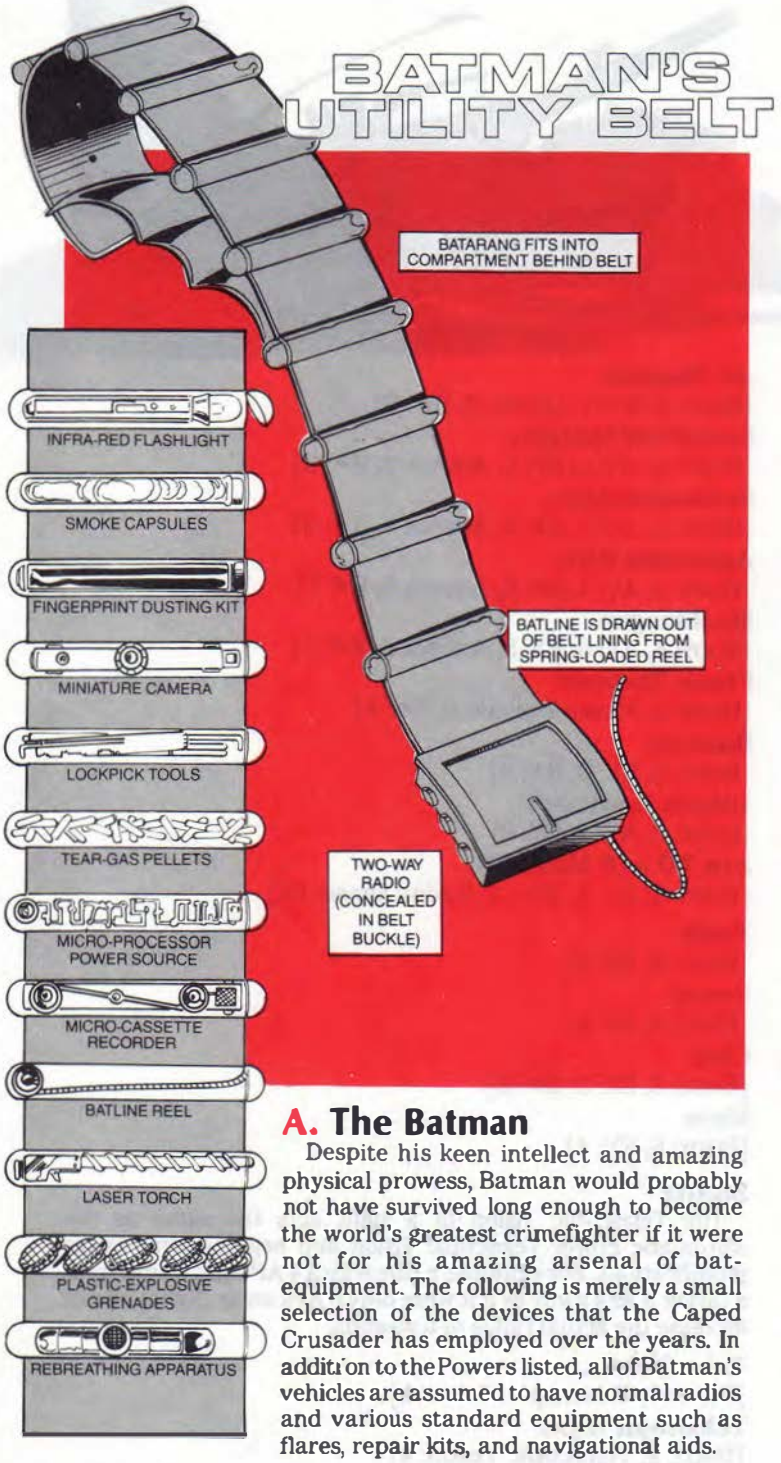
Sights

The Telescopic Vision of a sight acts the same as the Automatic Power Telescopic Vision and negates some range modifications. For example: a rifle with a 4 AP sight would treat a target 9 APs away as if it were only 5 APs away. Sights do not increase the actual range of a weapon.

Tube Sight
[BODY: 1, Telescopic Vision: 1]
Telescopic Sight
[BODY: 2, Telescopic Vision: 4]
Nightsight
[BODY: 2, Telescopic Vision: 4, Ultra Vision: 12, R#: 2]
Laser Sight
[BODY: 3, Telescopic Vision: 6, R#: 3]

X. Special Gadgets

This section details the equipment of some of the most famous DC heroes: Batman, Nightwing, and the New Titans. If Players wish to use special Gadgets such as these, their Characters must either build such devices themselves with the Gadgetry Skill, or purchase similar Gadgets from S.T.A.R. Labs. This purchase is paid for by making a normal Wealth Check (see **Chapter Six**).



A. The Batman

Despite his keen intellect and amazing physical prowess, Batman would probably not have survived long enough to become the world's greatest crimefighter if it were not for his amazing arsenal of bat-equipment. The following is merely a small selection of the devices that the Caped Crusader has employed over the years. In addition to the Powers listed, all of Batman's vehicles are assumed to have normal radios and various standard equipment such as flares, repair kits, and navigational aids.

Batarang
[BODY: 7, Gliding: 2]

The *Batarang* fits into a compartment inside Batman's utility belt. It is a curved piece of metal with a scalloped wing design that makes it look somewhat like a bat. A well-balanced throwing weapon, it is used to trip criminals up, knock weapons from their hands, deflect projectiles, and when attached to the Batline (STR: 12, BODY: 1), to wrap the line around building projections so that Batman can swing through the air. The Batarang is most often used for distance combat. When making a Physical Attack with the Batarang, the thrower's DEX is used as the AV, and the thrower's STR is used as the EV. The Gliding Power allows the Batarang a greater range than normal: add the APs of Gliding to the thrower's STR to get the maximum range it can be thrown.

Infrared Flashlight & Bat-Goggles
[BODY: 1 Thermal Vision: 12]

The *Infrared Flashlight and Bat-Goggles* have 12 APs of Thermal (IR) Vision. As long as the flashlight is illuminating the area, the Character can see as if it were daylight, as per the Thermal Vision Power.

Bat-Torch
[BODY: 2, Heat Vision: 9, R#: 5]
Misc. Drawback: Range of torch is only a few inches.

The *Bat-Torch* generates heat as per a Heat Vision Power of 9 APs. The torch can cut through walls, bars, or windows. Its attack is Physical. When one RAP of damage has been done to the BODY of the target object, a hole is cut through it large enough to walk through. The BODY of various materials is listed on the *Gamemaster's Screen*. If this device is used against another Character, the attacker is considered to have entered Killing Combat.

Micro-Cassette Bat-Recorder
[BODY: 1, Recall: 12, R#: 2]
Misc. Drawback: Only works on audio information.

The *Micro-Cassette Bat-Recorder* can Recall any sound within the normal hearing of the operator for 12 APs of time. The cassette tape is considered the re-load pack for this item.

Miniature Bat-Camera
[BODY: 1, Recall: 12, R#: 2]
Misc. Drawback: Only works on visual information.

The *Miniature Bat-Camera* can Recall any visual image (it takes a picture) of anything that the photographer sees. A clear picture can be taken at a distance of up to 12 APs from the photographer.

Plastic Bat-Explosives
[BODY: 1, Bomb: 7]

Plastic Bat-Explosives have an Explosive Effect of 7 APs. Handle an attack with Plastic Bat-Explosives in the same manner as an Explosive Attack in Combat, except that the user may be injured if s/he is caught in the blast radius.

Bat-Rebreather
[BODY: 1, Sealed Systems: 12, R#: 2]

The *Bat-Rebreather* is a small device that functions in the same manner as a gas mask, and has a Sealed Systems Power of 12 APs. The Bat-Rebreather adds 12 APs to the Resistance Value of the Character who is wearing it. It is effective only against airborne poison gases, including tear gas.

Bat-Shuriken
[BODY: 6, EV: 2]

Batman can throw up to four *Bat-Shuriken* at one time. He adds one to the die roll for each additional shuriken he throws past the first. Batman tends to use these only for Trick Shots against wimpy opponents.

Batcall
[BODY: 4, Animal Summoning: 12, R#: 3]
Misc. Drawback: Animal Summoning only works on bats.

Batman can use this device to summon a huge flock of bats that will converge on the location of the *Batcall*. It works best at night, but can be used at dusk or dawn.

BATCOMPUTER
[INT: 6, BODY: 6, Detective: 6, Gadgetry: 6, Medicine (Forensics): 6, Military Science: 6, Scientist: 6, Recall: 13, Split: 5 R#: 2]

The *Batcomputer* is located in the Batcave, and has microwave links to both the Batwing and the Batmobile. Over the years, Batman has used it to compile one of the most comprehensive information storage and retrieval systems in the world.

The Batcomputer has access to files on criminals and wrongdoers from law enforcement agencies throughout the world, making it one of the Caped Crusader's most powerful tools in his war on crime.

BATMOBILE

[STR: 7, BODY: 9, Running: 8, Fog: 7, Heat Vision: 7, R#: 2]

In appreciation for saving his life, stunt driver Jack Edison constructed the *Batmobile* for the Caped Crusader. The Batmobile is unparalleled by any other four-wheeled vehicle on the road today. It has a maximum speed of 225 miles per hour and is capable of off-road movement.

The body of the automobile is made of a special ceramic that makes it impervious to all small arms fire. A microwave linked terminal allows Batman access to the Batcomputer. A Smoke Screen can be released from the rear of the Batmobile, and the Laser Headlights can quickly blast open a wall or a door of a villain's hideout. Smoke Screen use is handled in the exact manner as Fog Power, with the limitation that the Smoke Screen cannot move with the car. The Laser Headlights mimic the Power of Heat Vision in all respects. See the *Character Handbook* for an explanation of these Powers.

BATGLIDER

[STR: 3, BODY: 5, Flight: 2, Gliding: 8]

The *Batglider* is a heavily-modified hang glider, capable of takeoffs and landings from vertical surfaces, using a pair of jets attached to its wing pylons. In addition to its pilot, the Batglider can carry up to 200 pounds on its wing pylons, but doing so requires removing the jets. The Batglider is collapsible, and can be reduced to the size of a backpack for transport.

B. Nightwing

Like his mentor, Batman, Nightwing uses many different types of special equipment in his fight against crime. A small sampling of some of the Gadgets he carries with him is as follows:

Combat Disk

[BODY: 7, Gliding: 3]

Nightwing's *Combat Disk* is a derivative of Batman's Batarang, and is thrown only at opponents to make Physical Attacks, with the DEX of the thrower being the Acting Value and his/her STR being the Effect Value. Add the APs of Gliding to the thrower's STR to calculate the maximum range of the weapon.

Gas Mask

[BODY: 2, Sealed Systems: 8, R#: 2]

The *Gas Mask* is effective only against airborne poison gases, including tear gas. The APs of Sealed Systems are added to the Character's Resistance Value against any and all poison gas attacks.

Stun Bomb

[BODY: 1, Bomb: 5]

The *Stun Bomb* is thrown during a Physical Attack to render the target unconscious. Handle the attack as an explosive attack (see Combat), using the thrower's DEX as the Acting Value, and the APs of the Stun Bomb's Explosive as the Effect Value. No target's current BODY APs will be reduced below 0; the Stun Bomb can only be used for Bashing Combat.

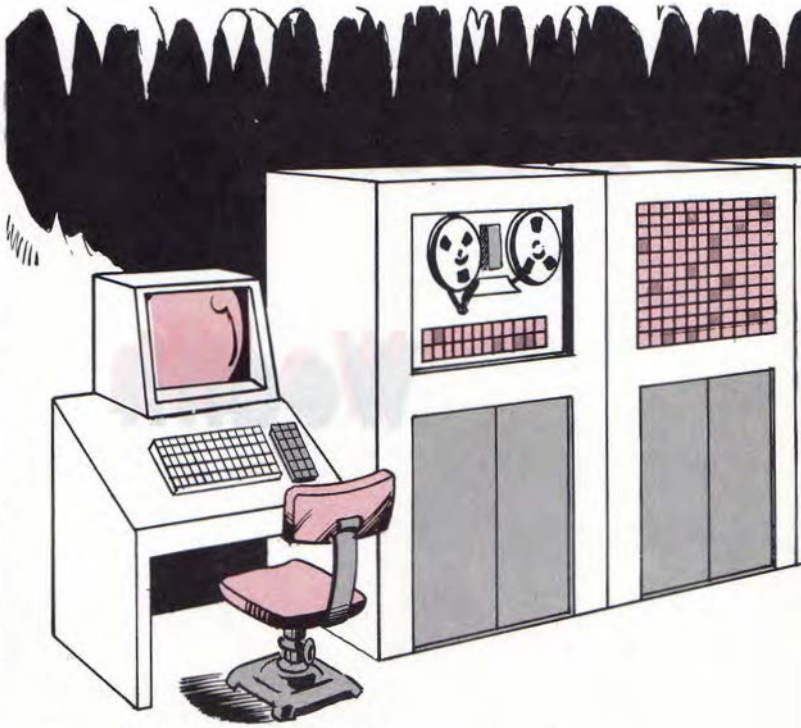
Wrist Rockets

[STR: 5, BODY: 5]

The *Wrist Rocket* functions in a manner similar to a grappling hook. However, the Wrist Rocket fires a steel arrowhead which tows a long, thin line behind it. The arrowhead then imbeds itself into the target object, allowing Nightwing to climb the line, which is 5 APs long.

To use the Wrist Rocket, the Acting Value is the Exotic Weaponry Skill of the user, and the DEX of the target (normally 0 for a stationary object) is the Opposing Value.

The Effect Value is the STR of the Wrist Rocket. Since the arrowhead is to be imbedded in the material and is not intended to cause any damage, subtract 6 from the material's BODY to determine the Resistance Value. One or more RAPs means that the arrowhead has been successfully imbedded into the material.



C. The New Titans

The following are some of the vehicles used by the New Titans. Like Batman's vehicles, all of these are assumed to have radios and other standard equipment.

Skycycle

[STR: 4, BODY: 6, Flight: 8, R#: 2]

The *Skycycle* is an antigravity sled that provides limited flight capability to the Titans' non-flying members. Open to the elements and having only minimum equipment, the Skycycle is an inexpensive means of gaining mobility.

T-BARGE (For Personnel)

[STR: 5, BODY: 5, Swimming: 3, R#: 2]

T-BARGE (For Cargo)

[STR: 15, BODY: 6, Swimming: 3, R#: 2]

The *T-Barges* are used by the Titans to carry personnel and cargo across the East River to Titans' Tower. Access to the barges is restricted to individuals who have specially coded I.D. cards.

T-HELICOPTER

[STR: 9, BODY: 8, Flight: 7, R#: 2]

The *T-Helicopter* is capable of carrying all of the Titans. It is usually used for short trips.

T-JET

[STR: 12, BODY: 9, Flight: 11, Radar Sense: 16, Hardened Defenses, R#: 2]

The *T-Jet* is used by the Titans for long distance travel. In addition to its 10 passengers and crew, the T-Jet is capable of carrying up to 48 tons (11 APs) of cargo. With its vertical takeoff and landing capabilities, the T-Jet is able to operate from the landing pad which is located on the roof of Titans' Tower or even in an open field halfway around the globe.

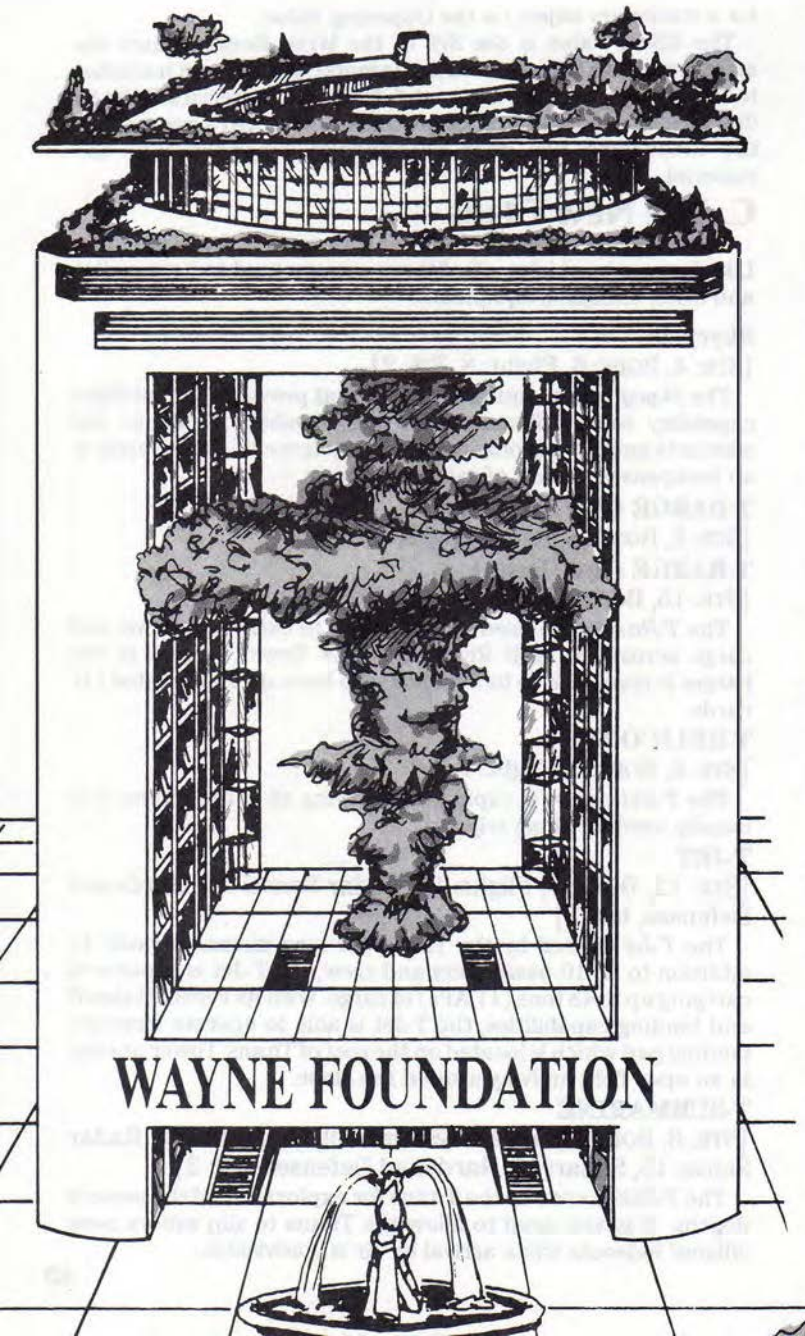
T-SUBMARINE

[STR: 8, BODY: 8, Sealed Systems: 19, Swimming: 5, Radar Sense: 15, Sonar: 15, Hardened Defenses, R#: 2]

The *T-Sub* is used by the Titans for exploration of the ocean's depths. It is also used to allow the Titans to slip ashore near villains' hideouts when arrival by air is inadvisable.

CHAPTER SIX

Wealth



One of Batman's most effective weapons in the war against crime is Bruce Wayne's vast personal fortune. Wayne's millions have allowed him to design and build his incredible crime-fighting Gadgets, to set up charities, and to finance philanthropic foundations aimed at reforming criminals all over Gotham City.

Each and every Character in the **DC HEROES** Role-Playing Game has a *Wealth* rating that indicates how much money the Character has at his/her disposal. Like Attributes, Powers, and Skills, Wealth is measured in APs. Zero APs of Wealth is equal to $25. A Character's listed Wealth rating measures his/her weekly salary. A Character with a Wealth rating of zero, for example, makes $25 a week or less, while a Character with a Wealth rating of 8 makes between $3,200 and $6,400 a week.

Wealth is the only AP value that cannot be increased by spending Hero Points gained during adventures (see **Chapter Two** of the *Character Handbook*). Rules involving the increase or loss of Wealth are found in **Appendix A: Advanced Rules**, later in this book. Those rules should only be used hwn Players are completely familiar with the following Wealth rules.

Buying Items

Wealth is used to purchase goods and services. Purchasing a good or service is a Dice Action using the purchaser's APs of Wealth as the AV/EV and the dollar cost of the good or service (measured in APs) as the OV/RV. Hero Points may be spent as usual to increase the AV/EV of a *Wealth Action Check*. If a Player earns one or more RAPs on the Wealth Action Check, the Character succeeds and the item is bought. If the Action Check fails, the Character simply could not scrape up the cash for the purchase.

Normally, a Character is only allowed one Wealth roll per game week, whether successful or not. If the Player wishes, his/her Character may purchase more than one item at a time with this roll. The OV/RV of an attempt to purchase multiple items is equal to the total cost (in APs) of all the items being purchased with the roll.

If a Character has already used his/her one Wealth roll and it becomes necessary to make another Wealth roll later in the week, the Player may purchase the right to make additional Wealth Checks by spending Hero Points. The second Wealth roll in a one week period costs a number of Hero Points equal to twice the Character's Wealth rating, the third Wealth roll costs a number of Hero Points equal to three times the Wealth rating, and so on. The only limit to the number of additional rolls Players are allowed to make in this fashion is the number of Hero Points they are willing to spend.

The only goods and services that Characters need to purchase through the use of Wealth are those that will have a direct bearing upon adventures. Green Arrow would need to use his Wealth to purchase a new bow, or the scuba gear that he will need for an undersea investigation; but he does not need to make a Wealth roll every time he buys a hot dog or a newspaper.

Charity

A Character who does not make any Wealth rolls during a one week period can donate part of his/her weekly earnings to charity. Making a charitable contribution in this fashion nets the Character 5 Hero Points which can be saved and spent as s/he sees fit.

Purchasing Parts For Gadgetry Attempts

As seen in **Chapter Five**, a gadgeteer must purchase parts using his/her Wealth score before attempting to design and construct a Gadget. The dollar cost of the parts necessary to install each of the Gadget's Abilities is equal to the Ability's rating in APs. The gadgeteer has the option of buying all of the parts necessary to build the device at once, using a single Wealth roll as discussed above, or buying the parts of each of the Abilities with separate Wealth rolls. Naturally, an Ability cannot be installed until the parts necessary to install that Ability have been purchased.

CHAPTER SEVEN

Gamemastering

Role-playing is storytelling. The rules of good storytelling apply to role-playing, but role-playing also has its own special rules as well. This chapter gives you those basic rules that make a good Gamemaster and a good story. Experienced role-players probably know these basics already, but it is best if they skim over these pages, especially the sections on creating adventures and Standard Award guidelines. **Chapter Eight: Subplots** will also provide a good review for experienced Players who are new to the **DC HEROES Role-Playing Game.**

I. Principles of Being a GM

The *Gamemaster*, or *GM*, has the most important job in a role-playing game. S/he is like the director of a play, and the Players' Characters are like the characters in that play. Both the GM and the Players are also the audience and, as the participants and the audience, they can play against each other's actions and enjoy the unfolding story they create at the same time.

Unlike the director of a play, the GM works from only a slim framework. S/he cannot predict how the story will end, for the *real* story is the interaction between the GM and the Players. And unlike characters in a play, the Players have much more freedom to influence the story; they may even bypass whole sections or add new events that the GM did not expect.

The Gamemaster oversees the story, making sure it is on the right track and that the Players are having fun. S/he alone knows the sequence of events and their possible outcome. S/he also knows the atmosphere that s/he wants to convey to the Players. What s/he does not know is exactly how the Players will react to each situation that s/he creates, but if s/he sets the scene successfully, the Players will respond in the spirit of the game that the GM has created.

The GM must do all of the bookkeeping for the *Non-Player Characters*, or *NPCs*, keeping track of their Hero Points, locations, damage, and Gadgets. S/he must also keep track of the time spent by the Player Characters and make all the necessary dice rolls for his/her **NPCs**. This can be a very demanding task, especially for a new GM, but the job will soon become easier as everyone involved learns the game mechanics.

A Gamemaster is a storyteller, a director, a playwrite, an actor, a bookkeeper, and in the end, a chemist. S/he mixes different story lines, plot elements, and characters with the Players to see where their combined imagination will lead them.

Work Together

The **DC HEROES RPG** is an interactive game in which the GM and the Players work together. As the GM, you should not attempt to have complete control of the game's flow. If the Players do not react according to your plans, so much the better. A story is not as much fun if you know exactly how it will end before it starts.

Try to let the Players think on their own. Let them solve a problem their way, instead of trying to pressure them into solving it your way. The Players will often approach a situation in completely different ways from any that you might imagine.

The GM has the final word on all the actions of the game. Once you have made a decision, your Players must yield. However, be fair and honest and use your authority very sparingly. GMs who exercise too much power oftem find themselves without any Players.

Role Play, and Encourage Others to Role Play

The Players should be encouraged to role play their Characters' Motivations. A Player whose Character is Batman should impress upon the other Players that Batman is hardnosed, fair, and more than a little neurotic about seeking justice.

The GM is responsible for creating events that allow the Players to act out their Characters' personalities. If a Character's Motivation is Upholding the Good, give that Character the opportunity to do good deeds. You could also put him/her in situations that test his/her mettle, like choosing between two evils.

make sure that they are true to their Motivations and Drawbacks.

Most Players' Characters' Motivations are based on repect for the law. Heroes do not break the law casually. If your Players' Characters start to indiscriminately wreak havoc, the long arm of the law will bring them to justice. If the Players start to act like villains, they should receive **no** Hero Points for that adventure. Period.

Do Not Kill the Characters

A good playwright does not kill off major characters in the middle of the first scene. Likewise, a good GM realizes that the current adventure is only one part of a larger campaign. Major Characters should seldom be killed. If a Player is extremely foolish or careless, his/her Character may die, but that will happen without any real effort on the GM's part.

The sole object of the villain's plot should rarely be to kill the heroes. Instead, the villain will usually want the heroes out of the way so that s/he can commit his/her crimes unhindered. S/he may want to play with the heroes or annoy them, like Mr. Mxyzptlk does to Superman.

If a villain decides to kill a Player Character, s/he usually wants his/her victim conscious, so that s/he can gloat over the "inescapable" trap that s/he has devised. A villain usually leaves the hero in the "inescapable" trap and goes off to complete his/her dastardly deed. Resourceful heroes can usually escape from "inescapable" traps. Player Characters should be allowed the opportunity to escape and continue the campaign to its conclusion.

Plan Ahead

The GM should spend at least an hour and a half before the game starts, preferably before the Players arrive, reviewing notes for the upcoming adventure. Make sure any handouts and visual aids are prepared, including maps and diagrams, and that you have worked out the Attributes, Powers, Skills, and information for all of the major villains and minor Characters. Keep the *Gamemaster's Screen* and lots of ten-sided dice handy. The more you plan, the more smoothly the game will proceed.

Plan for the Future

If you look at each week's game as a single issue of a comic book, you can see that if you stay only one week ahead of the game, the result will be a choppy campaign. The Players will become more involved in the game if they have a long term objective. When Justice League International went into outer space to rescue Mister Miracle, the quest continued for many issues before the team finally confronted Manga Khan and Darkseid on Apokolips. Occasionally, you can take a break to play one of the Character's Subplots, or a side adventure that takes place in the course of the overall scenario (like the JLI's fight with Lobo during the Mr. Miracle chase).

Challenge the Players' Minds

The DC Universe is very rich in possibilities for adventure. The game is not a series of slugfests. Challenge the minds and imaginations of the Players with clues and veiled information.

Do not make the adventure too easy. Part of the fun of role-playing is the tension in the game. Will evil triumph? Can a Character escape from a particularly nasty trap? It is important for the GM to inject this excitement into the game.

Create a Stable Environment

The world of your heroes will expand as the game goes on, but the basic outlines should not change. If the bank building was on the corner of Fourth and Elm yesterday, it should still be there today. A stable environment helps create an imaginary world with which the Player's Characters can deal. It also creates a place that can handle many types of adventures.

Gamemastering is the most demanding role in the game. It can also be the most fun. If your Players are having fun too, you have what it takes to run a great campaign.

II. Running the Adventure

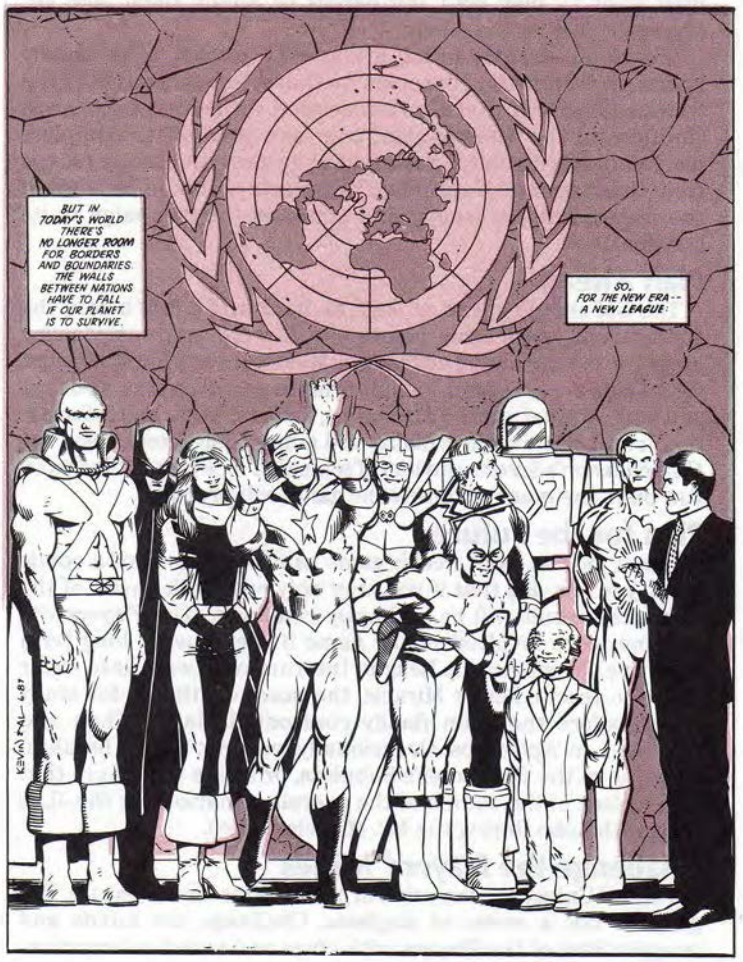
Before you learn how adventures are created in the **DC HEROES RPG**, you should know what it is like to be the Gamemaster for one. Many of the principles already described are explained in greater detail here, as well as new ideas to try on your Players.

Play in a Comfortable Setting

Be sure to have enough chairs and tables for everyone. Make sure the lighting is good and the room is not stuffy or noisy. Have your *Gamemaster's Screen* and other props nearby and ready to use. The better the setting, the less distractions you will have from the game.

You Are the Players' Senses

The Players will depend on you to give complete and accurate descriptions of what their Characters see and hear. Helping these descriptions to come alive is one of the GM's most enjoyable jobs. When describing the scene, remember to describe the colors, sounds, even the smells and textures of the Characters' surroundings.



Even more important, try to explain to the Players what the place *feels* like. Their gut reactions to a scene are as important as what they see and hear.

For instance, say the Question walks into a room where people have just stopped arguing; no words are spoken by the Characters, but the GM might descibe the scene like this:

"You see two men, seated across from each other at an ancient oak table. The parlor is filled to capacity ith dark, heavy furniture, and the drapes are closed against a inter gale. In the dark room, your eyes are immediately dra n to the people's faces.

"One man, dressed in a dark business suit, is glaring at the other and fiercely gripping the edge of the table ith his long-fingered hands. His knuckles are white from the effort. The other man, dressed in a smoking jacket, sits sideways in his chair, facing away from the man in the business suit. The second man is fiddling nervously ith a pipe.

"A handsome woman in a pale blue evening gown stands nearby. Her face is ashen; her eyes are ide ith horror. You get the impression that she is suppressing a scream.

"They do not speak, but the feeling of tension in the room is almost as strong as the smell of dust all around you."

Details like this make the scene come to life, and give the Players lots of information without being boring. On the other hand, too much description will slow play. Always strive for balance.

Role Play the NPCs

Be creative and get into the role-playing spirit with all of the NPCs, even the most insignificant. Sometimes you will be required to play many roles at once or play one right after another. this is when a GM needs to be an actor. Have fun with this, act outrageous, use funny voices, or pretend to be blind or deaf, whatever suits the occasion.

When you are speaking to the Players, do not say, *"The gas station attendant tells you the villain passed by a second ago."* Say instead, *"Yeah, a big ugly guy in a eird costume ith numbers printed all over it, he ran down that alley just a minute ago, kicked some lady's dog too . . . say . . . aren't you guys P.I.S.T.?"*

All NPCs are important, because they convey a lot of the information that Player Characters need in the game. They are the way the GM affects the unfolding events. A helpful NPC can speed up the game, or an untrustworthy NPC can set the group up for betrayal and ambush.

Playing your NPCs is one of the best ways to encourage your Players to role play. Keep the Players interacting with you on this level, but do not let them spend a lot of time talking to an NPC who has little or nothing to do with the adventure. If this happens, cut the discussion short.

Try Using Props

Props can be a big help when you are describing a scene. Role-playing NPCs and describing the scene gives the Players something to listen to. Try giving them something to look at as well. A prop can be anything visual: a map, a note in secret code, a jigsaw puzzle they must put together, or something else that the GM can invent.

The GM could simply describe the scene, and then hand the Players a prop that will lead them to a clue, or may even be a clue in itself. Props representing the Characters themselves, such as lead miniatures or cardboard figures, can be used to keep track of the heroes and villains in combat (see **Chapter Three**). Such props will quickly show the Players where their Characters are in relation to the villains and innocent bystanders.

Keep the Group Together

Running two or more different groups is hard to do and boring for the Players who are out of the action. Furthermore, if the main villain catches one of the groups of Characters, there may not be enough of them to defend themselves.

Keep Them on Track

At any given time, Players usually have many options from which to choose. They may be tempted to wander away from the main adventure. Your devious clue might be so devious that it becomes obscure and leads the Players in the opposite direction that you intended. It can be very frustrating for you and the Players to spend a lot of time running around in circles.

Once in a while, it might be a good idea to "nudge" the Players in the right direction. NPCs are good for this. In the DC Universe, the Phantom Stranger spends most of his time "nudging" other heroes. NPCs can spot the box of matches containing the vital clue, or identify the blood stain on the carpet, or whatever it takes for the story to continue. You may also want to try news flashes, kidnapping a Character, even taunts by the villains (especially those with Irrational Attractions or Psychological Instabilities).

Your help does not have to be free. The Players might lose Hero Points for missing clues or straying from the story. See the **Standard Award Guidelines** later in this chapter for more information.

Now They See It, Now They Don't

Keep the game fun by keeping the Players guessing. A clever GM once created a villain called the Deceiver who fooled the heroes into thinking he was the Joker. The Deceiver even carried out his crimes dressed as the Clown Prince of Crime. When the heroes moved in to capture him, they were totally unprepared for his Illusion Powers.

Look at your old adventures. If you notice a pattern in them, it may be time to shake your Players up. Throw in a helpful NPC or a seemingly helpful NPC who creates more problems for the heroes than s/he solves. Lead the Characters on a wild goose chase while the villains trash their headquarters. Have a villain assume the identity of one of the heroes or even the city police commissioner.

Players quickly recognize patterns in your adventures. If you always give long descriptions for only dangerous scenes, they will soon recognize the dangerous situations before the villains can spring their attack. If the adventure always begins with a phone call or a body flying through the headquarters window, the Players will soon grow tired of these cliches. Even dice rolling can be spotted and noted. Nothing is quite as enticing as a few false dice rolls, especially if you smile at the "results" and say nothing.

Surprising Developments

The GM is not always in control. Sometimes, the Characters overcome your best-laid plans and capture the villains in the first encounter. Your whole story is in shreds and you still have an entire afternoon to fill. Now what do you do?

Don't be annoyed by the new developments, even if they make more work for you. Call a break in the action and give yourself some time to think. Does the villain have friends or henchmen who will attempt to free him/her from the heroes' clutches? Perhaps you might decide to suspend the Recovery Rules just this once and allow him/her a Desperation Recovery Check. Will his plans go on without him? Perhaps the villain was *really* working for some other, more powerful villain who now has to step in and take over personally. In any case, be sure to award the Players their Standard Award for the first adventure, even though it did not work out the way you envisioned it.

III. Don't Panic

Gamemastering the Unknown

After you have been a Gamemaster for awhile, you will run into situations which are not covered in the rules. This may throw you into a temporary panic. Try to stay calm, since panic is no fun. This section will give you some general guidelines to follow when weird situations occur.

The Fundamental Rule

Have faith in yourself. Make a decision and get on with the game. Do not spend time arguing with Players about the decision; get the adventure moving again. You can spend time after the adventure discussing your decision with the Players.

Think of it this way: Batman is embedded in a huge block of ice that was created by an evil villain. Does the thought balloon read *"Gee, my chances of escaping should be better than this!"* with a pouting Batman pictured beneath? It certainly does not. It probably reads: *"I have got to get out of this . . . right . . . **now!**"* with Batman struggling to break free. The latter is more in keeping with the DC tradition of heroes. Try to keep the adventure moving the same way.

Skills vs. Powers

There will be times when a Skill will come into conflict with the effect of a Power. Skills can negate the RAPs of certain Powers. Only Powers that mimic natural Opposing factors can be affected.

When Will a Skill Negate the RAPs of a Power?

1. When a hero uses the Escape Artist Subskill of Thief to free himself from a block of ice created by another Character's Power. The APs of Ice Production mimics the Opposing Value for normal restraints.

2. When a hero uses Persuasion to try to neutralize the effect of Phobia or Control placed on another Character. Again, the APs of the Power substitutes for the natural Opposing Value of being Persuaded.

3. When a hero uses his/her Tracking Subskill to find an Invisible villain hiding in a room. The APs of Invisibility are used as the Opposing Value of the condition of the trail.

When Won't a Skill Negate the RAPs of a Power?

1. A hero cannot use Charisma to oppose a Phobia or Empathy Power attack on himself. The Phobia Power is used as the Acting Value and therefore cannot be affected.

2. A hero cannot use the Detective Skill to analyze and find a weak point in an opponent's Skin Armor Power. Detective does not give the Character the ability to analyze for weak points, just for clues (see the *Character Handbook*).

Skill versus Power effect is resolved on the Action and Result Tables. The APs of the Skill are the Acting and Effect Value, and the RAPs of the Power are the Opposing and Resistance Values. Any successful Action Check negates all the effects of the Power on the Character using the Skill.

For example: Changeling of the New Titans has been successfully attacked by Phobia of the New Brotherhood of Evil, using (logically enough) the Phobia Power. He now believes that the Titans are his most fearsome enemies in the universe.

Nightwing tries to Persuade him by using his Charisma. If Nightwing gets a successful result (that is, he gains positive RAPs) using his APs of Charisma as the Acting and Effect Values and the RAPs of the Phobia Power as the Opposing and Resistance Values, then Changeling will no longer believe that Nightwing is a horrible monster. Changeling will still, however, believe that the other Titans are enemies to be feared.

Powers vs. Powers

When two similar Powers come into conflict, compare the RAPs of each Power to determine the outcome.

For example: Mudman is using his Power of Earth Control to patch a break in a dam. He gets a total of 11 RAPs. The villain, Destructo, tries to use his Telekinesis Power on the earth that Mudman is Controlling and move it away from the dam. Subtract Destructo's RAPs from Mudman's RAPs. The result is the number of RAPs that are usable by the Character with the greater RAPs. If Destructo's RAPs came to 5 APs, Mudman would subtract 5 from his original 11, which would leave him with 6 RAPs of Earth Control.

Skills vs. Skills

Like Powers vs. Powers, when two Skills are being used against each other, subtract the smaller number of RAPs from the larger number of RAPs; the remaining RAPs are the RAPs of the action.

Combining Actions

When Characters want to combine Actions, you should remember that the APs of Attributes, Skills or Powers are not additive. A Strength of 7 and a Strength of 7 is not the same as a Strength of 14. See **Chapter Two** for more information on how APs are combined.

If Players want to combine the efforts of their Characters for a Dice Action, use the *Team Attack Chart* to reduce the Opposing and Resistance Value for the action (see **Combat Maneuvers** in **Chapter Three**).

If the action is Automatic, like lifting a weight, the action becomes a Dice Action, with Team Attack bonuses. The highest Effect Value of the group is used for both the Acting and Effect Values. The Opposing and Resistance Values are the APs of the action. Any positive RAPs means they are successful.

For example: Three Characters, all with 6 APs of STR, are trying to lift a rock that weighs 8 APs. The OV/RV is 8/8 (the rock's weight). The Team Attack bonus gives them +1 Column Shift. Even with the bonus, the Characters need to roll a 13 or better to lift the rock.

A Character must have the appropriate Attribute, Power, or Skill with APs within three Columns of the APs of the most powerful Character in the combination, or else his/her efforts make no contribution. For example, a Character with a STR of 6 APs could not contribute to a combined lifting action with a Character with a STR of 14, because 6 and 14 are four Columns apart on the Action Table. The amount of contribution which a STR 6 Character would make when combining a lifting action with a STR 14 Character is negligible.

Using the Universal Modifiers Chart

The *Universal Modifiers Chart* is explained in **Chapter One**. Here are some examples of how it works during actual play:

Situations of Increased Opposing Value

In some situations, if a Character is attempting to lift or hold an object, the Opposing Value may be increased because the object is slippery and, therefore harder to grab.

Modifier Example Chart One

Slipperiness	OV Modifier
Melting Ice Cube	4 (Difficult)
Greased Pig	+2 (Difficult)
NASA Teflon (.004 friction coefficient)	8 (Extreme)

Notice that the description of the modifier for the ice cube and the greased pig is the same, but the modifiers are different. This is done because picking up an ice cube is an Automatic Action, while the pig can Oppose the attempt to pick it up.

Situations of Increased Resistance Value

Sometimes an object may be particularly resistant to certain forms of attack. The GM has the option of increasing the Resistance Value of the object. Remember the object has the same BODY even though the Resistance Value has been increased. A laser beam is less effective when fired at a reflective surface. The surface is no harder to hit, so the Opposing Value is not increased.

Modifier Example Chart Two

Situation	RV Modifier
Laser fired at highly-polished steel	+2 (Difficult)
Laser fired at a mirror	+4 (Extreme)
Laser fired at a new STAR Labs polished laser resistant metal	+7 (Beyond the Limit)

IV. Creating An Adventure

You are reading a DC comic book when suddenly an idea hits you: what if our role-playing group had to face Darkseid? You can almost see parts of the story falling into place, but the picture is not complete. More than just a good idea is needed to tell a story. But what?

This section is concerned with creating good adventures that have a plot, Characters, and a sense of fun. While the Players and GM work together to create this adventure, the GM provides the *framework* that holds it together. A framework operates on two levels: the framework for an adventure (see **Running An Adventure**), and creating a framework for the campaign in which the Characters will live.

An *adventure* is a series of connected Encounters involving one plot by a villain or villains, like the plot in **Exposed!** Your group of Players may be able to finish an adventure in a few hours, or it may take several get-togethers to complete. A *campaign*, on the other hand, is a series of loosely connected adventures that lead to a specific goal, like rescuing Mister Miracle. Once you have gone through a number of campaigns and adventures, you and your group will have created an entire world in which to play your Characters.

A. The Elements of an Adventure

An adventure consists of eight elements: Background, Non-Player Characters, Encounters, the Timeline, linking, balancing, Troubleshooting, and Subplots. Subplots are discussed at length in **Chapter Eight: Subplots**.

1. Background

The *background* is the main story line; in fact, the background is the adventure. It could be the villain's scheme, a natural disaster, or a crime. All the events that lead up to the beginning of the adventure should be detailed here, as should the ultimate aims of the villains. Basically, background is the story before it is put into game terms.

The hardest part of creating the background for your adventure is thinking of what to do. The easiest way to find ideas for good adventures is to simply look around you. DC Comics and your local newspapers are good sources for ideas, as are science fiction and fantasy books. Once you've developed the idea for your story, concentrate on three parts: the villains involved, the goals of the major villains, and the events leading up to the adventure.

Events Before the Adventure

It is important to know the history of the plan. Has the major villain worked a long time on setting it up? Has it been revealed to anyone besides the bad guys? By building a history, you can be more flexible within the adventure itself. If the Players defeat the villain too soon, it gives you something to fall back on when you need to quickly create a logical extension of the adventure.

For example: *In today's adventure, the Terminator and Cheshire have been hired by Brother Blood to steal the data banks from the Titans' Kilotrax computer. Brother Blood's involvement in the assassination of a United Nations diplomat is documented in these data banks. This evidence could jeopardize the acceptance of Brother Blood's country, Zandia, into the U.N. The Terminator plans to send the Titans on a wild goose chase to catch a gang of bank robbers while he steals the files from Titans' Tower.*

The bank robbers controlled by Brother Blood are ordinary humans, but each of them is armed with an extremely powerful pulsed-laser weapon.

Since Brother Blood, the Terminator, and Cheshire are all DC Characters that have long histories in the DC Universe, their statistics can be found in the *Background/Roster Book*. Any GM who wishes to use these villains can simply find the appropriate issues of *The New Titans* at his/her local comic book store to see how they operate, and so on.

2. Non-Player Characters

The Major Villain(s)

The most important Non-Player Character in any adventure is the *major villain*. A major villain is the leader and controller of the rest of the hostile NPCs that the heroes encounter in the adventure. It is his/her plan that the other criminals are following. Sometimes, there will be a group of major villains working together equally. In this case, the group is considered the major villain.

If the villain you are using is from the DC Comics, his/her statistics may be listed in the *Background/Roster Book*, or one of numerous sourcebooks sold separately. If you are making him/her up from scratch, first imagine what s/he is like, what Powers, Skills and Abilities s/he has, and what Drawbacks or Limitations s/he might have. Try to think of his/her costume, and the way s/he carries him/herself: does s/he swagger with self-inflated ego, or is s/he slimy and kind of creepy? The Motivations for villains are found on page 10 of the *Character Handbook*.

After you have a rough idea of what the villain is like, you can design him/her like you would a heroic Character. Complete instructions for designing a villain can be found in the *Character Handbook*. Remember to balance your villains with your Players' Characters (see **Balancing the Adventure**).

Once the villain is established, try to mesh your original story with his/her personality. Certain villains will go after certain goals due to their Motivations or certain Drawbacks. The Joker, for instance, has an Irrational Attraction to practical jokes, and the Riddler always leaves riddles as clues. Major villains could want money, rare objects, power, or revenge. The final goal of their plan could be obscured by many false leads and diversions. One part of the plan could hinge on successfully completeing a seemingly unrelated situation.

Minor NPCs

You do not need to go into as much detail for every NPC in the adventure. Start with the NPCs closest to the major villains. If they have special Abilities, give them Attribute, Skill, and Power statistics where appropriate. If they are normal humans, assume that they have all Attributes rated at 2 APs. Exceptional humans such as soldiers, scientists, or doctors, may be given 3s or 4s at the GM's discretion.

Since you have already thought about your major villain, you should now be thinking about what type of flunkies s/he would want working for him/her. The Joker is more likely to have street thugs with warped senses of humor working for him, while Brother Blood surrounds himself with religious zealots. Is your villain afraid of independent thinkers, or might s/he be afraid of betrayal? Does s/he hire smart, streetwise punks or lumbering strongmen? You can use thoughts like these when designing the basic characteristics of other NPCs.

Once the NPCs are created, each of them should be rated for his/her level of hostility or agreeability towards the heroes (see **Chapter Four: Character Interaction**), as well as how much information s/he knows. Characters making Character Interaction or Control attempts may try to find out this information.

Remember to design any special equipment or weapons that the major villain and his/her NPCs might have.

Recurring NPCs

Besides the villains and their henchpersons, there can be other NPCs involved in the story. For example, Troia's husband Terry Long, Superman's sweetheart Lois Lane, or Batman's ally Commissioner Gordon might be NPCs in an adventure. NPCs can include the heroes' friends, major outside Characters that are allied to neither the heroes nor the villains, and the villains themselves. If a Subplot is being run within the adventure (see **Chapter Eight: Subplots**), all of its NPCs should be worked out. All Attributes, Powers, Skills, Advantages, and Drawbacks should be worked out for recurring NPCs.

For example, two NPC scientists might be created for the scenario described previously: *One of the scientists, Mike Martin, is under the control of Brother Blood and will help the Terminator and Cheshire to bypass the Titans' security systems and break into the computer. The other scientist, Chuck Polta, suspects the first, but has no hard evidence against him.*

Other NPCs in this scenario might include the guards at the bank, innocent bystanders, the bank robbers, and Brother Blood's Purifiers.

3. Encounters

Encounters are the logical breakdown of the adventure. They include the fights between the heroes and the villains, time spent searching for clues, and playing out Subplots (see **Chapter Eight**). Each Encounter has an interior structure which helps the GM keep things straight. Encounters can be broken down into four components: the Set Up, Players' Information, GM's Information, and Maps and other charts.

The Set Up

The *Set Up* for each Encounter should consist of notes on the situation that the Characters will face. The GM should ask him/herself how the scene could change because of what the group has done previously. You must also anticipate the possibility of there being several different approaches to an Encounter; each different approach will change how the Players see and experience the Encounter.

For example: *When the Titans approach the bank that Brother Blood's henchmen are robbing, they will encounter a different situation if they come in through the back door than if they come in through the roof. They will also change the Encounter if they approach the building silently and enter using a key they discovered in a previous Encounter. The villains might then be surprised, and the elaborate trap they planned will be useless.*

Players' Information

The *Players' Information* section is reserved for descriptions of what the Players' Characters can see, hear, and smell when they first come upon the Encounter. This is a crucial section and will call upon all of your role-playing ability to make the situation seem believable and real. For the sample adventure, the GM might write:

As you enter the bank lobby, you hear the quiet hum of machinery. There is a smell you can't quite identify, something like sulfer. You notice a small flickering light in the otherwise darkroom.

Begin by telling the Players what their Characters will normally notice first about their surroundings. Focus on details. Once the description has been read, it is the Players' turn to react to the situation. They might move immediately, ask questions, or confer among themselves. Remember that the villains will not wait for a plan to be formulated. If the group hesitates, have the villains start things moving.

GM's Information

What you know as the GM is put into the *GM's Information* section. These notes are important, because it is easy to forget details like the placement of the villains and their strategy. An example of GM's Information for the sample Encounter might go something like this:

If the villains' lookout warns them of the Titans' approach, the villains will kill the lights, but will keep the generators for their laser operating. They are using the laser to cut through the bank vault's door, so the room smells like sulfur. Brother Blood's henchmen are in positions behind the generators, armed with poison gas guns.

Gas Guns

[BODY: 3, Fog: 5, Poison Touch: 5, R#: 5]

Limitation: Fog and Poison Touch work in conjunction with one another as poison gas.

Any statistics that are unique to the specific Encounter, whether for innocent bystanders, particular NPCs, or equipment (like the Gas Guns) should be listed with the GM's Information for ease of reference.

Maps and Charts

It is essential that the GM map out the locations where the Encounter will take place. You might want to sketch the floor plans of a building or the features of an open landscape. Maps are invaluable to conducting an Encounter. They can show you where the heroes are in relation to the villains, and where each can go next.

You do not have to number and identify each building on a map, but if you draw up plans of the places where action might occur, you will find it easier to plan what the villains and NPCs will do next. You might also want to include floor plan sketches of any buildings in the area that the heroes might visit during the adventure. These sketches can be saved and reused in later adventures.

The maps might even help you visualize new NPCs that live or work in this area.

4. The Timeline

A *timeline* is a listing of the events as they would happen if the Player Characters did not interfere. In other words, it is a quick look into a possible future. This information will make it easier for you to change things once the game gets going.

The **DC HEROES RPG** is a very time-dependent game. The villains will not wait at the scene of a crime if the heroes are caught in rush hour traffic. A villain will probably have more than one part to his/her plan, and the time s/he requires to execute the plan may take days, hours, or only minutes. Time pressure will add to the excitement of the game. If a nuclear bomb is going to vaporize Manhattan twenty years from now, the heroes might as well shampoo the dog before they start to look for it. Continuing the previous example:

Brother Blood's Timeline: May 21

11:00 AM *Bank robbers take up positions.*
11:15 AM *Bank robbers attack bank.*
11:25 AM *Bank robbers intentionally bungle attempt, take hostages, and alert authorities.*
11:35 AM *Titans summoned to the scene.*
11:40 AM *The Terminator and Cheshire sneak onto Titans' Island.*
11:50 AM *Bank robbers start shooting hostages.*
11:55 AM *Bank robbers wire building for demolition.*
12:00 Noon *The Terminator and Cheshire successfully sneak into Titans' computer room.*
12:20 PM *Data banks are transferred to Brother Blood's personal mainframe computer via phone lines.*
12:25 PM *Bank robbers blow up bank building to cover their escape.*
12:30 PM *The Terminator and Cheshire plant explosive charges, then leave Titans' Tower.*
12:35 PM *Titans' Tower explodes and falls into the East River.*

In the adventure, the Titans go after the bank robbers, but are alerted that the Terminator and Cheshire will attack their computer. On the timeline, the GM has set the invasion of Titans' Tower for 12:00 noon. At that precise moment, the Titans are mopping up the bank robbers. They are alerted. Can they make it back in time?

On the timeline, the GM has allowed the Terminator 10 minutes to break in and steal the data banks. It looks good that the Titans will be able to make it back in time to stop him. Without a timeline, the GM would have to guess when the Terminator and Cheshire would make their attack.

5. Linking Encounters

There must be a logical reason for the heroes to move from one Encounter to another; the Encounters should not be random events, but should flow naturally one to another. This can be accomplished in several ways, but clues and NPC Information are fairly easy links for an adventure.

Clues

Clues are usually designed by the GM before the Encounter begins. This process is called a clue structure. A full explanation of a clue structure is in the *Character Handbook* under the entry for the Detective Skill.

However, all clues do not have to be designed this way. Players may uncover the clue themselves, without the help of their Characters' Powers or Skills. For example, you might require the Players to solve one of the Riddler's riddles themselves, rather than just giving them the answer due to a dice roll. Be careful when you include Riddler-type clues. Clues that are too hard for your Players to solve will frustrate both you and the Players.

NPC Information

NPC Information is what a captured villain or an innocent bystander might know. This information can be uncovered by using the Character Interaction rules found in **Chapter Four**, or by using the Charisma Skill. In a pinch, an NPC might even volunteer information, but in most cases, the Players' Characters will have to ask NPCs for information. They will rarely offer it on their own.

The information needed by the Characters to continue the adventure should be relatively easy to find, otherwise the game will grind to a halt. Don't give detective-type clues to Characters who don't have the Detective Skill, unless it is obvious that the Players will be able to figure it out themselves. Be considerate. If finding a clue requires a special Skill or Power, make sure the Characters are appropriately equipped.

6. Balancing the Adventure

A balanced adventure matches the heroes' Abilities with the task they are facing. The adventure should pose some uncertainty or risk, otherwise it will not be exciting. The heroes should have a good chance at succeeding. If the task is nearly impossible, the adventure will only be frustrating for your Players. This section will give you some tips on how to balance your adventures.

The "15" Rule

An unmodified roll of 15 should be sufficient for any crucial task in the adventure. A Player must be able to roll 15 or better *without* spending Hero Points to increase the AV or EV of his/her Character. A 15 or better occurs about one out of five times, or 20% of the time.

In these situations, a Character with Hero Points will usually spend them, while a Character who has none still has a slim chance of succeeding. If the necessary roll is greater than 15, you are counting on the Player to recognize that the roll is crucial, and his/her Character will have and spend the number of Hero Points needed to succeed. This is not always wise.

Of course, there will be times when you design an adventure which suspends the "15" Rule. That's fine, as long as you have developed a way in your Troubleshooting section of keeping the adventure going if the heroes fail in the task.

The One-Shot Warning Rule

Players deserve to know if a critical task may only be attempted once. If Players do not know that such a task is a one-shot deal, many will save their Characters' Hero Points, assuming that someone else can try the task, or that they may try it again.

If you decide to put the warning in the form of clues or riddles, you should be prepared for the Characters' failing the critical task. The more straightforward the warning, the greater the chance that the heroes will succeed at the task.

Balancing Combat

Combat can be difficult to balance because of the three different basic types of fighting: Physical, Mental, and Mystical. The Players may have a group of heroes who are Physically and Mystically very tough, but whose Mental defenses are weak. What if they meet a group of villains who have strong Mental Powers?

To answer this question, you have to run through the combat. When running through a mock combat between your group of Characters and the major villains, do the following:

1. Try to have each Character attacked through his/her weakest area, whether Physical, Mental, or Mystical.
2. If the numbers of Characters on a side differ, make logical choices for Multi-Attacks and Team Attacks.
3. Make the attacks in strict order of Initiative ratings, without rolling the dice.
4. Assume that all combatants spend no Hero Points.
5. Assume that all Characters roll all 15s.

Once you have run two phases of combat, put the heroes and villains into the three following categories: unhurt, injured, and unconscious. If a Character has taken no damage, s/he is *unhurt*, if s/he has been damaged but is still conscious, s/he is *injured*, and if s/he is unconscious, s/he is *unconscious*.

If you want an equal battle and it does not last two phases, then you will have to adjust the Abilities of the villains. Raise them if the villains lost horribly, and lower them if the bad guys won easily. Then try the test combat again.

For example, five heroes from the People's Intergalactic SWAT Team take on four nefarious villains from the Hit Squad. After two phases of test combat, the "scorecard" reads something like this:

P.I.S.T.:
0 unhurt, 4 injured, 1 unconscious
Hit Squad:
1 unhurt, 1 injured, 2 unconscious

You use the scorecard to adjust the adventure by adjusting the Hero Point total of the villains as follows:

Unhurt Heroes: For every unhurt hero, pick a villain or villains to be his/her opponent. Give these villains the same number of Hero Points as the unhurt hero, plus bonus Hero Points. Find out how many Hero Points the villain would have to expend to damage the hero, assuming a roll of 15, and add a bonus of five times this number to the villain's total Hero Points.

Injured Heroes: There is no Hero Point adjustment for injured heroes.

Unconscious Heroes: There is no Hero Point adjustment for unconscious heroes.

Unhurt Villains: For every unhurt villain, pick a hero or heroes who will most likely equal him. Find out how many Hero Points the hero would have to expend to damage the hero, assuming a roll of 15, and subtract five times this number from the hero's Hero Point total. This is the number of Hero Points for the villain. If the number winds up being negative, give the villain no Hero Points.

Injured Villains: Give each injured villain a number of Hero Points equal to the average number of Hero Points for the heroes, unless the villain has been assigned Hero Points as explained previously under *Unhurt Heroes*.

Unconscious Villains: If there are more unconscious villains than heroes, give the villains the average number of the heroes' Hero Points plus 10%. If there are more unconscious heroes than villains, give the villain the average number minus 20%.

A Warning

This system should not be applied blindly. The **DC HEROES RPG** is too varied a system to have a simple, clear-cut balancing rule. Common sense will have to be used, but the balancing system should help to even out combats.

7. Troubleshooting

Troubleshooting an adventure means looking for things that might go wrong in the adventure before they happen and anticipating ways to solve these potential problems. Look over the adventure and try to find any loopholes. Could the Characters accidentally miss a vital Encounter? Might they reach a point where they need information that they missed? Is there a chance that they will jump from the first Encounter to the last Encounter in ten minutes? Are they going to be misled by a clue and move completely away from the point? Whenever you can answer "yes" to a question like these, you must make adjustments to the Encounters to eliminate potential problems.

V. Standard Awards

A. Guidelines

Adventure modules published by Mayfair Games give you the Standard Award for each adventure. However, when you are running your own adventures, you will need to use the following *Standard Award Guidelines* to calculate the Standard Award for each adventure.

In determining a Standard Award, there are four aspects of the adventure that need to be considered: the Level of Opposition, Critical Points for completing the scenario, the Area of Consequence of the villain's plot, and the Severity of the scheme. The following sections describe how to assess each of these areas.

The Level of Opposition

The first step in arriving at the Standard Award for the adventure is to determine the *Level of Opposition* that the Characters will face in overcoming the villain in combat. To calculate this, you should look at your adventure and set up the last battle between the villains and the heroes. You should then estimate how many phases it would take for either one side or the other to win. Once this is done, apply your conclusions as follows:

***No Match** (Superman versus the Penguin)*
The heroes are expected to win in 1 to 2 phases. The Villains have no chance to escape. **Hero Points: 0**

***Inferior** (The Flash versus Captain Boomerang)*
The heroes are expected to win in 3 to 5 phases. The villains have some chance to escape. **Hero Points: 15**

***Equal** (Starfire versus Blackfire)*
There is an equal chance for either the heroes or the villains to win. Both sides have equal chances of escaping. **Hero Points: 20**

***Superior** (Green Arrow versus Major Force)*
The villains are expected to win in 3 to 5 phases. The heroes have some chance of escaping. **Hero Points: 25**

***Overwhelming** (Manhunter versus Darkseid)*
The villains are expected to win in 1 to 2 phases. The heroes don't have a chance of escaping. **Hero Points: 40**

Critical Points

The next step is awarding points for *Critical Points* that the Characters must accomplish in order to get from one Encounter to the next, or a task for which failure could cause the adventure to end. Critical Points should *not* include defeating the villains in combat (because after all, isn't that the whole point?). These tasks could be clues that must be found and interpreted at the scene of the crime, thugs that have to be interrogated, or even a chasm that must be crossed to get to the villain's mountain hideout.

The major criteria in deciding if a task is critical is whether or not there is an alternative for the Player Characters that will put them back on track if they fail in the task.

For example, in the Titans adventure already described, discovering the Terminator's scheme to invade Titans' Tower would be a Critical Point. If the Titans fail to do so, the GM would have the option of blowing up the Tower and having the Player

Characters investigate the explosion. Finding out about Brother Blood's involvement in the plot might be another Critical Point for this adventure.

An adventure might have no Critical Points, one Critical Point, or several Critical Points. As a GM, you should be careful not to weigh down your adventures with *too* many Critical Points, as it may become impossible for the Players to finish the adventure. Be flexible in your adventure design, reserving Critical Points for truly important events.

The difficulty of Critical Points should be evaluated according to the following chart. Assume that the Character who is most likely to succeed in the task (that is, the hero with the most APs of the Attribute, Skill, or Power needed to perform the task) will make the attempt without spending any Hero Points. Find the Success Number of the Dice Action and compare it to the Chart Below, assigning the appropriate Hero Points. If a Critical Point does not require a Dice Action, it is considered "Miscellaneous."

Difficulty	Success Number	Hero Points
Easy	3-4	1
Seldom Fails	5-7-9	2
Even Odds	11-13	3
Seldom Succeeds	15-18	8
Long Shot	21+	20
Miscellaneous	N/A	5

Area of Consequence

Hero Points are also awarded based on how large an *Area of Consequence* will be affected if the villain succeeds in his/her plan. Awards based on area are as follows:

Area Of Consequence	Hero Points
Personal	0
City/Local	3
State/Large Portion of a Country	4
Nationwide	5
International	7
Worldwide	15
Multiple Worlds (2 to 25)	20
Galactic	25
Universal*	50

*When we say Universal, we mean *Universal;* nothing less than the Crisis On Infinite Earths.

Severity

The final evaluation for awarding Hero Points is how *Severe* the consequences will be if the villain's plan succeeds.

Fatal: The villain's scheme could result in the deliberate deaths of innocents, such as a town being destroyed by a mystical storm that kills the inhabitants, the assassination of a public figure, or blowing up the world. **Hero Points 15**

Permanent Nonfatal: The effects of the villain's plan will remain unless extraordinary action is taken to undo it, such as establishing a totalitarian government, wrecking a bridge that must be rebuilt from scratch, or framing a hero for a crime s/he did not commit. **Hero Points: 10**

Temporary Nonfatal: The villain's plot will eventually disappear over a period of time, or the effects will be reversed, such as a bank robbery (since the money will eventually be returned by insurance companies), making the heroes look like idiots on television, or knocking a hole in a prison wall that can be repaired without rebuilding the entire jail. **Hero Points: 5**

Example of a Standard Award

Once all four of the areas of the adventure have been evaluated, add all of the Hero Points awarded in each area together. This sum is the total Standard Award for the adventure.

To demonstrate how this system works in an adventure, we will calculate the total Standard Award for the Titans adventure that has already been described.

1. Level of Opposition: The final battle should be the Titans versus the Terminator and Cheshire at Titans' Tower. Despite their prowess, the Terminator and Cheshire will probably be overwhelmed by the Titans' greater numbers. Therefore, the Level of Opposition is Inferior (15 Hero Points).

2. Critical Points: The Titans have two Critical Points: finding out that the Terminator and Cheshire are breaking into Titans' Tower, and discovering Brother Blood's involvement with the pair. Since it does not require a Dice Action to discover the break in at the Tower (the Players must deduce the fact from clues), the first Critical Point is Miscellaneous (5 Hero Points). Accessing the computer to find out what files the Terminator was stealing will lead the Titans straight to Brother Blood, so the second Critical Point is Easy (1 Hero Point). The total for Critical Points adds up to 6 Hero Points.

3. Area of Consequence: Since the point of Brother Blood's scheme is to smooth Zandia's entrance into the U.N., the Area of Consequence for this adventure is International (7 Hero Points).

4. Severity: Since Titans' Tower would be destroyed and Zandia would enter the U.N. if Brother Blood's plot succeeds, both of which would be extremely difficult to undo, the Severity is Permanent Nonfatal (10 Hero Points).

The final Standard Award for this adventure would look something like this:

Level of Opposition:
Inferior 15
Critical Points:
Discovering Titans' Tower Break-In
Miscellaneous 5
Uncovering Brother Blood
Easy 1
Area of Consequence:
International 7
Severity:
Permanent Nonfatal 10
Total Standard Award 38

B. Distributing Standard Awards

In the **DC HEROES RPG**, experience is measured in Hero Points. Hero Points are gained through Characters' actions and by events which occur during the adventure. Once a Player has begun playing his/her Character's crimefighting career, s/he can receive Hero Points for five kinds of achievements: participating in adventures, role-playing the Character well, saving the lives of innocent bystanders, thwarting the plans of the villains, and role-playing Subplots (see **Chapter Eight**). A sixth award, the miscellaneous award, may be granted by the GM on rare occasions, like not entering Killing Combat in a desperate situation. Each of these accomplishments is worth a single Standard Award per adventure.

As described previously in this chapter, an adventure is defined by a single plot by a villain or group of villains. Once the plot has either succeeded or been foiled, that adventure is over; then the Players are awarded Hero Points. An adventure may require several gaming sessions to resolve, and the Standard Awards should not be given out until the entire adventure is over.

The following situations can occur in any adventure. Each situation is worth a single Standard Award. The Standard Award is simply a benchmark and is subject to change from adventure to adventure. Participating in a battle against The Toyman should not count as much as going up against Darkseid. Therefore, a sliding scale for Standard Awards is created to judge each adventure on its own merits (see **Standard Award Guidelines**). A Standard Award can range from 5 to 500 Hero Points, depending on the villains you send up against your Players' heroes.

Each Player receives Hero Points equal to one Standard Award for *each* of the following categories that his/her Character fulfills.

Important Note About Killing Combat

Note: Unless your group is playing in a more realistic genre (see **Appendix A: Advanced Rules**), a Player whose Character initiates Killing Combat forfeits *all* Hero Points that s/he would have received for the adventure. If a Player's Character enters Killing Combat only *after* s/he has been attacked in Killing Combat, s/he only forfeits one-half of the Hero Points that s/he would have received for the adventure.

Standard Award Categories

Participation

Any Player whose Character takes part in the adventure receives the Standard Award for this category. If a Player Character is run as an NPC by the GM due to the absence of the Player, the GM may opt not to give this award.

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

Role-Playing

A Character in the DC Universe will have friends, colleagues, and a persistent foe with whom to interact. If the Player's role-playing is consistent with the Character's personality, Drawbacks, and Motivations, the Player receives the Standard Award for this category.

If the Player's actions violate his/her Character's Motivations, or if the Character seems to undergo sudden personality changes, the Player should not receive this Standard Award.

Players who are always on the lookout for ways to add new facets to their Characters, or who role play consistently, even though their actions could place their Characters in jeopardy may be eligible for Standard Award bonuses. Any exceptional creativity in role-playing should be rewarded by the GM, who may choose to award any amount from 1 Hero Point to one full Standard Award as s/he sees fit.

Saving Innocent Bystanders

If the conflict between the heroes and the villains endangers the lives of innocent bystanders, heroes should always attempt to save the bystanders. If Player Characters succeed and save innocent bystanders, this award is given.

Only those NPCs who blunder into the action by mistake are considered innocent bystanders. If Metallo plans to blow up Metropolis, for instance, and Superman thwarts him, the citizens of the city are *not* considered innocent bystanders.

Thwarting the Villain

This award is given to all Players whose Characters foil the plan of the villain or villains. The award is given at the end of the adventure in which the plot is finally crushed. The villain or villains do not necessarily need to be captured for the Players to receive this award: some villains in the DC Universe habitually escape capture, even though their plans have been wrecked.

Subplots

Role-playing a Subplot is worth one Standard Award, or fifteen Hero Points, whichever is greater.

All Players whose Characters were involved in a Subplot receive the award for role-playing a Subplot (see **Chapter Eight**).



Miscellaneous

The GM may give any Player an extra award from 1 Hero Point up to one Standard Award for any heroic actions that are not covered in the other categories. For example, capturing an arch-criminal who has evaded justice for an extended period of time, or inventing an ingenious solution to the perfect death trap are heroic activities deserving of praise. This award is completely at the discretion of the GM and does not have to be given out at all.

For more information on Standard Awards and their use in Character growth and experience, see the *Character Handbook*.

CHAPTER EIGHT

Subplots

A *Subplot* tells a story which is secondary to the main adventure but important to the Players' Characters. Subplots give Players a chance to deal with the other aspects of their Characters, apart from bashing villains: Raven convincing Cyborg to have a talk with his father, Batman just trying to get some sleep in a Gotham infested with thugs, and Donna Troy getting married are just a few examples. Subplots can be light-hearted or serious, short stories or continuing sagas. Subplots are the group's chance to have their Characters involved in the same sorts of stories which make DC Comics so interesting. Subplots allow the story lines in a campaign to be developed between the GM and the Players in a way which is unusual in role-playing games. This chapter discusses the creation of Subplots and gives GMs and Players hints on how to run them in an ongoing campaign.

Subplots get Players to speculate about their Characters' personalities and to initiate new story situations, rather than just react to situations the GM poses for them. Once the Players begin to use Subplots, they will have more fun having their Characters interact with NPCs. There is an additional incentive for the use of Subplots, also: if the Players role play the Subplots well, they will be awarded extra Hero Points (see **Standard Award Guidelines** in **Chapter Seven**).

Subplots invite the Players to do a lot of role-playing. If the GM and the Players have spent time preparing a Subplot, the Characters will become heroic personalities rather than merely fighting machines grinding through villain after villain.

Using Subplots forms a unique creative position: the GM becomes half writer of exciting adventures and half biographer of Characters who have some life of their own. Get the ideas into play and enjoy watching the story being acted out and growing with each new session.

I. Gamemastering Subplots

This section will give GMs instructions on how to plan and execute Subplots before and during the course of play. Hints for Players on their end of Subplots are contained in **II. Playing Subplots**, later in this chapter.

A. Initiating Subplots

Remember that the Players' Characters are the forces of good. They tackle those tasks that ordinary individuals and the government cannot. Heroic Characters are independent "trouble shooters" who follow the action. If the suggested Subplot would severely restrict a Character's ability to be a hero, or if it would take him/her out of play entirely, the Subplot cannot be used without modification. A Subplot's purpose is to enhance the Character's role as a hero in the game, not to remove him/her from the game.

When a Player has an idea for a Subplot, discuss it with him/her to see if it is playable. If the story idea is complex, take a little extra time in advance to work it into the campaign.

B. Questions For The Player

If the Player has only a vague idea for a Subplot, or if s/he has developed one portion of a Subplot, you can help to develop the idea further by asking the following questions:

1. What is the focus of the Subplot?

This is the central event or issue in the Subplot, the one the story revolves around. Batman trying to get some sleep, Dick Grayson trying to find Donna Troy's parents, Donna Troy getting married — each of these is the focus of its Subplot, the element which connects all of the events in the Subplot.

2. What brings the focal issue into play?

The event may be a continuation of a previous Subplot, or it may be a totally new episode in the life of the Character. If it is new, how does the event get started?

For example, Batman's Subplot started because he was exhausted from so many nights as Batman and too many days as Bruce Wayne — his previous adventures had forced him to be awake almost all of the time.

3. Who else is involved in the event?

This does not have to include an existing NPC or Player Character. The answer may be more general, e.g. the pharmacist, the daughter of a reputed mobster, the aging halfback of the Gotham Goliaths, or a cute professor at the university.

In the wedding of Donna Troy, dozens of Characters were involved. All of the New Titans except Raven were at the wedding. Many of the old Teen Titans attended, and several other DC heroes were present. The wedding was the focal event of the Subplot, and it was the central element for the Subplots of several other Characters as well. Most Subplots, of course, will be less elaborate than Donna Troy's wedding.

4. What are the Character's feelings? Does the hero know how other Characters might feel?

The Subplot's focus could be an exciting new development the hero wants the world to know about, such as Donna Troy's wedding, or something more private, such as Batman trying to get some sleep. Perhaps the hero feels he is alone or in conflict with the rest of the world over this event. Perhaps the hero is completely out of touch with how the rest of the world views this event.

Cyborg's fear of the reaction of other wedding guests to his appearance generated his own Subplot for Donna Troy's wedding.

5. How can the Subplot be resolved?

Encourage the Player presenting the Subplot to consider all of the positive ways the Subplot could end. The more alternatives he comes up with, the more interesting the Subplot can be.

The Player should also think about a few of the hurdles which his/her Character may have to overcome. Who or what might stand in the Character's way? Obstacles will challenge the Character to come up with alternative solutions in the Subplot.

Not all Subplots need to be opposed by another Character or by force. Sometimes the Subplot will be fun to play just because it is a good story idea. The wedding of Donna Troy was a good focus for a Subplot because it tied together so many stories and was also the high point of the romance Subplot with Wonder Girl and Terry Long.

6. What else might happen to the Character as a result of the Subplot?

The hero could become rich, be ruined financially, be embarrassed socially, be hunted by the law, be cast out of the hero group s/he associates with, travel to Paris, win a scholarship to a university . . . just about anything is possible. Use your imagination!

C. The Gamemaster's Response

When a Player suggests a Subplot, give yourself time to decide what will make the Subplot work and how it will fit into the campaign. Then ask yourself the questions given below. As you do this, be aware of any changes or additions which might make the suggested Subplot more playable or more interesting. It is the GM's prerogative to tailor the suggested Subplots to fit the campaign.

GM Questions:

1. Does the Subplot fit into this campaign, with these Characters?
2. Does the Subplot sound like it will be fun?
3. Is the Subplot related to the main adventure in any way?
4. How can you begin the Subplot? How will it proceed?
5. What NPC's will the Subplot involve?
6. What locations need to be prepared?
7. Which of the other Player Characters could be involved in the Subplot?

These questions will be covered in depth in the following example.

D. Subplot Example:

A group of Players creates a group of heroes in Central City, known as The Justice Crusaders. The heroes include Crunch, Echano, Foxbat, the Grenadier, and War Rock. The Grenadier's Dark Secret is that he is an artificial life form Character created by S.T.A.R. Labs. He has a Catastrophic Fear that people (other than the ones at S.T.A.R. who created him) will discover that he is not human. This means that when faced with the possibility of his true nature becoming known, the Grenadier will make protecting his Dark Secret his top priority. He will even forego stopping the villain if stopping the villain would endanger his secret.

The Player of the Grenadier might suggest the following Subplot: One of the S.T.A.R. Labs' scientists who worked on the team that created the Grenadier has run into financial difficulty. Somehow, the Grenadier discovers that the scientist is going to sell the story of his own creation to a cheap tabloid for a lot of money.

In this example, the Player has answered most of the questions listed for a Player suggesting a Subplot.

1. What is the focus of the Subplot?

The Subplot revolves around revealing the Grenadier's secret.

2. What brings the focal issue into play?

This revelation was prompted by the financial difficulties of one of S.T.A.R. Labs' scientists.

3. Who else is involved in the event?

The scientist, the newspaper reporter, and the newspaper staff will be involved in the Subplot (at least until the Grenadier's secret is made public).

4. What are the Character's feelings?

The nature of his Drawback indicates that the Grenadier would be extremely frightened of having his secret revealed. He probably feels betrayed by S.T.A.R. Labs, and he is determined to preserve his secret.

5. How can the Subplot be resolved?

If the article is not published, the Grenadier will have achieved his major goal.

This Player did not answer the sixth question (*What else might happen to the Character as a result of the Subplot?*), but the GM can generate several possibilities.

For example: the Grenadier and S.T.A.R. Labs might get into a simmering, if not roiling, argument over the exposure of his secret. The public may react with disgust to the knowledge that Central City is being protected by a machine-hero, or perhaps Central City is sympathetic to the Grenadier, and the hero only fears that the city's reaction will be bad. The Grenadier might attempt to establish a new identity to once again hide the fact that he is an android. Maybe the sleazy tabloid would be willing to make a deal with the Grenadier; it could kill the story if the newsmaking hero agrees to supply them with exclusives.

Answering The GM Questions

The next step in the process is to discuss the GM's questions and answer them for the Subplot.

1. Does the Subplot fit in this campaign, with these Characters?

Supposethat, instead of protecting the Grenadier's secret, the Player decides it would be a really neat Subplot to have the Grenadier run for the Presidency of the United States. Well, maybe not . . . has the Grenadier established himself as a politician before the Player thought of this Subplot? Does the Grenadier have the financial backing, the staff, the friends in the right places, and enough political I.O.U.s to make a legitimate run for the presidency?

What about the Grenadier's role as a hero? The President of the United States has jobs and duties which would severely restrict the Grenadier's ability to be a hero. So, if the Grenadier were elected, he would have to give up being a hero and concentrate on running the country. If this Subplot were approved and were successful, the Player of the Grenadier would have, in effect, removed his Character from the game. Subplots are not supposed to work this way.

The GM reviews the Subplot as outlined by the Player. The Subplot of protecting the Grenadier's secret seems perfectly in line with this campaign, and fits the Grenadier character.

2. Does the Subplot sound fun to the Gamemaster?

Subplots will be some additional work for you. On the other hand, the fact that the Player has taken some initiative is a pretty good guarantee that he will be interested in the Subplot. If you think you will have fun running it, then keep going down the list of questions. If not, stop here and disallow the Subplot.

The GM thinks that the Grenadier Subplot is a subplot with a serious tone. The situation will have dramatic, perhaps even some tragic, elements. The Player suggested the Subplot, and the GM believes he can handle it. If handled right, it could be an entertaining "soap opera," with lots of opportunity for overacting in the roles of the NPCs. The GM decides he would like to do the Subplot.

3. Is the Subplot related to the main adventure?

Interweaving subplots with the main adventure is neat, but it isn't always easy. Sometimes it cannot be done at all. You might decide to keep the Subplot unrelated to the main adventure.

In the main adventure of the example, lets say that Brother Blood was founding a church in Central City. The story line does not have anything to do with S.T.A.R. Labs. Rather than alter the main adventure, the GM decides to keep the Subplot unrelated.

4. How can you begin a Subplot? How does it proceed?

A Subplot which is related to the main adventure can begin when the adventure begins, and will naturally flow along with the main adventure. If the Subplot is unrelated to the main adventure, then the GM will have to create a starting point and connect the events of the Subplot together.

In the example of the Grenadier's secret, the GM decides that the hero first learns of the Subplot through an encounter on the street. The next time the Grenadier goes out in public, a Mirror-Inquirer headline will happen to catch his eye, or else he will overhear a discussion of the headline between two people on the street. The headline will read "**S.T.A.R. LABS CREATING SUPERPOWERED FREAKS!**" The paper is scant on details but promises to reveal the full story in the Sunday edition. If the Grenadier reads the story he will find a reference which, while attributed only to a reliable source inside of S.T.A.R. Labs, gives a physical description which matches the description of Dr. Arthur Molin, the Grenadier's creator.

The GM sketches out a story line which is centered around the Grenadier and Dr. Molin. He begins to think about the other NPCs he will need to carry out the story.

5. What NPC's will the Subplot involve?

Do the NPC's already exist in the campaign? If they don't, you will have to spend time creating them. Flesh them out and make them interesting, concentrating on their motives and the aspects of their personalities which are most important for the Subplot. You can decide later whether or not the NPC loves pistachio ice-cream or why s/he hates the Mets.

If the Subplot is a completely new story, several Characters may have to be sketched out by the GM. The GM should concentrate on the one or two NPCs s/he considers to be the most important. If the Subplots a Player suggests to you (or a

combination of Subplots submitted by all Players) would require you to detail more than three new Characters for the next session, you may want to think about delaying or disallowing some of the Subplots.

Deciding what NPC's you will use will help you develop the story elements of the Subplot. Why are these Characters involved in the Subplot? How do the Characters interact? Do you need any more NPCs to help the story flow logically?

Continuing the example, the GM has already created Dr. Arthur Molin, head of the S.T.A.R. Labs team which built the Grenadier. He has decided that Dr. Molin will be the Character who is having the financial difficulties. The GM decides that the Subplot will also need Eric Sandeen, a loan shark who has financed the run of gambling losses which put Dr. Molin in this bind, as well as Drew DeSilver, the Mirror-Inquirer reporter who is getting the exclusive on S.T.A.R. Labs research programs. The GM also sketches out the NPCs who are the hired muscle for Eric Sandeen, as well as Brian Ludescher, the we-print-anything-that-sells Editor of the Mirror-Inquirer. While he is at it, the GM creates the Sunday Mirror-Inquirer headline, "**S.T.A.R. LABS BUILDS BIONIC BEASTS . . . *THEY'RE AMONG US!!!***," just in case it's needed.

6. What locations need to be created for the Subplot?

In creating a Subplot, there are two different terms used for a group of locations. The area in which the Characters regularly adventure is called the *larger environment.* The specific locations in which the Characters regularly interact is called the *general environment.* As GM, you will deal most often with the larger environment, but the Players will interact more often within the general environment. Locations in the general environment should be planned in greater detail than those in the larger environment. The Players may surprise you by deciding to interact with a piece of the larger environment you have not detailed. If this happens, wing it and make the best of it.

For example, if the Subplot occurs in a cemetery (part of the larger environment), the cemetery would need to be detailed. But what sort of detail? The amount of detail needed depends on what will occur in the setting. If the cemetery setting is strictly for enhancing a mood, the details may be sketchy. *"The rows of tombstones which stretch over the hill, the neatly trimmed lawns and precisely pruned trees are the work of the living. But, bleached with moonlight, cloaked in the cold night air, the cemetery feels like a place for, and of, the dead."* If the cemetery is the scene of a crime where the Players' Characters need to search for information, the details will be different and more concrete: *"The elm tree three feet to your right has a heavily scarred trunk. A trail has been gouged out of the ground from the spot where you are standing to a gravesite 0 APs away, as if a piece of heavy, angular equipment has been dragged from here."*

The GM in the Grenadier example decides the action (at the level of the general environment) will most likely take place at S.T.A.R. Labs, which is a location he has already detailed. He thinks that he will need to outline three more locations: the home/headquarters of Eric Sandeen, the editorial room of the Mirror-Inquirer, and the illegal casino that Dr. Molin frequents. The GM guesses that the Grenadier would most probably search for information at Eric Sandeen's, and if combat takes place in the Subplot it will most likely happen there. He sketches out a floorplan with the necessary information (such as clues to Sandeen's illegal operation) as notes. The GM anticipates that the confrontation at the editorial room will be verbal, so he emphasizes the details which will give atmosphere to the harried, cheap nature of the offices.

The Casino has information; any of the customers will tell the Grenadier (as long as he is not in hero costume) that Eric Sandeen will bail anyone out of his gambling debts for a steep price. The GM also notes the clue points if the Character uses his Gadgetry or Scientist Skill (some of the games are rigged). The toughs who are operating the gambling tables are some of Eric Sandeen's hired muscle. Sandeen is greedy: he sets up rigged games and then loans the losers money at an exorbitant interest rate, stinging them twice. The casino will need descriptions of a floorplan, the toughs, the rigged games, losing patrons, and an overall feeling of desperation.

If creating the necessary locations looks possible, go on to the next question.

7. Which of the other Player Characters could be involved in the Subplot?

Try to involve other Characters in the Subplot, if at all possible. For the other Players, a One-Player Subplot is usually as exciting as watching someone else read a comic book. To help solve this problem, One-Player Subplots may be resolved over the course of many game sessions. Subplots in the comic books do this; then a one-Character Subplot will suddenly be featured for an issue. You should use DC's hero-group comics as a rough model for your Subplots; don't give one Player attention at the other Players' expense.

Decide whether including other Players will enhance or needlessly complicate the Subplot. The Grenadier's Subplot is a natural for a one-Character Subplot: after all, the Grenadier has kept this secret from everyone but the S.T.A.R. Labs technicians who built him. The other Characters do not know that the Grenadier is anything other than the red-blooded all-American guy he pretends to be.

Let's say that after some consideration, the GM decides to include two other Characters: Foxbat and Echano.

Foxbat is a friend of the Grenadier's. The GM decides to have Dr. Molin call the group headquarters and "warn" Foxbat that the Grenadier is under tremendous pressure and that, unless observed closely and discreetly, the Grenadier will probably become violent. In Dr. Molin's opinion, the Grenadier would later regret his violent action, but perhaps Foxbat could prevent his friend from going nuts? The GM decides that Dr. Molin is afraid of what the Grenadier may do to him when the Mirror-Inquirer story hits the streets and hopes to have Foxbat around if the Grenadier does anything rash.

The second new Character, Echano, will play a minor role unless Echano's Player manages to make some deductions of his own. Echano is also an android Character, but his robotic nature is known to the world because of an earlier Subplot. While he was not built by S.T.A.R., Echano does have a Low-level Connection there. Echano will be contacted by S.T.A.R. Labs, who wants to examine his programming, especially his "self-concept software," the portion of his beliefs which deal with his view of himself as a machine. If Echano asks for any details, a S.T.A.R. technician will explain that one of the lab's androids is having a difficult time accepting the fact that he is not human, and that he fears the android will harm Dr. Molin if a solution cannot be found. If the Player of Echano compares notes with Foxbat, the Characters should at least be suspicious of the Grenadier's true nature.

A Rule of Thumb

Not all Subplots need be this elaborate, but some may grow to encompass an entire adventure in themselves: the Wedding Issue of *The New Teen Titans #50* is a superb example of a story which would consist entirely of Subplots being resolved or rejuvenated. In other DC comics, Subplots will get only two or three panels in any single issue. Start with Subplots which can be handled in short bursts which are linked from adventure to adventure, rather than with a monster Subplot which squeezes aside the main adventure. It will probably take Players a few adventures to develop the personalities of their Characters to the point where running a Subplot for a whole session of gaming will go smoothly.

If you have answered all of the questions above, then you are ready to run the Subplot. You can tell the Player that you will run his/her Subplot during the next session. Be sure you know what you are getting yourself into, then go ahead and take the plunge. Once Players become directly involved in creating the story you will be developing new ideas which would not have occurred to you without their input, and the Players will be able to develop Characters as lively as those in DC Comics.

What if a Subplot is too much work?

Being a GM is meant to be fun, even if there is work involved. If filling out a Subplot is too much work to include in the next session, and you think the Subplot is worth running, you can do one of three things:

1. Ask the Player to modify the Subplot to make it less work for you.

2. Ask the Player to do some of the work him/herself. This works best if some of the locations or NPCs are neutral to the Subplot, i.e. if having the Player know the NPC or location does not give the Player a significant edge in resolving the central event of the Subplot.

3. Tell the Player that the Subplot will not work in the next session, but promise to run it in one of the upcoming sessions. If you do this, plan to run the Subplot some time no longer than three sessions away.

If none of the above seems possible, then do not run the Subplot. Tell the Player that the Subplot will be too much work for you. If you feel the idea was a good one, encourage the Player to come up with a Subplot which would be a little less effort for you.

E. GM-Suggested Subplots

As GM, you may see opportunities for a Subplot which a Player has missed or ignored. You may see ways of reviving a Subplot which has lain dormant for several sessions, you may have a new twist you want to add, or you may have an entirely new Subplot you want to try out.

When you generate your own Subplot you go through the same process as you would for a Player-suggested Subplot.

When you come up with a Subplot for a Player (or Players) you have the advantage of working out all of the details before you spring the Subplot idea on the Players. The disadvantage is that the Player(s) may not like the idea. If a Player consistently rejects your Subplots by "pulling the plug on the Subplot," you can either give up on the Subplot or the Player. Subplots are easier to come by than Players.

Suggesting Subplots

A Player has the option to pull the plug on a Subplot at any time. Therefore, it is a good idea to clear a Subplot idea with the Players whose Characters will be involved in the Subplot. At the same time, you do not want reveal all of your story before the Players get their Characters into it, or else the sense of discovery and involvement will be lessened. Giving the Players the information they need, without spoiling the story, is done this way:

Tell the Players whose Characters will be in the Subplot the following information about the Subplot: Subplot type, its Severity, the Area of Consequence, the tone of the Subplot, and the degree of the Subplot.

Subplot Type:

The *type* of Subplot falls under one of the categories listed under **III. Subplot Categories**, later in this Chapter. The categories are: family, friends, job, death guilt, secret identity, secret past, power complication, public reputation, romance, and, of course, miscellaneous.

Severity:

The *Severity* of a Subplot is similar to the severity of an adventure, as described in the **Standard Award** section of **Chapter Seven.** The three levels of severity, from least severe to most severe, are temporary non-fatal, permanent non-fatal, and fatal. If the worst consequence of the Subplot will tend to fade over time, then the Subplot is temporary non-fatal. If the Subplot could have consequences which will destroy a relationship, cause a loss of friendship or a job, or other permanent effect, then the Subplot is permanent non-fatal. If the Subplot could result in the death of a Player Character or an NPC, then the Subplot is fatal. Very few Subplots in DC Comics have fatal consequences. Avoid fatal Subplots in your campaign.

Area of Consequence:

The *Area of Consequence* is the same as the Area of Consequence of an adventure, as described in the **Standard Award** section of **Chapter Seven.** Most Subplots have a Personal Area of Consequence, but some may have local (or greater) Areas of Consequence. For instance, a Character may be urged to run for mayor, or run a corporation with thousands of employees in several cities.

Tone of the Subplot:

Is the Subplot serious? Is it funny or frivolous? Is it melodramatic? Is it scary? Joyful? The *tone* of a Subplot is the primary emotion or feeling of the story in the Subplot.

Degree of the Subplot:

How lengthy is the Subplot? Will it take place during one adventure, or will it continue for several adventures? The *degree* of a Subplot is your guess as to how many adventures the Subplot will take to resolve.

For example, *Batman #383* had a Subplot in which the Batman's goal was simply to get a good night's sleep. Opposing him was his own sense of duty as the Batman, and a continuous stream of events and thugs that kept him awake. A GM could tell a Player, "Hey, this miscellaneous Subplot is temporary non-fatal, personal, has a humorous tone with a dash of serious characterization, and a degree of one adventure." The Player has enough information about the scope of the Subplot to decide whether s/he would like to play it or not. If s/he likes it, s/he will tell the GM to run the Subplot. If s/he doesn't, s/he will "pull the plug" on it right there, before the GM has started running it in an adventure.

F. Putting It All Together

When you have decided on all of the elements for a Subplot, you have to put them into a framework, as you do with an adventure. Draw up a rough sequence of events, noting when a particular sequence is crucial. Outline the central event. Then build the other events, including the NPCs he will encounter, the goal of the Player Character, and the setting. This may be a very loose outline or a detailed description, depending on the Encounter and your style.

These notes will help you run the Encounter. Put the information in a form you feel comfortable with — don't feel forced to follow the form given here.

The GM in the Grenadier example put his Subplot together as follows:

Subplot:

Grenadier's fear of being discovered as an android; Dr. Arthur Molin's gambling debts leading him to offer the sleazy Mirror-Inquirer the exclusive on the creation of the Grenadier.

Background:

Dr. Molin is $37,000 in debt to Eric Sandeen, a loan shark. Dr. Molin's compulsive gambling keeps him losing an average of $700 a week . . . it's just that he has dropped $20,000 in the last month on a real string of "bad luck." Eric Sandeen is asking for payment of the entire debt by Monday of next week. Sandeen's motivation is to frighten Molin into giving him access to S.T.A.R. Labs technology. Scrambling desperately for the money, Dr. Molin has contacted a college friend, Drew DeSilver. Dr. Molin is willing to sell the story of how S.T.A.R. Labs is creating artificial life in the form of humanoids with abilities far above human norm. DeSilver realizes this story would sell papers for weeks. The deal is set for $25,000 cash to be paid next Saturday, prior to publication in that Sunday's Mirror-Inquirer.

Subplot Timeline:

Encounter 1: Friday morning
Encounter 2: Most likely Friday morning
Encounter 3: Most likely Friday night
Encounter 4: Friday or Saturday
Article Publication: 1:00 am, Sunday Morning

Encounter 1: The Bait

The Mirror-Inquirer headline: "**S.T.A.R. LABS CREATING SUPER-POWERED FREAKS!!!**" will appear Friday morning. The headline should alert the Grenadier to the fact that his role as a human hero is in jeopardy. All the Grenadier has to do is pick up on the information in the article. He should then take the initiative.

Simultaneously (in game time), Foxbat will be receiving his call from Dr. Molin warning Foxbat of the Grenadier's instability, and Echano should receive the request from S.T.A.R. Labs to allow them to examine his self-concept software.

The sequence of the first Encounter is: Grenadier, Foxbat, Echano. If the Grenadier ignores the Mirror-Inquirer clue, Dr. Molin will blurt out something like 'that newspaper story could really upset the Grenadier' to Foxbat. It is entirely up to Foxbat what he does with this information.

Note: If the Grenadier does not pick up on any of the information, then the Subplot stops. As Grenadier's Player suggested the Subplot, he should be alert for clues about it. If he misses it, delay the Subplot until next session — and have the article and the due date of the repayment be reset to fit the next session. If the Grenadier does not pick up on the first Mirror-Inquirer story, other media will pick it up as a "is this really true, or strictly an attempt to hype sales?" story. If the Grenadier misses these clues, his identity as an android is published.

Maps: not needed.

Clues And Information: as given.

Other Characters: as described.

Encounter 2: To Catch a Falling S.T.A.R.

The Grenadier will probably go to one of two places: S.T.A.R. Labs or the editorial offices of the Mirror-Inquirer. The Mirror-Inquirer staff will be *Hostile* towards the Grenadier and will tell him to go away. Drew DeSilver, the reporter covering the story, is not here.

At S.T.A.R. Labs, Drew DeSilver is interviewing Dr. Molin, gathering the information for this Sunday's paper. Drew DeSilver is posing as a subcontractor from a firm called Futurbotics in order to gain access to Dr. Molin. As Dr. Molin is revealing company secrets, he will be fired if S.T.A.R. finds out that he is feeding the information to the Mirror-Inquirer.

Dr. Molin has not yet revealed the Grenadier's secret. Dr. Molin will terminate the interview in order to speak with the Grenadier. Molin will be nervous and evasive. He will try to divert the Grenadier's attention to the problem of his debt to Eric Sandeen; if the debt is taken care of, there will be no need for DeSilver's story. Dr. Molin hopes the Grenadier can help him with Eric Sandeen. He will admit to his gambling debts but will deny talking to the Mirror-Inquirer.

If Foxbat is present, Dr. Molin will be much calmer. He will always prefer to meet with the two heroes together than to meet with the Grenadier alone.

Maps: S.T.A.R. Labs map, editorial office sketch.

Clues and Information: If a Character investigates DeSilver's connection with Futurbotics (either through the Justice Crusader computer or by calling Futurbotics) he will discover that DeSilver does not work there.

The Mirror-Inquirer will admit that DeSilver is one of their reporters . . . one of their best.

Other Characters: Foxbat is optional. Echano is idle, unless invited along by Foxbat or Grenadier.

Encounter 3: Rolling the Dice

Dr. Molin will want to go to the casino with Grenadier, to show him Eric Sandeen's operation. However, he will go alone on Friday evening if the Grenadier has not yet shown up at S.T.A.R. labs.

If the Grenadier shows up at S.T.A.R. Labs looking for Dr. Molin after he is gone, a lab technician will tell him where he can be found: Dr. Molin's gambling addiction is a poorly kept secret.

At the casino, the Grenadier will be not be allowed in if he arrives in his hero costume. If in street clothes, he must arrive with a "host," such as Dr. Molin, or he will be denied admittance. The hero or heroes will have to gamble or they will be asked to leave. If a fight ensues, and Sandeen's musclemen lose, Sandeen's boys will take it out later on the "host" who came with the heroes. Dr. Molin is aware of Sandeen's thugs, so he will ask the heroes to be on their best behavior.

Maps: Casino

Clues and Information: The games are rigged (OV/RV of 6/6 against Perception Checks). Gambling is illegal in this city, so there is no evidence linking Eric Sandeen to the casino, just innuendo.

Troubleshooting: The goal here is to obtain evidence on Sandeen. Possible solution: gamble, lose big, and borrow from Eric. Record the transaction. Be open to Player suggestions on other solutions.

Other Characters: Foxbat could be at the Casino. Echano should have an appointment at S.T.A.R. Labs for the same period in which Dr. Molin is at the Casino. Remember lab techs will give reasons for the testing if Echano asks, giving clues to the fact that Grenadier is an android.

Encounter 4: Double or Nothing

At some point, the Grenadier will probably go to Eric Sandeen's. Sandeen's toughs will admit the heroes if they are in costume, but will not allow the heroes in if they are in street clothes (unless they are here to ask for a loan). If the heroes are in costume, Eric will be slimy and ingratiating, professing how much he admires the heroes and their work.

While he is talking, Sandeen will have one of his toughs in another room call the police. Once the phone call is made, Sandeen will ask the heroes to leave the house. If they show any reluctance to do so, the toughs will jump them. Sandeen does not expect them to win, merely to have the police arrive to find the house in shambles and the heroes inside; he wants the heroes arrested and out of the way . . . Eric does not want any interference when he is so close to S.T.A.R. Labs, so close to the "big time."

If the heroes are in plain clothes, Eric will be arrogant, setting outrageous terms for the loan. If the heroes reveal their heroic identities at this point, Eric will panic and order his thugs to attack. After the first phase, or whenever it becomes apparent that the thugs are going to lose, a remaining (conscious) thug will offer to testify if the heroes will just leave him alone. If the heroes agree, then Eric will be arrested and Dr. Molin's debt will be wiped out.

Unless they do this before 8 p.m. Saturday evening, they will be too late to stop Dr. Molin from telling the full story to Drew DeSilver.

Map: Eric Sandeen's home and headquarters.

Clues and Information: If the heroes get a loan and record the transaction (on tape, via hidden microphone, whatever) they can go to the police and have Eric Sandeen arrested. This solution requires no fighting at all.

In a hidden compartment in Sandeen's desk (OV/RV of 3/3 against a Perception Check to spot it), there is a large notebook which records the loans and repayments. This is evidence of Sandeen's loan sharking operation.

G. Running Subplots

Subplots are set up for role-playing. The mechanics involved will be secondary to the story. Have fun: act a little outrageous when you are role-playing an outrageous Character. Move the story along with your own role-playing, parcelling out the information and the plot twists. Let the Subplot develop from the interaction of your Character and the Players' Characters. You may even want to forget you have the Action Table for awhile.

When running Subplots you should remember that they are Subplots. If you do not want Subplots to bury your adventure you will have to keep a tight rein on the number of Subplots

active at any one time. If you want some help with pacing, check out your favorite DC Comic. How much space is spent on Subplots and how much is spent on the main adventure? Are the Subplots and the main adventure connected or independent? The **DC HEROES RPG** gives you the opportunity to create and participate in the kind of stories you enjoy reading. Use those stories as your guide.

Following the Story

The story in a Subplot can go just about anywhere after the first couple of Encounters, depending on where the heroes have been and what they have done. Try to keep the action centered to the locations you have detailed. The Players are bound to come up with possible connections and solutions different from yours. If their solutions lead to dead ends, let them know. If the Players try something original, try to accommodate them. Develop the art of "winging it."

When you are winging it, use the framework of your larger environments to help you. Keep a pad of paper handy to take notes on what you tell the Players. This will help prevent the "Gee, last time Mr. Osmond's mom was dead. Why is she alive now?" syndrome.

Turning a Subplot On and Off

You can turn Subplots on and off. Cutting off a Subplot means directing the focus of the game elsewhere, such as back to the main storyline. In comics, this is the panel which reads "meanwhile, somewhere else in the Universe..." Try to give the Subplot scene a logical breaking-off point, and then inform the Player that the Subplot is being turned off for now. As your Gamemaster skills improve, you will have a better story-sense which will help you decide when it is appropriate to turn-off a Subplot.

The Art of Fading Out

You are in the middle of a Subplot, things don't go as expected and a Player pulls the plug on the Subplot. Now what do you do? You take the story to a point where you can turn it off, and return to the main adventure. After the session, you have to figure out a way to erase the effects of the Subplot, had it concluded. This is called "fading out" the Subplot.

In the Grenadier Subplot example, assume that after **Encounter 1**, the Player changes his mind, and pulls the plug. Muttering under his breath, the GM decides to "fade out" by having S.T.A.R. labs trace the leak to Dr. Molin, and threaten to fire him if he breathes another word to DeSilver. The administrators of the lab then lean on the Mirror-Inquirer to be quiet, money and high-tech gear change hands, and Eric Sandeen is mollified. Now all the Grenadier has to worry about is a few thugs with the firepower of a battalion or two.

If a Player does not pull the plug often, and does in a Subplot which is becoming uncomfortable, do everything you can to wrap the Subplot up neatly without involving his Character. If a Player pulls the plug only when a Subplot is not working out the way he wants it to, stop running Subplots for him . . . but do fade out the last Subplot he was in.

It is not fair for a Player to pull the plug on a Subplot in the final Encounter. Tell the Player that you will turn off the Subplot, but its consequences cannot be avoided at this point. You can work out the details of the consequences after the session is over.

Fading out is a good way to avoid Subplots with fatal consequences. Death is an awfully tough thing to undo. If the consequences are non-fatal, there is usually some way to recover from the Subplot.

H. Problems And Solutions

What do I do with Players who just want to use Subplots to gain a few extra Hero Points at the end of an adventure?

Just because the Player has a Subplot written down on his/her Character sheet, and then tells you s/he is running that Subplot this session of the game, is not enough to give him/her the Hero Points for the Subplot. Even if the Player grudgingly performs an action which could be part of a Subplot, this does not mean s/he earns the Hero Points for a Subplot.

For example, Dave has a Character with a Family Subplot: his mother is ill with a disease which requires extensive hospitalization, and she wants to have her children see her. Dave cannot simply declare that he is running his Family Subplot, fly to the hospital, say "Hi, Mom," and then fly off to battle and expect an award for his Subplot.

A Subplot assumes first that the Subplot storyline is important to the life of the Character. Second, a Subplot is intended to increase the role-playing interaction between the NPCs and the Player's Character. Neither statement is true of the fly-by example.

A good rule of thumb to use when awarding Hero Points for Subplots is this: If the Subplot is not important enough to the Player to have him/her devote the same effort and game-time as he would to a dangerous encounter with a villain, then it is not worth awarding Hero Points for the Subplot.

Since you may be the only one in your group to read this chapter, you may have to coach the Players on playing Subplots. Once they really start playing Subplots you won't have this problem.

What do I do with the "I become emperor of the world" Subplots suggested by a Player?

When Players come up with Subplots they will naturally put themselves at the center of attention. Very often the Subplots will have a positive impact on the life of the Character. The Grenadier example was unusual; the Player of the Grenadier wanted to play out Subplot involving one of his Character Flaws. But listen to Subplot suggestions for the story element contained in them; even the most self-centered suggestion may have the kernel of a really interesting story. You do not have to run a Subplot you do not like.

How many Subplots should I run at once?

Remember your main story. Make it a conscious choice when you accept a slew of Subplots for a session or series of sessions. If they are run correctly, Subplots will take time — time which will not be spent on the main story line. If you have a great villain and a terrific story to set him in, you may want to reduce the number of Subplots you run in the sessions in which that adventure takes place. You may want to put all of the Subplots on hold. They do in DC Comics.

If you decide to run more than one Subplot, it is strongly suggested you run no more than 3 at once. Three Subplots is usually pushing the limits of Player boredom and GM confusion.

What can I do about Subplots which are ruined by one Player's miserable dice roll?

The **DC HEROES RPG** is a game with elements you cannot control. The dice just do not behave sometimes. Try to adjust for possibly wild dice rolls by developing Subplots which are not dependent on the rolls of the dice. You don't have to take out the uncertainty factor completely — just make allowances for it. If just one roll of 2 or 21 will ruin the story, think about modifying the story to give yourself more of a cushion against Players' luck.

What can I do about Players who are floundering in a Subplot?

If the Players are missing a vital clue, try to give them hints. An NPC may know a little bit more than you originally planned. If they keep bumping into dead ends, create a way to get them back on the correct path. If the Players keep wandering off on the fringes of a Subplot, turn it off and direct the Players back to the main adventure.

Why do Players always pull the plug on my Subplots?

When you are developing your own Subplots, evaluate them from the Player's standpoint. If you are developing Subplots which constantly have a negative impact on the Characters, you will either lose the Players or end up with a depressed group, neither of which is much fun. Have an evenhanded approach.

Keep an eye out for Subplots which have slept long enough to be interesting again. Be prepared to retire some which have worn out, and inject a new Subplot every once in awhile. By varying the Subplots you increase the Players' interest, so they will be more willing to play through a Subplot.

II. Playing Subplots

Your Character can save the universe time and time again, but can he keep a job? What does his family or co-workers think when he disappears for days at a time? What about his girlfriend?

Comic book stories deal with more than the ever-present threat of the villains. They deal with the everyday lives of the heroes and how they cope with the world. In many cases, these stories can become just as important as whether or not the villain can be stopped.

In the **DC HEROES RPG**, this can be an exciting part of any game session. You, the Player, can create your own Subplots by using the guidelines below. You get to write some of the ongoing saga of your Character instead of just letting the Gamemaster have all the fun. A Subplot is a way for you to directly participate in the creation of the story in which your hero is the central figure.

The goal of Subplots is to give your Character a life of his/her own that is independent of the everyday grind of bashing villains. But there is an added incentive: role-playing Subplots can earn your Character, and other participating Characters, Hero Points (see **Standard Awards** in **Chapter Seven**).

A. Creating A Subplot

Subplots are chosen by category. These categories are listed later. You may choose as many Subplots as the GM will allow, although in the beginning, it's probably best to choose one Subplot per Character.

It is not necessary to choose Subplots when you are designing your Character. Subplots may be added after Character Design — if they do not contradict existing facts about the Character.

Each Subplot is subject to the approval of the GM, and he will often add new elements to the Subplot to help it.

Take the time to work out a Subplot with your Gamemaster. Talk with your fellow Players as well. Maybe two or three people can share the same basic Subplot or link their own Subplots together.

It is important to cooperate with the GM and the other Players when you are role-playing Subplots. Otherwise, no one will have any fun while you are off writing your own story. The **DC HEROES RPG** is a cooperative game: the more people involved with your Subplot the better. Also, the number of Hero Point awards is greatest for cooperative play. Once you've chosen a Subplot, outline the basics of the story.

If there is one basic rule for creating Subplots, it is: *Start slowly.* Don't try to cram everything in during the first few sessions. Keep it simple, and let the Subplot be created as you go from adventure to adventure. In the beginning, just pick one of the basic categories listed below and ask yourself a few basic questions like:

1. Who is involved in my Subplot?

List all the people who will be in this story. Try to describe each of them in one or two sentences. At first, use only two or three people in any one Subplot.

2. What is currently happening in the Subplot?

What will happen in the Subplot that will test your hero? How does the Subplot hinder or help your Character's actions?

3. What are the Character's feelings?

Think about how the Character might feel about what's happening to him. Does the Character realize how NPCs and other Characters feel? Does the Character have any particular course of action planned in the Subplot?

The **Gamemastering Subplots** section earlier in this chapter has more information on Subplots. If you are stuck, read that section again for advice on coming up with interesting and playable Subplots.

B. Playing Your Subplot

Once the Subplot is created, it is up to the GM to introduce it into the play of the game. If the GM is busy with the main adventure, s/he might not have time for a Subplot. On the other hand, a whole game session could be nothing more than an elaborate Subplot involving everyone in the group. Other times, the Subplot could be wrapped up with the main adventure. In any case, here are some rules to follow while playing Subplots:



Subplots can have more than one solution. Subplots should not, like the main adventure, have only one way of ending. You are never locked into a solution for a Subplot. Like real life situations, which rarely have neat and tidy resolutions, Subplots can continue for many adventures without being resolved, or they can resolve themselves in unexpected or surprising ways. pected or surprising ways.

Subplots can be positive for Players and NPCs. In the main adventure, your Character is usually up against a bunch of maniacs trying to take over the world (or at least large chunks of it). It is often a life and death situation with only one victor: hopefully you.

Subplots are different. Everyone can "win" in a Subplot. Sometimes there are no winners and no losers — just fun. For example, in "A Night in the Life of Batman" in *Batman #383*, a whole Subplot was built around Batman trying to get some sleep after a long night of fighting crime. No life or death struggle there — and role-playing this scenario could be really fun. You do not have to compete with NPCs in the Subplot as you do with the villains in the main adventure.

Subplots can be frivolous, melodramatic, even silly. Usually, the main adventure is pretty serious. The Subplot can be anything: sad, happy, weird, intense, or even bland. The more positive a Subplot is, the more fun you'll have.

C. Pulling the Plug

Subplots should be fun, not morbid or cruel. If you don't like the way the GM is running your Subplot or if you are just bored with it, just "pull the plug" and refuse to accept the GM's judgement. You cannot use this rule to change what has happened in past gaming sessions, but any Subplot event that has just happened can be negated.

For instance: The GM announces that your girlfriend is murdered by the villain. If you feel this is too much and no fun to play, simply say that you refuse to accept this event.

On the other hand, if at the start of the adventure you accepted the fact that your girlfriend was kidnapped by the villain, you cannot suddenly change your mind and say she isn't captured. But if the Gamemaster has the villain tie her to the nose cone of a nuclear missile — you can "pull the plug" about her new situation.

The Gamemaster can also "pull the plug" if s/he feels the Subplot is out of his/her control. This can happen at any time and for any reason.

If the plug is pulled and the Subplot is killed, you and anyone else in the Subplot are not eligible for any Hero Points gained by



playing that Subplot, but there is no penalty for pulling the plug.

Sometimes, you might not want to completely stop a Subplot, but just put it on the "back burner." Talk it over with the Gamemaster; s/he might award some Hero Points for partially completed Subplots.

III. Subplot Categories

This section lists the basic categories for Subplots. Some Subplots may be natural to a Character due to his/her Drawbacks, or they may spring right from your mind without affecting the basic structure of the Character's design at all. The following list is not intended to be all-inclusive or limiting to your imagination, but to give you a few ideas concerning some of the most comonly used Subplots. If you create a different Subplot and the GM approves, use it.

Criminal Past

The Character has been a criminal at some time in his past. This may cause problems with the police, the media, the public, or other heroes. Even though the Character has reformed, others may not be ready to forgive and forget that Character's past mistakes. It is also possible that a villain will try to recruit the Character, which is certain to raise eyebrows.

The Character may try to hide his past, or he may try to improve his image by performing good deeds. He may try to deal with his past in any way he chooses, but he will not be able to ignore it.

If you choose this Subplot, determine the extent of the Character's criminal career, who his associates were, and why he turned from a life of crime.

Secret Past

Like a criminal past, a secret past assumes that the Character has a secret that s/he wishes to keep undercover. The secret could be anything from a person who is trying to kill the Character for an imagined or real insult, escaping from a mental institute, or coming back from the dead, to a Character who lived in a Tibetan monastery. This Subplot may also be associated with a Dark Secret Drawback.

A Character will most likely try to hide his/her secret past, but it could come back to haunt him/her: people from his/her former life could appear, or others might insist that they help him/her, even to the detriment of his/her new friends.

If you choose this Subplot, work out the details of the former life and the lives of those people who might have been part of it. You should also have a reason why s/he left the former life.

Death Guilt

At some time during the Character's career, s/he killed someone accidentally, or maybe s/he feels responsible for someone's death. This guilt affects his/her ability to fight crime, making him/her constantly doubt his/her worth and his/her ability to do the right thing.

Death Guilt is a good example of the Guilt Drawback, and it might prevent the Character from using force in situations that resemble the one s/he feels guilty about. Death Guilt may also cause the Character to become obsessed with the well-being of another Character whom s/he wishes to protect from dying under circumstances similar to the first death.

Death Guilt may be used as a Subplot as a result of one Character accidentally killing another Character during the game or being unable to prevent the death of another Player's Character.

If this Subplot is chosen with the Guilt Drawback during Character Design, decide who was killed, outline the circumstances of the death, and determine how widely the circumstances are known.

Enemies

An Enemies Subplot is a continuing series of confrontations between the hero and his/her adversary. The adversary is not necessarily a villain, but can be someone who is continually and callously interfering in the hero's life: a snoopy neighbor, a bully who torments the hero's alter-ego, or a law enforcement official who does not like self-appointed champions of justice. This Subplot may involve a villain or villainous organization that is out to get the hero. Describe the relationship between the enemy and your Character, and how long the antagonism has been going on.

Family

There are several possible Family Subplots. Here are a few suggestions.

1. The Character is an orphan, with all of the insecurities that come from losing one's parents.
2. The Character is adopted, and he wants to find his/her biological parents.
3. The Character has a relative who is dependent on him for financial and/or emotional support.
4. The Character is the "black sheep" of the family. He resents his estrangement and is suspicious of the intentions of any group of people that might resemble a family, especially groups of heroes.
5. One of the Character's parents or close relatives is a villain. S/he isn't certain where his/her loyalty lies and is torn between claims to his/her loyalty.
6. One of the Character's parents or older siblings is a well-known heroic Character. S/he lives in the shadow of the other's reputation, in his/her attempts to become an individual.

If you choose a Family Subplot, describe the Character's family relationship to the GM.

Friends

A Friend Subplot revolves around the relationship between the Character and one or more of his/her friends. The possibilities include the following:

1. The friend is being harassed by a villain or his/her henchmen, and needs help, even though it will distract the Character from his/her main goal in the adventure.
2. The friend is related to a villain who constantly plagues the Character. The friend is torn between family loyalty and his/her friendship with the hero.
3. The friend has a serious personal problem that cannot be overcome with any of the hero's Powers and Skills. If the Character helps his/her friend, s/he will have less time to devote to the adventure.

If you choose a Friend Subplot, describe the friend and his/her relationship to the hero. Friend Subplots work well even with groups of people.

Job

Job Subplots can come in many different varieties. In most cases, they should center around the occupation that you have chosen for your Character. Here are some ideas for Job Subplots:

1. Heroing is complicating the Character's personal life.
2. Financial problems require the Character's attention.
3. A rival for his/her job is making a bid for the Character's position in his/her absence.
4. The time the Character spends on heroic activities makes it difficult for him/her to hold down a responsible job.

If you choose a Job Subplot, tell the GM how it relates to the Character's Occupation and Wealth. Remember to mention any important co-workers.

Power Complication

Something has gone wrong with the Character's Power, and there is a harmful side effect to using it. Maybe the side effect is curable if the Character can figure out a way to get the problem treated. The Character must find a solution before he loses the Power altogether and is either forced to retire or is killed by the side effect.

If you choose a Power Complication, outline which Power(s) is/are affected, and describe the side effect. At first, the side effect should be minor, but, as the condition worsens, the Character needs to pay more attention to the problem.

Note: the GM could decide to give the Character extra Hero Points if the complications become permanent. This is totally up to the GM, however.

Public Reputation

The Character considers his/her reputation important, so threats to his/her good name receive a high priority. What would your Character do if villains or sleazy reporters try to undermine his/her reputation?

If you choose this Subplot, brief the GM on your Character's reputation, and how s/he tries to live up to it, as well as who is trying to tarnish the hero's good name.

Remember that if you choose too awesome a reputation, your Character will be hard put to live up to this exalted image and lose a lot of face very quickly.

Romance

A love interest can affect the Character in several ways. Perhaps s/he must protect his/her loved one from villains. Or s/he might have to plan his/her time carefully so that s/he can spend a few precious hours with his/her loved one.

How does the Character feel about the fact that s/he has abilities far above those of ordinary people, and yet is involved with an ordinary person? How completely can s/he confide in the one s/he loves? Do they love each other equally, or is it unrequited love?

If you choose Romance, describe the NPCs involved in the Subplot and their relationship to the Character, including the duration and seriousness of the relationship.

Secret Identity

With a Secret Identity Subplot, the Character chooses the Secret Identity Drawback during Character Design to separate his/her heroic deeds from his/her more normal lifestyle. The difficulty of maintaining a Secret Identity is the main ingredient of this Subplot. How secret is his/her identity? Does anyone know who s/he really is, and if so, how many share the secret? Do any villains know the secret? How might his/her "normal life" friends be endangered if his/her Secret Identity is revealed?

If you choose a Secret Identity, describe the Character's normal identity, and tell who, if anyone, knows the Character's Secret Identity.

School

Saving the world on a consistant basis can eat away at study time, and facing life-threatening situations can make one forget about upcoming exams. For some reason, teachers and professors do not seem to understand this.

A School Subplot involves the Character's effort to stay in school long enough to finish his/her education. This type of Subplot should be discussed with the GM.

Wealth

There are basically two types of Wealth Subplots: sudden fortune and sudden bankruptcy. In a sudden fortune Subplot, the Character comes into a large sum of money without warning, causing him/her to have to deal with the sudden influx of money. If you choose the sudden bankruptcy Subplot, your Character loses all of his/her money due to some uncontrollable event, and must somehow learn to get along without his/her previous financial reserves. Be sure to consult with the GM on this Subplot, so that the Character's Wealth rating can be adjusted accordingly.

Miscellaneous

Discuss any other Subplot ideas you may have with the GM. They may fit nicely into an adventure.

APPENDIX A

Advanced Rules

I. Negative APs

What happens when a calculation using the AP system reaches a negative AP value? For instance, suppose Jimmy Olsen is trying to push a car that will not start. Jimmy's STR is 2, and the car has a weight of 6 APs. According to the equation: Distance = STR - Weight, Jimmy can move the car a distance of -4 APs per phase; but how far is -4 APs? He certainly is not pushing it backwards at forty feet per second!

Negative APs do not stand for negative amounts; they represent fractional values. Each -1 AP reduces the base value of the measurement system by half, just as each +1 AP doubles the base value. Therefore, -1 AP of distance is equal to 5 feet (half of 10 feet), -2 APs of distance is equal to 2 ½ feet (half of five feet), and so on. -4 APs of distance, then, is equal to about six inches, meaning Jimmy could push the car about six inches per phase.

A Benchmark Table of negative AP measurements for some commonly measured quantities is as follows:

Negative AP Benchmarks

APs	Distance	Weight	Money
0	10 feet	50 pounds	$25
-1	5 feet	25 pounds	$12
-2	2 ½ feet	12 pounds	$6
-3	1 foot	6 pounds	$3
-4	6 inches	3 pounds	$1.50
-5	3 inches	1 ½ pounds	75 cents
-6	1 ½ inches	¾ pounds	25 cents
-7	¾ inch	6 ounces	10 cents
-8	1 centimeter	3 ounces	5 cents
-9	5 millimeters	1 ounce	2 cents
-10	2 ½ millimeters	½ ounce	a penny

Negative AP values, like the positive AP values, often call upon the Players to exercise common sense. Can Batman really throw a quarter pound hamburger with a weight of -7 APs, a distance of 4 miles? Of course not. The GM should feel free to overrule any actions that common sense tells him/her are impossible.

A value of -100 APs represents absolute zero. If a Character can ever reduce an object's Current BODY Condition down to -100 APs or lower, it ceases to exist: nothing, not even particles or atoms, remains.

II. Effect Units

Note: The complicated ideas found here are the mathematical foundation upon which the AP system rests, but are unnecessary to understanding the game.

An *Effect Unit*, which is 0 APs, is the base value for measurement on the Effect Chart. The following measures are the upper limits of one Effect Unit (0 APs) and their real world equivalents. They are given here to help you use the Effect Chart.

Measure	Amount	Metric
Weight	50 pounds	25 kilograms
Distance	10 feet	3 meters
Volume	1 cubic foot	25 liters
Time	4 seconds	Not applicable
Money	$25.00	Not applicable

The Effect Chart

The *Effect Chart* that follows is used to translate APs to Effect Units of real world measurement. Often, this is not necessary, since the Action and Result Tables are set up to use APs, which in turn produces a result in APs (the RAPs). Sometimes, however, you may need to "translate" real world measurements into APs (How many APs does the Daily Planet Building weigh?), or turn APs into real world units (How far is 6 APs?). The Effect Chart can be used to do this.

Units

The number of Effect Units and their equivalent in APs is called the *Effect Unit Multiplier*. The number of APs is equal to the Effect Unit Multiplier found below it on the chart. For example, 0 APs is equal to 1 Effect Unit, 5 APs is equal to 30 Effect Units, and so on. If the measure in question were weight, then 5 APs is 1500 pounds (50 pounds times 30 Effect Unit Multipliers equals 1500 pounds); if it were time, 5 APs is 120 seconds or two minutes (4 seconds times 30 Effect Unit Multipliers equals 120 seconds); and so on. The Effect Unit Multiplier is the upper limit of a range of Effect Units. The range of an Effect Unit Multiplier is from 1 unit more than the next lower Effect Unit Multiplier up to the highest Effect Unit Multiplier. For example, the Effect Unit Multiplier 30 covers the range of Effect Units from 16 to 30.

Multiples

The top row of the Effect Chart only goes from 0 through 9 APs. So how are you supposed to figure out what 14 APs weigh?

Take the units (far right) digit of the AP value that you wish to find the value for and look up the corresponding Effect Unit Multiplier, which in this case is 15. You then multiply this number by the Effect Unit Multiplier that is across from the APs remaining (in this case 10); the Effect Unit Multiplier of 10 APs is 1000. 15 times 1000 is 15000, so 14 APs is 15000 Effect Units, which is 750000 pounds, or 375 tons.

UNITS

APs	0	1	2	3	4	5	6	7	8	9
Effect Unit Multiplier	1	2	4	8	15	30	60	125	250	500

MULTIPLES

APs	Effect Unit Multiplier
10	1,000
20	1,000,000
30	1,000,000,000
40	1,000,000,000,000
50	1,000,000,000,000,000
60	1,000,000,000,000,000,000
70	1,000,000,000,000,000,000,000
80	1,000,000,000,000,000,000,000,000
90	1,000,000,000,000,000,000,000,000,000
100	1,000,000,000,000,000,000,000,000,000,000

APs and Effect Units

Find the number of APs on the APs row. The Effect Unit Multiplier below is the number of Effect Units for those APs. If there are 10 APs or more, find the Effect Unit Multiplier of the units (far right) digit and then multiply the result by the Effect Unit Multiplier of the number of APs by which you exceeded the units digit. (see **Multiples**, above).

Effect Units to APs

If you know that a tank weighs 50 tons and a Character is trying to lift that tank, how do you know how many APs it weighs?

First, convert the real world weight to Effect Units of weight by dividing the total weight by the equivalent of one Effect Unit (in this case, 50 pounds). There are approximately 40 weight Effect Units in a ton, so a tank weighs 2000 Effect Units.

Second, size the number of units to fit the Effect Chart. The

largest Effect Unit Multiplier is 500, so there is a problem in calculating the tank's weight. When you are faced with this problem, strike off three digits from the number of Effect Units, *from right to left*. Continue striking off groups of digits until the remaining number of Effect Units is smaller than the Effect Unit Multiplier. For every group of digits struck, add 10 APs to the APs determined below.

The tank weighs 2000 units. Striking three digits at a time from the right to left leaves you with a 2. Two is smaller than some Effect Unit Multiplier, so you stop this step, remembering to add 10 APs to the APs found in the third step below.

Third, find the Effect Unit Multiplier which is equal to or greater than the (modified) number of Effect Units. Above this Effect Unit Multiplier are the APs of the Effect Units.

The 2 from step two is an Effect Unit Multiplier of 1 AP, so the tank weighs 1 AP plus the 10 APs from step two, for a total of 11 APs.

Confused?

Do not worry about being precise. Precision is for math exams, not for role-playing games. The Effect Chart is used to give a ballpark figure with which you can play the game. It is more important to come up with a number quickly than to come up with the absolutely correct number. After a while, you will be able to eyeball the Effect Chart and come up with numbers which are close enough for your purposes.

III. The Action and Result Tables

If the AV and OV of an Action Check are different values, but fall on the same Column on the Action Table before any Column Shifts are applied, the Player may subtract 1 from the Success Number if the AV is higher, or must add 1 if the AV is lower. Success Numbers can never be reduced down to less than 3 in this fashion.

Consequently, if the EV and RV of an Action Check are different values, but fall on the same Column of the Result Table before any Column Shifts are applied, the acting Player may add 1 to the RAPs earned by the Action Check if the EV is higher, or must subtract 1 if the EV is lower.

This rule helps guarantee that an edge in APs will always make a difference while performing actions.

Example: Suppose a Character with a DEX of 6 and a STR of 5 is trying to punch a Character with a DEX of 5 and a BODY of 6. Since both the AV and OV of the action fall on the same Column on the Action Table (the **5 to 6** Column) and the AV (the attacker's DEX) is higher, 1 is subtracted from the normal Success Number, leaving a final Success Number of 10. Since both the EV and RV fall on the same Column of the Result Table and the RV (the defender's BODY) is higher, 1 is subtracted from the final RAPs earned by the Action Check (regardless of Column Shifts).

IV. Hero Points

The Gamemaster may allow the Players to spend Hero Points to alter the actual playing environment to suit their fancy. Suppose, for example, that Solomon Grundy is fighting Hawkman in a lab, and Grundy is choking the Winged Wonder over a lab table. At this point, the Hawkman Player might ask the GM, "How many Hero Points would it cost me to have a conveniently placed beaker of acid lying on the table behind me that I can grab and throw into Grundy's face?"

All such alterations must make logical sense and are subject to strict GM approval. The Hero Point cost for the alteration is also up to the GM; a minor alteration, as in the Hawkman example, might cost 5 to 10 Hero Points, while a major alteration like, "How many Hero Points would it cost to have a witness that just happened to see the entire crime come up and volunteer information?" might cost as much as 50 or 100 Hero Points, or may even be rejected by the GM altogether.

V. Surprise Tactic Bonus

Combat in the comics is generally a high-strung, fanciful affair. It is rare for two comic book combatants to simply come out punching and kicking. Generally, comic book characters like to try things like shooting the supports out to cave the roof in on their opponent, or bouncing a shot off three walls so it can come around and strike the opponent from the rear.

In the DC **HEROES RPG**, all of these maneuvers are Trick Shots, and since it is harder to succeed with a Trick Shot than a normal attack, there is no real incentive to employ these surprise tactics. GMs can correct this flaw by granting a special Hero Point bonus equal to one-quarter of a Standard Award to any Player whose hero regularly employed such maneuvers throughout an adventure. "Regularly employed such maneuvers" means that the hero used at least one trick tactic in every one of the adventure's major battles.

VI. Stunning

A Character who takes an amount of damage equal to his/her BODY, SPIRIT, or MIND from a single attack is Stunned by that blow, even if the blow does not knock the target unconscious because s/he neutralized part of its effects through the use of Last Ditch Defense.

A Stunned Character may take no Dice Actions during the phase in which s/he was Stunned (if s/he had not already acted in that phase), and may not make a Dice Action during his/her next phase. Stunned Characters still receive their full OV, RV and defenses against any and all attacks made upon them. Stunned Characters may make Automatic Actions at the GM's discretion.

VII. Fires, Collisions, and Natural Disasters

Heroes save people from fire and natural disasters all the time. Here are the rules for handling these situations in the DC **HEROES RPG**.

Fire is a Physical Attack that is always considered Killing Combat. The AV/EV of a fire can range from 3/3 for a small fire, to 8/8 for a raging inferno. When the GM decides to include fire in the gaming environment, s/he should draw out a map indicating the exact location and AV/EV of the flames. A single fire can be made up of several areas of varying AV/EV. Generally, the AV/EV of an area of flame will increase by 1/1 each phase until it reaches 8. The area covered by the flames will spread at a rate of 0 APs of distance in all directions every phase.

Flames can be "attacked" using water. The AV/EV of such an atack is equal to the volume of water thrown on the flames. The OV/RV is equal to the flames' AV/EV. The RAPs from such an attack are subtracted from the AV/EV of the flames. Once the flames' AV/EV is reduced to 0/0, the fire is extinguished.

Earthquakes have the Earth Control Power rated at between 6 and 25 APs, depending upon the severity of the quake. A typical quake will last from 0-12 APs of time. The effects of an earthquake are lessened as though the quake were an explosion: every AP of distance away from the center of the quake reduces the quake's effects by 2 APs.

Earthquakes can be prevented or halted by an extremely strong Character pushing the earth back into place at the fault. The OV/RV of such an attempt is equal to the quake's APs of Earth Control.

Tornados have the Air Control Power rated at between 7 and 15 APs. They generally move at a ground speed of 7 APs per phase, randomly shifting directions several times per phase.

Everyone that a tornado passes over is automatically attacked Physically. The RAPs from the attack indicate the distance that the target was Knocked Back from the tornado, as well as the RAPs of Physical damage taken. All of the heroes and important Characters within 10 APs of a tornado have a 1 in 10 chance of being attacked by a 7 AP Lightning bolt each phase. The GM should not bother rolling to see if innocent bystanders are struck, since heroes usually take the blast for them.

Hurricanes have the Air Control Power rated at between 7 and 18 APs. Hurricanes function the same way as tornados, except that a hurricane affects everything within a radius equal to its APs of Air Control. It will usually take about twenty

minutes to an hour for a hurricane to pass over an area.

Poisonous or Radioactive Gas Leaks have the Fog Power rated at between 7 and 25 APs. The cloud's APs of Fog Power also function as the AV/EV of an attack that is made against all living targets that are exposed to the cloud. Skin Armor offers no protection against poisonous or radioactive gas.

Collisions: A moving vehicle or object that strikes a target is actually conducting a Charging Attack upon that object (see **Chapter Three**). Remember that the vehicle will often take damage from a collision as well as the target.

VIII. Gadgets and Inanimate Objects

When inanimate objects such as walls, trees, mailboxes, or whatever are targeted by an attack, the OV/RV of the effort is equal to the object's BODY/BODY and the AV/EV is equal to the attacker's STR/STR or APs of Power. Gadgets, however, have a variable OV (0 or the DEX or Skill level of their user) and an RV equal to the Gadget's BODY, meaning that a Gadget is usually more vulnerable than an inanimate object with the same BODY score. This is because Gadgets are assumed to have all sorts of vulnerable moving and working parts. Lois Lane can disable a car made of solid steel by pulling out the ignition wires, disconnecting the battery, or something, but she certainly could not harm a solid steel mailbox.

An *inanimate object* is defined as any item that has only a non-substitutable BODY. Anything else is a Gadget. Trees, mailboxes, buildings, and jungle-gyms, therefore, are inanimate objects and have an OV/RV equal to their BODY/BODY. Cars, robots, guns, and Batarangs, on the other hand, are Gadgets, since they all have Abilities other than their BODY.

Whether an object is classified as an inanimate object or a Gadget, 1 RAP of damage is enough to knock a hole in the object that is large enough to walk or climb through, assuming that the object is large enough to sport such a hole. If Superman punched a normal tank and did 1 RAP of damage, for example, he would put a hole in the tank large enough to fly through, so he could move into the vehicle and attack its crew. The tank would continue to function in this case until its Current BODY Condition was reduced to zero or lower.

When a Player is building a Gadget, s/he may add +2 to the Factor Cost of its BODY in order to exempt the Gadget from this rule. This is referred to as *Hardened Defenses*. If Superman punched a tank constructed with Hardened Defenses, he would have to reduce its Current BODY Condition down to zero and disable the tank before he could get at the crew.

IX. Wealth

Upkeep

Once per game month, each Character must spend a Wealth Check to pay for his/her upkeep (rent, food, and other sundry expenses). The OV/RV of this roll is equal to the Character's Wealth rating, so an "11" is needed for success. If this Check gains positive RAPs and receives more than 2 Column Shifts, the Character may add 1 AP to his/her Wealth rating for each Column Shift earned in excess of the first two (s/he got a raise, inherited money, or had a good business month). If the Wealth Check fails, however, and the die roll was more than 3 lower than the Success Number (a 7 or less), the Character must lower his/her Wealth by 1 AP. If the roll was 6 or more points less than the Success Number (a 5 or less), the Character must lower his/her Wealth by 2 APs (financial hard times). A failed Wealth Check also means that the Character must attempt the Upkeep Wealth Check again the following week, or spend the Hero Points to make another roll the current week, and keep trying until s/he finally succeeds.

Hero Points may never be spent to increase a Character's AV/EV while making an Upkeep roll.

Example: Wally West, the Flash, starts with a Wealth rating of 4. While making one of his monthly Upkeep rolls, Wally rolls a 50 and receives 11 Column Shifts. His Wealth is now 13 (4 + 11 -2 = 13); Wally just won the lottery.

Bankruptcy

If a Character's Wealth score is reduced to 0, or a monthly Upkeep Check fails with a roll of 2, the Character immediately goes broke, no matter what his/her Wealth score was, and must enter into a Wealth Subplot during the next adventure. Whether or not the Character loses any Wealth and how much is lost depends upon what happens in the Subplot and the GM's good graces. Booster Gold, the Flash, and Blue Beetle have all recently lost all of their fortunes in this manner.

Savings and Loan

Each week during which a Character does not make a Wealth Check or a charitable contribution, s/he can "out bank" a Wealth Check as savings. Players should record the number of Wealth Checks they have banked on their Character sheet.

Whenever a Wealth Check is made, the Player may expend banked Checks to increase the chances of success. Expending one banked Check allows the Player to temporarily add 1 to your Wealth score for a single Wealth Check. Expending 3 banked Checks temporarily adds 2 to the Character's Wealth, 7 banked Checks adds 3 to the Wealth, 15 banked Checks adds 4 to the Wealth, and 31 banked Checks adds 5 to the Wealth.

Players may also take out loans. S/he may use the amount of money s/he is borrowing to make a single free Wealth Check, meaning that s/he does not need to spend Hero Points to make this roll if s/he has already made a Wealth Check that week. From that point on, however, the Player must then make a Wealth Check each month for the duration of the loan, to make a loan payment. To figure out the dollar cost of each payment, and the OV/RV of the payment Wealth Check, the Player must decide how much money s/he wants to borrow, and over how long s/he wants to spread out the payments. The formula for computing the dollar cost of each payment is as follows:

Monthly Payment (in APs) = Amount Borrowed (in APs) + 20 -Total Time of Loan (in APs).

Example: Suppose Phil decides that his Character is going to borrow $10,000 (9 APs of money) and spread his payments out over 16 months (24 APs of time). In this case, the OV/RV of his monthly payment is 5 (9 plus 20 minus 24 equals 5).

If a Character ever fails to make a loan payment, s/he must keep trying to make the payment until the end of the month. If the end of the month rolls around and s/he has still failed to make the loan payment, all of the items that s/he purchased with the original Wealth roll that you earned through the loan are repossessed. This includes any Gadgets that were built with parts that were purchased on the roll.

X. Alter Ego Character Creation

Many heroes, like Dr. Fate, Captain Marvel, and Firestorm are actually more than one Character at the same time. Captain Marvel is lowly Billy Batson until he shouts the name of his mentor, Shazam; while Dr. Fate is a composite being made up of Eric and Linda Strauss. Billy's Abilities are obviously different from those of Captain Marvel, just as the Strauss' Abilities differ from those of Dr. Fate.

These are called *Alter-ego* Characters because they can assume multiple identities, each of whom has different game statistics. Most heroes have the same game statistics whether they are in costume or not. You can create your own Alter-ego Characters in the **DC HEROES RPG** by following this procedure: create each of the Character's identities separately, as though each identity was a separate Character. Take the total Hero Point cost of the most expensive identity, multiply it by five, and add in the costs of all of the other identities. Compute the final Hero Point cost of the Character by dividing this Hero Point total by the total number of identities plus 5.

Example: If it cost 150 Hero Points to build Billy Batson, and 1400 Hero Points to build Captain Marvel, it would cost 1020 Hero Points to create the entire Character. 1400 Hero Points times 5 plus 150 Hero Points is 7150, divided by 7 (two identities plus five) equals 1021 Hero Points total.

Naturally, you must specify how the Character switches between his, her, or its differing identities before beginning play.

APPENDIX B

Genres

The physics of the DC Universe tend to operate differently depending upon which comic book is under discussion. Some DC Comics are gritty and realistic, some are straightforward heroic fare, while others are far-fetched and fanciful.

I. Genre Types

The rules in this book are intended to depict the mainstream adventure side of the DC Universe. However, play can switch over to the more gritty or ridiculous by invoking Genre Rules. There are five basic genres: Humor, Action, Mock-Real, Gritty, and Real. The GM should choose the one which s/he feels is most appealing to his/her Players. Once you decide upon the genre for your campaign, however, it should remain constant, unless a special occasion warrants a temporary change.

Humor

These adventures are ludicrous even by comic book standards. The laws of science are completely suspended in the humor genre: anything can happen and usually does. Nothing *ever* causes Killing damage in the Humor genre, not even Knockback or nuclear bombs. This is usually the only genre in which the Dumb Luck Power may be used. Examples of the Humor genre include: *Ambush Bug*, *'Mazing Man*, and *Captain Carrot and His Amazing Zoo Crew*.

Action

Most of the DC Comics are set in this genre. This is where basic hero-versus-villain punch-'em-ups are found. Use the regular **DC HEROES RPG** rules for Action adventures. Examples include: *Justice League International*, *The Doom Patrol*, *Firestorm*, and *Superman*.

Mock-Real

These adventures are only slightly more realistic than the Action genre. Guns and bombs can kill people, but such deaths happen very rarely. The laws of nature apply more strictly in Mock-Real adventures than they do in Action adventures. Mock-Real books include: The *New Titans*, *Wonder Woman*, *Batman*, *Suicide Squad*, and *Captain Atom*.

Gritty

Gritty adventures present a somewhat more accurate version of combat and Skill use, though the occasional use of "comic book" tactics is not uncommon. Gross violations of scientific reality rarely occur in these adventures. Examples include: *Green Arrow*, *Swamp Thing* and *The Question*.

Real

Real titles present an even more accurate version of combat, and psychological complexity. Science works in these adventures almost exactly the same as it does in the real world. Examples include: *Watchmen*, *V For Vendetta*, *Underworld*, and *Hellblazer*.

II. Genre Rules

Genre	Killing Combat	Hero Points	Pushing	Recovery	Other
Humor	Never	Unlim.	Unlim.	24 min.	A
Action	No	Unlim.	Unlim.	24 hrs.	None
Mock-Real	Yes	Unlim.	Unlim.	24 hrs.	None
Gritty	Yes	½*	2	48 hrs.	B
Real	Yes	1 Col.*†	1	72 hrs.	B, C, D

Killing Combat

In all genres with a "Yes" in this column, all attacks using guns, knives, and explosives are automatically considered Killing Combat. "Never" indicates that Killing Combat never occurs in the genre.

Hero Points

A "½" in this column means that all Characters may only spend a number of Hero Points to improve their AV, EV, OV, or RV equal to one-half of the Ability in question rounded up. If a Character has a 7 DEX, for example, the Player may increase his/her AV or OV up to a maximum of 11 through use of Hero Points. A "1 Col." notation means that all Characters may only spend enough Hero Points to move their AV, EV, OV, or RV by a single Column. An asterix ("*") means that Hero Points may not be spent to alter the AV or EV of Gadgets; while a dagger ("†") means that Hero Points cannot be used to alter Initiative scores.

Pushing

This column indicates the maximum number of APs that may be gained by Pushing an Automatic Ability.

Recovery

This is the amount of time that must pass before a Character that has had any of his/her Current Conditions reduced below zero is allowed to make a Resting Recovery Check.

Other

A: Certain Powers can only be used in the genre. **B:** Multi-Attacks can affect a maximum of 2 opponents unless the attacker is using a weapon with its own Acting Value. **C:** Devastating Attacks are not allowed. **D:** Add 50 to the Base Cost of the Charisma Skill for all Characters generated for use in this genre; in addition, INFL, AURA, and SPIRIT all have a mandatory Base Cost of 10 Hero Points that must be paid, leaving Players with 30 fewer Hero Points for generating their Characters. **E:** Player Characters do not suffer Standard Award penalties for initiating Killing Combat.

III. Customizing Genres

There may be times when none of the genres previously listed will be "just right" for the campaign you wish to run. In this case, a new genre can be invented. By manipulating the values in the columns on the Genre Rules table, the GM and Players can design a separate genre of their own. For instance, if a group wished to play Sgt. Rock and the Combat-Happy Joes of Easy Company, the GM and Players might generate a genre that looked something like this:

Genre: Sgt. Rock/World War II
Killing Combat: Yes
Hero Points: ½†
Pushing: 4
Recovery: 48 hours
Other: C, D, E



APPENDIX C

The Action Wheel

Included in the box is an *Action Wheel*, which can be used in place of the Action and Result Tables. At the GM's discretion, the Action Wheel may be given to the Players while the GM uses the *Gamemaster's Screen*. Otherwise, the GM may opt to use the wheel him/herself. This is how the Action Wheel works.

STEP 1 Dial the Wheel so that the red line marked "Action" lines up directly beneath the Opposing Value of the Dice Action.

STEP 2 Look down the Action slot to the Acting Value of the the Dice Action. This is the Success Number that the Player must roll.

STEP 3 Roll the dice. If the Action is successful, count Column Shifts by turning the Wheel clockwise. Count the number of spaces that the Wheel is turned until a number greater than the Success Number appears in the slot next to the Acting Value.

STEP 4 Now dial the Wheel so that the red line marked "Effect" lines up directly beneath the Resistance Value of the Action and turn the Wheel counter-clockwise a number of spaces equal to the number of Column Shifts earned. Never turn the Wheel past the grey line marked "Break." Instead, add the number of remaining Column Shifts to the EV in order to find the RAPs earned. In this case, skip **Step 5**.

STEP 5 Look down the Effect slot to the number that appears next to the Effect Value of the Action. This is the number of RAPs received on the Action.

Animals

This appendix contains a list of animals that can be used in adventures. Of course, this list is by no means all-inclusive, but the GM may use this list to work out the approximate Abilities of similar animals.

The Powers, Skills, and Advantages listed do not represent enhanced Abilities, but rather the natural Abilities and Skills that the animal has which mimic that Power.

ALLIGATOR

DEX:	2	STR:	3	BODY:	3
INT:	0	WILL:	1	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	4 [6]				

- **Powers:**
  Swimming: 2, Water Freedom: 4, Claws: 4
- **Description:**
  Alligators live in fresh water, especially swamps. They are able to stay submerged for several hours. Alligators may reach a size of 10 feet (0 APs) and a weight of 5 to 6 APs. They are now found only in Louisiana, Florida, and southern China.

BAT

DEX:	3	STR:	0	BODY:	1
INT:	0	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:	4				

- **Powers:**
  Flight: 3, Radar Sense: 3
- **Description:**
  Bats are nocturnal flying mammals. During the day they sleep in caves, scavenging for food at night. Despite popular belief, bats almost never attack humans. A particularly large and ferocious bat inspired Bruce Wayne to become the Batman.

BEAR

DEX:	3	STR:	5	BODY:	5
INT:	1	WILL:	3	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	6				

- **Powers:**
  Claws: 4
- **Description:**
  Bears can be found almost worldwide. They are omnivores whose weight ranges from 2 to 5 APs: their Strength changes correspondingly.

BOA CONSTRICTOR

DEX:	1	STR:	3	BODY:	3
INT:	0	WILL:	1	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	5				

- **Advantages:**
  Lightning Reflexes
- **Description:**
  Boa Constrictors will always attempt Grappling Attacks. Their Lightning Reflexes only operate during the first phase of combat. They inhabit the forest and jungles of Central and South America. They can reach a size of up to 15 feet (1 AP).

BUFFALO (BISON)

DEX:	2	STR:	6	BODY:	5
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	2
INITIATIVE:	4				

- **Powers:**
  Running: 4
- **Description:**
  Buffalo are herd animals. Hunted nearly to extinction in the 19th century, they are now only gound in wildlife preserves in the southwestern United States. Buffalo can reach a weight of 5 to 6 APs.

CHEETAH

DEX:	4	STR:	3	BODY:	3
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	9				

- **Powers:**
  Running: 6, Claws: 4
- **Skills:**
  Military Science (Tracking): 2, Thief (Stealth): 3
- **Limitations:**
  Running is limited to two consecutive phases.
- **Advantages:**
  Lightning Reflexes
- **Description:**
  Cheetahs inhabit Africa and southern Asia. They are generally soliatary animals. They can be trained to hunt.

CHIMPANZEE

DEX:	3	STR:	3	BODY:	2
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	5				

- **Skills:**
  Acrobatics: 6
- **Description:**
  Chimpanzees are native to the jungles of Africa. They are surprising strong for their size: a 90-pound chimp is much stronger than a normal man. Chimps are social creatures.

COBRA

DEX:	2	STR:	0	BODY:	2
INT:	0	WILL:	0	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	4				

- **Powers:**
  Poison Touch: 3, Ultra Vision: 4, Analytical Smell/Tracking Scent: 7
- **Description:**
  Cobras may be found throughout south Asia. Being cold-blooded, they are sluggish in extreme temperatures. These snakes are generally aggressive.

COCKROACH

DEX:	4	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	1
INFL:	0	AURA:	0	SPIRIT:	1
INITIATIVE:	4				

- **Powers:**
  Invulnerability: 2, Full Vision: 3, Systemic Antidote: 8
- **Description:**
  Cockroaches may be found in any inhabitable corner of the Earth. Prolific and hardy, these insects have a high resistance to radiation and, it is believed, will live for millenia after man has become extinct.

DOG

DEX:	3	STR:	1	BODY:	2
INT:	1	WILL:	1	MIND:	2
INFL:	0	AURA:	0	SPIRIT:	1
INITIATIVE:	4				

- **Powers:**
  Analytical Smell/Tracking Scent: 7, Extended Hearing: 3
- **Description:**
  Dogs, both domestic and wild, may be found throughout the world. They are social animals that are gentle when domesticated, and they congregate in fearsome packs in the wild. The wild dog packs of Africa are even feared by lions.

DOLPHIN

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

- **Powers:**
  Active Sonar: 7, Swimming: 5
- **Description:**
  Dolphins inhabit most areas of the sea, though they may sometimes be found in major rivers hundreds of miles upstream. They are usually found in groups. Dolphins are very intelligent and are friendly towards man.

EAGLE

DEX:	5	STR:	2	BODY:	2
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	2	SPIRIT:	2
INITIATIVE: 9					

- **Powers:**
  Flight: 5, Telescopic Vision: 9, Claws: 2
- **Advantages:**
  Lightning Reflexes, Sharp Eye
- **Description:**
  Eagles may be found throughout most of America, Africa, and Eurasia. They are usually found in mated pairs. They stake out a territory that can extend to a hundred square miles. They will fiercely defend their territory from other large birds of prey.

ELECTRIC EEL

DEX:	1	STR:	1	BODY:	1
INT:	0	WILL:	0	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE: 2 [5]					

- **Powers:**
  Swimming: 2, Lightning: 4, Water Freedom: 4
- **Description:**
  The electric eel inhabits the rivers of South America. Its electrical discharges are powerful enough to paralyze an animal as large as a horse.

ELEPHANT

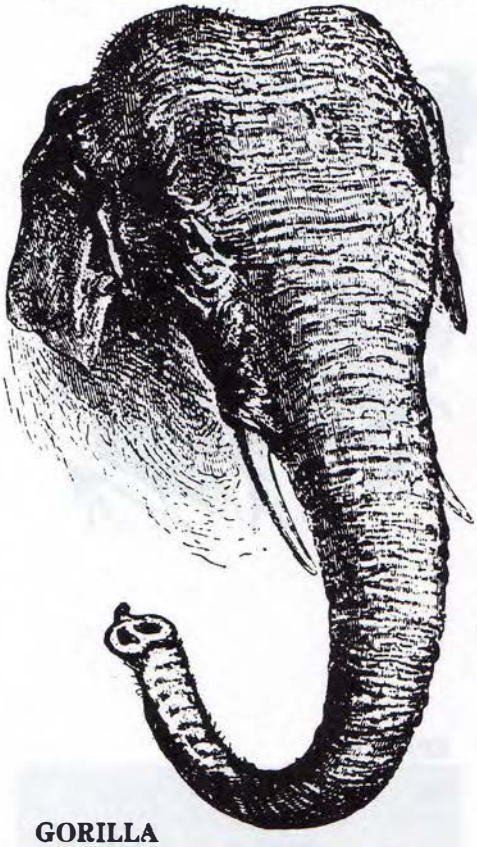
DEX:	3	STR:	7	BODY:	7
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE: 5					

- **Description:**
  The Asian elephant may be found in the forests of Ceylon, Inda, Burma, Southeast Asia, and Malaysia. It can reach a height of 9 feet and a weight of 5 tons. The African elephant can reach a height of 13 feet and can weigh upwards of 6 tons. An elephant requires one half ton of food a day.

GNAT

DEX:	7	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	1
INFL:	0	AURA:	0	SPIRIT:	1
INITIATIVE: 7					

- **Powers:**
  Shrinking: 12
- **Limitations:**
  Shrinking is Always On
- **Description:**
  Gnats are found in most parts of the world. Some species are parasitic.



GORILLA

DEX:	2	STR:	5	BODY:	5
INT:	1	WILL:	2	MIND:	2
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE: 4					

- **Description:**
  Gorillas live in Africa in groups of ten to twenty. They reach a height of 6 feet, and a weight of over 600 pounds.

HAWK

DEX:	5	STR:	1	BODY:	1
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE: 9					

- **Powers:**
  Flight: 6, Telescopic Vision: 7, Claws: 2
- **Advantages:**
  Lightning Reflexes
- **Description:**
  Hawks may be found throughout the world. They nest in pairs and feed on snakes and small rodents.

HORSE

DEX:	2	STR:	4	BODY:	5
INT:	1	WILL:	1	MIND:	2
INFL:	0	AURA:	0	SPIRIT:	1
INITIATIVE: 3					

- **Powers:**
  Running: 5
- **Description:**
  Horses are found throughout the world, although they are very rarely seen living in herds in the wild.

LION

DEX:	3	STR:	3	BODY:	4
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE: 8					

- **Powers:**
  Claws: 4
- **Skills:**
  Military Science (Tracking): 2, Military Science (Camouflage Self): 3
- **Advantages:**
  Lightning Reflexes
- **Description:**
  Lions roam the veldt of Africa and western India. They travel in prides of one male, three to six females, and several cubs. They can be trained.

OCTOPUS

DEX:	2	STR:	2	BODY:	1
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE: 4 [5]					

- **Powers:**
  Extra Limb (x8): 3, Water Freedom: 3, Stretching: 2
- **Skills:**
  Military Science (Camouflage Self): 3
- **Description:**
  The octopus lives in the temperate zones of the world's oceans. A shy creature, it seldom bites, even when handled. They move either by wriggling their eight tentacles or by propelling themselves backward using a jet stream of water. In combat, octopi always attempt to Grapple.

OWL

DEX:	2	STR:	1	BODY:	1
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE: 6					

- **Powers:**
  Flight: 4, Ultra Vision: 6
- **Skills:**
  Thief (Stealth): 3
- **Limitations:**
  Stealth only used during Flight.

- **Advantages:**
  Lightning Reflexes
- **Description:**
  Owls may be found in forests worldwide. They are nocturnal birds of prey, that are aided in their search for food by their silent flight and keen night vision. They are fierce fighters, and are able to kill animals as large as small dogs.

RABBIT

DEX:	2	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:	2				

- **Powers:**
  Running: 5, Digging: 2
- **Description:**
  Found in most parts of the world, rabbits are prolific breeders. Rabbits are herbivores.

RHINOCEROUS

DEX:	3	STR:	6	BODY:	9
INT:	1	WILL:	1	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	6				

- **Drawbacks:**
  Serious Physcial Restriction: the Rhino's maximum range of sight and hearing is 3 APs distance.
- **Description:**
  Rhinos live in India, Africa, and Malaysia. They are extremely bad-tempered, aggravated by its poor senses of sight, hearing, and smell.

SCORPION

DEX:	1	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	3				

- **Powers:**
  Poison Touch: 2
- **Description:**
  Scorpions, which live in temperate, subtropical, and tropical regions, are more of a pest than a danger, but can have a fatal sting.

SHARK

DEX:	6	STR:	4	BODY:	6
INT:	0	WILL:	0	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	8				

- **Powers:**
  Swimming: 6, Water Freedom: 6, Claws: 7
- **Description:**
  Sharks may be found in all the major oceans of the world. There are thousands of species of shark, only a few of which are dangerous. The man eaters include the Great White Shark, the Tiger Shark, and the Mako Shark (which has been known to leap abord boats). Sharks are usually solitary creatures, though some varieties, like the fearsome Hammerhead Shark, live in packs.



SPIDER

DEX:	4	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	1
INFL:	0	AURA:	0	SPIRIT:	1
INITIATIVE:	4				

- **Powers:**
  Poison Touch: 3, Full Vision: 2, Glue: 1
- **Description:**
  Of the thousands of varieties of spiders known to man, only a few are dangerous. These include the Black Widow and the Australian Red Back Spider.

SPIDER MONKEY

DEX:	3	STR:	1	BODY:	1
INT:	1	WILL:	2	MIND:	2
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:	5				

- **Skills:**
  Acrobatics: 4
- **Description:**
  Spider Monkeys are long-limbed inhabitants of the South American tropics. Curiosity is one of their strongest traits.

TIGER

DEX:	3	STR:	3	BODY:	4
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	8				

- **Powers:**
  Analytical Smell/Tracking Scent: 3, Running: 4, Claws: 4
- **Skills:**
  Military Science (Camouflage Self): 2, Thief (Stealth): 4
- **Advantages:**
  Lightning Reflexes
- **Description:**
  Native to southeast Asia and Africa, tigers are aggressive creatures that generally live alone.

VULTURE

DEX:	4	STR:	1	BODY:	2
INT:	0	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:	5				

- **Powers:**
  Flight: 5, Telescopic Vision: 8
- **Description:**
  Vultures soar high over temperate and tropical regions of the world. They feed on carrion, which has earned them the loathing of the human race.

WHALE

DEX:	3	STR:	12	BODY:	12
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	6				

- **Powers:**
  Swimming: 4, Sonar: 7
- **Description:**
  Whales swim in all oceans and most seas of the world. They are some of the largest mammals on Earth.

WOLF

DEX:	2	STR:	1	BODY:	2
INT:	1	WILL:	1	MIND:	1
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	7				

- **Powers:**
  Analytical Smell/Tracking Scent: 7, Extended Hearing: 3, Claws: 2
- **Skills:**
  Thief (Stealth): 4
- **Advantages:**
  Lightning Reflexes
- **Description:**
  Contrary to popular belief, wolves are not the enemies of man. Wolves' primary prey are field mice. They now only inhabit the northern regions of Earth's major continents.

APPENDIX E

Designer's Notes

(or, "Why We Did What We Did")

Designer's Notes. I always wanted to write one of these.

First off, I suppose I ought to explain the circumstances which brought about the DC **HEROES** Role-Playing Game Second Edition in the first place. Since the DC **HEROES RPG** was first published way back in 1985, the DC Universe has undergone drastic change. At the time the first edition of the game was being prepared, the landmark *Crisis On Infinite Earths* series which forever reshaped the face of the DC Universe was still little more than a gleam in the eyes of Marv Wolfman and George Perez. Now, three years later, after all the ramifications of the Crisis seem to have been neatly tied up, we thought it would be a good idea to go back and redesign the game in order to place it within the current continuity. A quick comparison between the Character Cards from the new edition and those of the old will show you just how much has changed in the last three years.

We've also taken this opportunity to expand upon the basic rules and streamline their application. Now, let's get to some of the specific changes . . .

Basic System

The basic Action/Result Table system works so well that we wisely decided to leave it alone. The only real changes in the basics are found in the Pushing rules. You will notice that the Abilities which can and cannot be Pushed are a little more clearly defined this time around. The Hero Point fee for Pushing was added in order to insure that most Push attempts will only result in an increase of one or two APs. You can still gain a lot more through a Push, but now you've got to pay for it.

The basic ground movement rate was lowered by 1 AP, because the old system had half the characters in the DC Universe breaking the world record for the 100 meter dash by 4 seconds (without steroids, yet!)

Combat

Combat, too, remains relatively unchanged. Characters are now allowed to spend Hero Points to up their Initiative scores in order to explain the occasional panel in which the Joker manages to get the drop on Batman, or Luthor slips away before Superman can follow him. Most of the changes in the combat system simply provide the Players with more options. Thus we now have Charging Attacks, Flailing Attacks, Blocks, and Dodges.

The Pressing the Attack and Laying Back maneuvers were added in order to give the guy or gal who wins Initiative more of an edge.

Gadgets

Hoo boy! We had some problems here. So what else is new?

It's no secret that everyone was less than satisfied with the Gadgetry rules from the original edition—that's why we went and published the *Hardware Handbook*. The problem is that even fewer of you were satisfied with the changes. This meant that we had to go back and start from scratch.

It seems that there were four big problems surrounding Gadgets: how do you compute the OV/RV of an attempt to build them? How do you determine their Hero Point and dollar costs? How do Uses, Duration, and Charges work? How do Characters begin play with Gadgets already built?

The first question was easily resolved: the OV/RV should obviously equal the number of APs of the Ability you are trying to install; it's quick and simple. But what about Gadgets with more than one ability? No problem, in this case you make more than one roll.

The second question proved more difficult. The cost of a Gadget should obviously be based upon the amount of Hero Points it would cost you to build all of the Gadget's Abilities into a Character, but probably shouldn't equal that cost, as per *Hardware Handbook*, since Gadgets can run out of juice, be taken away, dropped, forgotten, or pulverized. Finally, we came up with the idea of the Gadget Bonus Divisor, which divides down the Hero Point costs for Gadgets enough to make them worthwhile. Once we had this problem solved, question four was easily answered: simply allow beginning Players to pay the Hero Points costs of their initial Gadgets, with no rolls necessary.

The real problem turned out to be question three. Charges were cumbersome and no one liked to keep track of how long Batman had used each and every item in his utility belt. In addition, the rules for Charges also resulted in a number of silly inconsistencies: the knife that wears out every month, the car that only drives for a couple of hours once you turn the radio on, and the famous fork that wears out after each meal. Most DC **HEROES RPG** GMs, we found, simply ignored the Charges altogether.

Greg Gorden, Tom Cook, and I finally came up with the answer to the Charges problem during a friendly conversation at a gaming convention in Milwaukee when we evolved the concept of "Reliability Numbers." Now you can use all of your Gadgets without any bookkeeping. "R #s" seem to simulate reality a little better as well, and add a new twist to combat (oh no, the BB Gun is jammed!).

Character Interaction

Now, everyone can talk; not just those Characters with the Charisma Skill. This change was added in order to give new prominence to the Character Interaction rules and to give the Mystical Attributes some usefulness. The Interaction Maneuvers were created in order to encourage the Players to use some "strategy" in interaction situations.

Wealth

The problem with the old **DC HEROES RPG** Wealth rules was that money was so easy to come by. If you were a Billionaire, each Hero Point you spent was equal to $5,000,000. Picture, if you will, an entire hero group made up of Billionaires. The Penguin is on a crime spree in Gotham City, and plans to steal the $20 million dollar Mizell diamond from Gotham Museum. Instead of capturing the fiend, the Players simply offer him $100 million (20 Hero Points) to go straight and leave them alone. It's awful hard for the GM to come up with a reason why the Penguin won't accept their offer. If you have a hard time swallowing that, imagine this: the heroes are interrogating a street thug who refuses to talk. The heroes respond with, "Okay, if you tell us where the Mutants' hideout is located, we'll give you ten million dollars in small unmarked bills" (2 Hero Points). Again, this seems to go against the grain.

Now, Wealth is a little more in line. Buying something now requires a Dice roll in order to reduce bookkeeping and to add that vague "comic book" feel to the whole affair. After all, sometimes Bruce Wayne simply spends a lot of money on some super-weapon that will help him capture a criminal; but sometimes he doesn't.

Character Creation

From your letters, it seems that most of you wanted more detailed Character creation rules with more options. Well, that's what we've given you.

The idea of Factor Cost was introduced in order to help insure that the costs of the various Powers and Skills would be proportional to their usefulness. In the original edition, remember, the costs of all Powers and Skills were uniform. Now the useless Powers are cheap, while the "galactic domination" Powers are expensive. In addition, all of the Factor Costs were calculated using a set formula, allowing us to keep the costs of any future Powers and Skills that are added to the system consistent with those found here.

We also added several new Powers. Most of the new Powers are Mystical for two reasons. First, we wanted to strike a better balance in the ratio between Physical, Mental, and Mystical Powers; and second, *Swamp Thing* and *Hellblazer* are my favorite books. This job is not without its advantages, small as they may be.

Advantages were created in order to provide more options for Character creation, and to provide a wider pallet for describing the pre-generated heroes from the DC Universe. Now, all of the human level Characters (like Batman, the Question, Sgt. Rock, and the Blackhawks) no longer look exactly the same. Incidentally, the Advantages also tend to encourage heroes to use the full range of their Abilities in play instead of relying solely upon their fists and force field belts.

Most Drawbacks are what were formerly called Limitations. A distinction between Drawbacks and Limitations was drawn in order to add a little more logic to the Hero Point cost system.

Mystic Link

Mystic Link still exists, but you'll notice that it is a lot different now. This is because DC has decided that magic will no longer carry its former advantages in the post-Crisis universe. Magical characters are now no better or worse than anyone else.

The Spy Skill

The Spy Skill was dropped from the game because it is now irrelevant. Photo Interpretation is simply a Perception Check, Coding is a simple INT roll, and Brainwashing is an application of a Gadget or drug with the Hypnosis or Control Powers (why should we have three separate sets of mechanics for mental domination?). Connoisseur was turned into an Advantage. If you want to create a Character that is particularly good in any of these areas, use the Scholar Advantage.

Your Questions

Finally, I'd like to take this opportunity to answer some of your frequently asked questions:

Shouldn't my favorite Character have X APs of STR, rather than Y?

Nope. At least, we don't think so. I should also probably point out that the vast majority of our Character statistics are based on reams of "inside information" provided to us by the kind folks at DC; we don't just make these things up.

In fact, this is an appropriate time to again thank Bob Greenberger and his cohorts. Bob spent quite a bit of time answering questions like "If an evil alien scientist captured Wonder Woman, Captain Atom, and Martian Manhunter, and subjected all three of them to a giant laser, gradually increasing the power until each fell, who would drop first?" (Wonder Woman, of course); and, "When the Justice League goes out to dinner, who picks up the check?" (Batman).

If you are dissatisfied with some of the ratings given to the Characters, feel free to tinker with them, though you might want to warn your Players if Captain Cold is going to show up with a 30 DEX and a 26 STR.

Personal note to the guy in the Captain Marvel suit at the Superman Expo: Hey, if it was up to us Cap would have a higher STR than Superman. DC just didn't see it that way.

Can you send me statistics for my favorite Character?

What, you want more? Aren't the 250 Characters included in the box enough?

As much as we'd like to, we really don't have the staff or the time to fulfill requests like this. Usually, if you write us a letter asking about a Character we can tell you where you can find the stats. If the stats haven't been published, it means that we haven't worked them out yet.

New Character statistics appear in the quarterly **DC Heroes Newsletter.** Send us your lists of whom you would like to see. The most popular candidates will find themselves in print.

*How can I get the **DC HEROES** Newsletter?*

Write and ask. Couldn't be easier.

What modules and sourcebooks will Mayfair publish next?

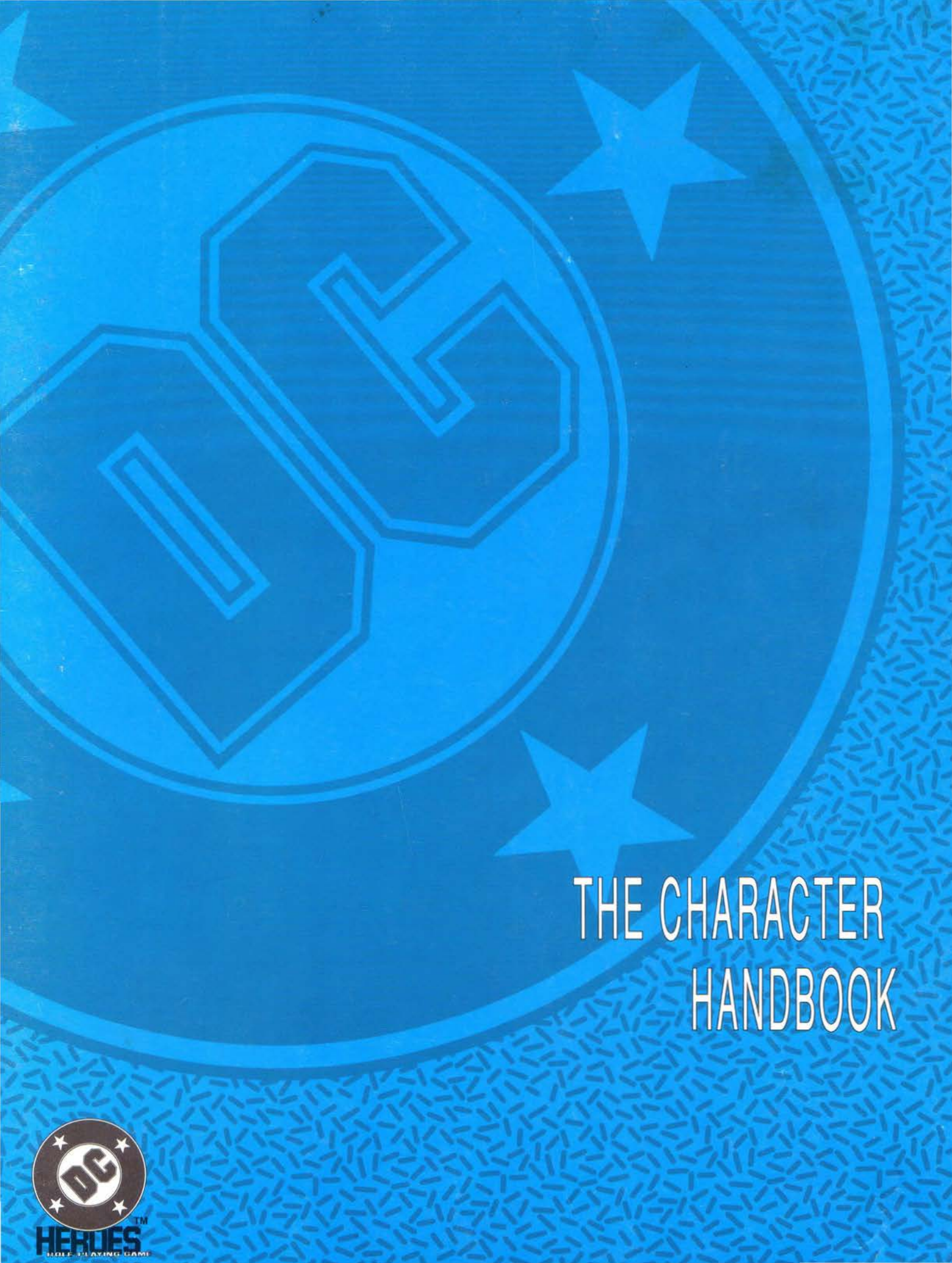
Whatever you ask for. Seriously, we look at your requests, and if there is a certain title that everyone seems to be clamoring for, we'll usually do it. How does a mystical sourcebook and a Swamp Thing/Hellblazer Match-Play sound?

Is it true what they say about Mayfair editors?

Yep, except for the part about the balloons. The art department is worse, though.

Anyway, that's about all we have space for. So how come I haven't answered your question about the design of the game? Because I haven't heard it yet. If you have any questions or comments, write to me c/o Mayfair. I'm outta here.




THE CHARACTER
HANDBOOK
DC
HEROES™
ROLE PLAYING GAME

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
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

	Page Number	Link Attribute	Type	Base Cost	Factor Cost
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 Damage	34	WILL	Dice	50	7
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.



CHARACTER HANDBOOK

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Chapter Three: Bonuses and Limitations 14
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Character Design Sheet 64
Powers and Skills Reference Sheet ..... IFC/IBC*

*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).



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 effectivenesses 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 Modifer 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 Characters 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 occassionally 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 fiancee's disappearance. A GM would then have an instant plot thread for a campaign (what really happened to Charisma's fiancee 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 equipments'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 competant 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 new-found powers, an opportunity he doesn't have in his civilian life. Lloyd's other major personality trait is his curiosity, which frequently gets him involved in matters that others might not have noticed.

Since our Player has created all three of the Background, Description, and Personality aspects for Pulsar, 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 must still come up with 54 Hero Points in Drawbacks (549 - 450 - 45 = 54).



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

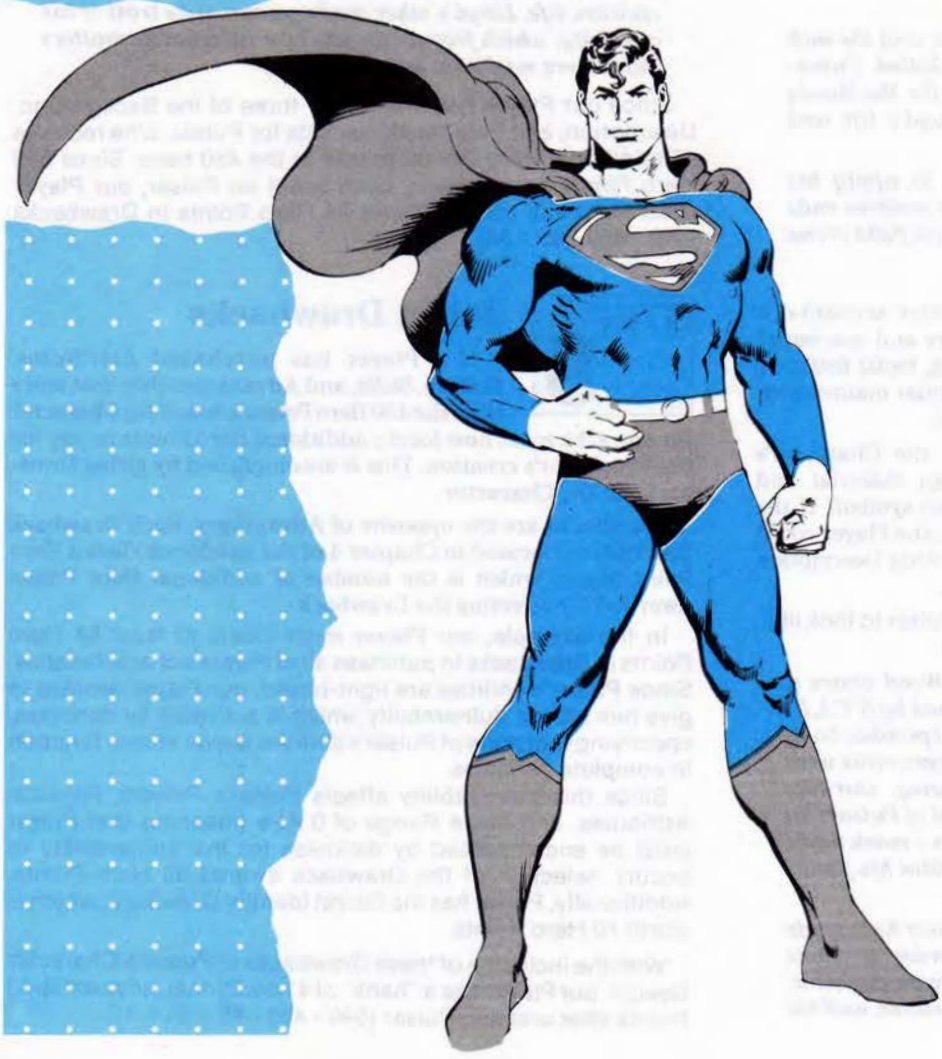
Select Motivation

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 erradicating 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

Creating Villains

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

The only rules which vary for creating villains are that villains never receive an additional 45 Hero Points for the Background, Personality, and Description aspects of the design and that villains possess different Motivations than heroes, as indicated in the following 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 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 posseses 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 represent 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	1	Wealth 2	3	4	5	Other Attribute 6	Action Attribute 7	8	9	10
1-8	10	20	30	40	50	60	70	80	90	100
9-15	15	30	45	60	75	90	105	120	135	150
16-24	20	40	60	80	100	120	140	160	180	200
25-35	25	50	75	100	125	150	175	200	225	250
36-40	30	60	90	120	150	180	210	240	270	300
41-45	35	70	105	140	175	210	245	280	315	350
46-50	40	80	120	160	200	240	280	320	360	400
51-55	45	90	135	180	225	270	315	360	405	450
56+	50	100	150	200	250	300	350	400	450	500

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 preceeding 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 Modifer
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 preceeding 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 eschelons 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 (wining 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 linked 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 (½) this Hero Point total (round fractions up). Sample statistics for different animals are available in **Appendix D** of the *Rules Manual*. These statistics respresent 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 = 96½, 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 anytime 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]

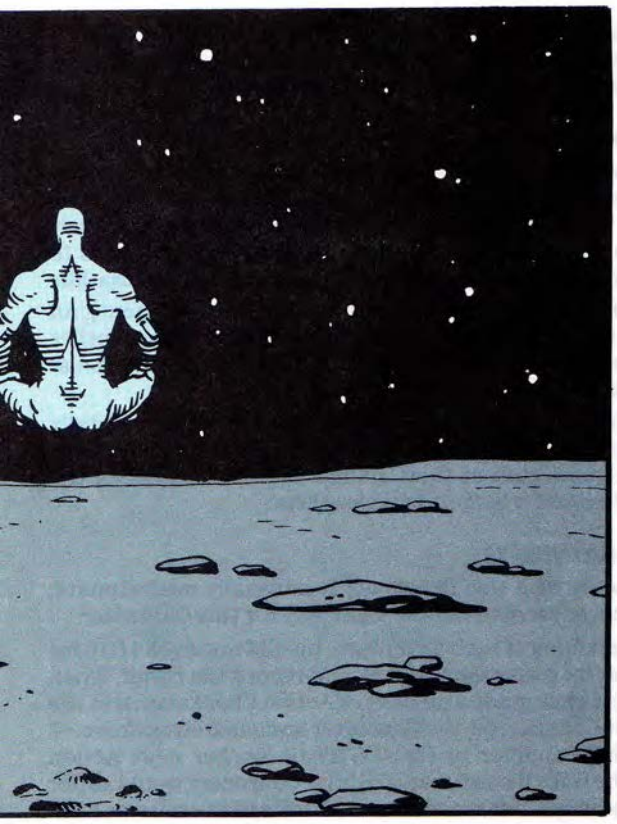
A Character with this Drawback has some sort of physical handicap. S/he might be blind, confined to a wheelchair, or missing a limb. Physical Restrictions normally fit into two general categories: sensory restrictions and physical handicaps.

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

A Character with this Power can shoot streams of Acid from his/her 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***
RANGE: ***Special***
TYPE: ***Dice***
BASE COST: ***20***
FACTOR COST: ***3***

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

Use of the Bomb Power is treated as an explosion (see page 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***
RANGE: ***Touch***
TYPE: ***Dice***
BASE COST: ***25***
FACTOR COST: ***1***

A Character with the Claws Power possesses claws or other natural, 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***
RANGE: ***Touch***
TYPE: ***Auto***
BASE COST: ***10***
FACTOR COST: ***2***

Cling allows a Character to traverse perfectly vertical or even inverted surfaces (like most walls and ceilings) as if they were level ground. Attempts to cling to any unusually-slippery substances are resolved according to the Universal 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***5***

This Power allows a Character to protect him or herself against 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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***7***

Darkness allows a Character to generate a field of darkness through which no normal light can pass. Vision Powers requiring light (Telescopic Vision, 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*
RANGE: *Touch*
TYPE: *Dice*
BASE COST: *5*
FACTOR COST: *2*

Digging enables a Character to tunnel through an assortment of substances. The AV/EVs for a Digging attempt are equal to the Character's APs of Power; OV/RVs are determined according to the following table. The RAPs of 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*
RANGE: *Touch*
TYPE: *Dice*
BASE COST: *100*
FACTOR COST: *4*

This Power allows a Character to break down the actual molecular bonding of an object, causing its structure to dissolve into nothingness. The use of Disintegration is a Physical Attack with the attacker's DEX/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*
RANGE: *Self*
TYPE: *Auto*
BASE COST: *25*
FACTOR COST: *5*

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

A Character with the Energy Absorption Power must come into contact with the attack for the Power to function, at which point the Character's APs of Energy Absorption are subtracted from the RAPs of the attack. If damage inflicted exceeds the Character's APs of Energy Absorption, the Power fails and the Character sustains full damage to his/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 damage. However, if the same attack received 10 RAPs, the Energy Absorption Power would fail and the Character would sustain the full 10 RAPs of damage.

A Character may use Energy Absorption on more than one attack per phase. In this case, the Character must divide the APs of Power between each of the attacks at his/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*
RANGE: *Normal*
TYPE: *Dice*
BASE COST: *15*
FACTOR COST: *3*

This Power allows a Character to fire a bolt of pure energy from any 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*
RANGE: *Self*
TYPE: *Auto*
BASE COST: *5*
FACTOR COST: *4*

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

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

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

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

FLAME BEING

LINK: *STR*
RANGE: *Self*
TYPE: *Auto*
BASE COST: *10*
FACTOR COST: *6*

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

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

Additionally, anyone touched by (or touching) a Character with an activated Flame Being Power (including contact made in hand-to-hand combat) incurs a Physical Attack with AV/EVs equal to APs of Flame Being; this special attack form does not count as an action for 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***5***

This Power allows a Character to protect him or herself against 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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***15***
FACTOR COST: ***3***

A Character with the Flame Project Power can fire forth a stream of flame from his 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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***20***
FACTOR COST: ***4***

This Power allows a Character to produce a burst of brilliant, pure light. If the target Character is not prepared for 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***10***
FACTOR COST: ***2***

Flight allows a Character to move freely in any direction through 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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***3***

Fog allows a Character to use any atmospheric moisture to form a dense fog which obscures vision and vision-related Powers (such as Sonar, Thermal Vision, Ultra Vision, and X-Ray Vision). The OV/RV of an attempt to see through the fog using one of these Powers is equal to the Character's APs of Power. Any attacks made by Characters within the fog receive a +2 Column Shift modifier to the OV. The APs of Fog 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***30***
FACTOR COST: ***6***

This Power allows a Character to create a field of physical energy to protect his/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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***10***
FACTOR COST: ***5***

This Power allows a Character to create a shield of physical energy which provides protection from Physical Attacks. Anyone protected by a Force Shield has the APs of Power added to his/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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***2***

This Power allows a Character to glide through the air at APs of distance equal to the sum of the APs of Power and the APs of height the Character begins above the ground.

Example: A Character with Gliding of 2 APs jumps from the roof of an eight-story building (which is approximately 3 APs above the ground). From this height, 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***10***
FACTOR COST: ***7***

This Power allows a Character to be impossible to detect with 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***
RANGE: ***Self***
TYPE: ***Dice***
BASE COST: ***5***
FACTOR COST: ***7***

A Character with this Power is very difficult to kill. When such a 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***10***
FACTOR COST: ***2***

This Power allows a Character to leap across great distances or to great heights through a natural or mechanical prowess. A Character with Jumping can traverse a distance or leap to heights equal to the Character's APs of Power.

LIGHTNING

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

This Power allows a Character to fire and control a bolt of lightning from his/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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***50***
FACTOR COST: ***10***

A Character with the Mimic Power can duplicate and use the STR Attribute or Powers of any other Character within Range. The APs of Mimic are the APs of time the Character can use any Mimicked Power.

To Mimic a Power, a Character must make an Action Check using the APs of Power as the AV/EV and the target's APs of the Power to be Mimicked as the OV/RV. A Character who successfully Mimics a Power receives that Power in APs equal to his/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***
RANGE: ***Touch***
TYPE: ***Dice***
BASE COST: ***200***
FACTOR COST: ***10***

This Power allows a Character to evolve or devolve a target into a new life form. The user must make an Action Check with his/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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***10***
FACTOR COST: ***5***

The Omni-Arm Power allows a Character to transform the 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***
RANGE: ***Touch***
TYPE: ***Dice***
BASE COST: ***30***
FACTOR COST: ***3***

A Character with this Power is able to generate a substance which irritates the skin on contact, causing damage to an opponent. Initial attack is made with the user's DEX/APs of Power as AV/EV and the opponent's DEX/BODY as OV/RV, respectively, the opponent sustaining RAPs of damage.

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

PROJECTILE WEAPONS

LINK: ***STR***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***15***
FACTOR COST: ***2***

This Power allows a Character to fire projectiles from his/her 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***10***
FACTOR COST: ***2***

This Power allows a Character to move across level ground (and/or other surfaces that are normally traversable by the Character) at extreme speeds. The distance per phase that a Character who possesses Running can move is equal to his/her APs of the Power.

SEALED SYSTEMS

LINK: ***BODY***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***6***

This Power allows a Character to sustain him or herself in any 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***75***
FACTOR COST: ***10***

This Power allows a Character to shape his/her own body into 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***15***
FACTOR COST: ***5***

This Power allows a Character to decrease his/her size. For each AP 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***50***
FACTOR COST: ***5***

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

SOLAR SUSTENANCE

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

This Power allows a Character to derive nourishment directly from the sun. Before this Power can take effect, a Character must be exposed to sunlight for 10 APs of time, at which point 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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***15***
FACTOR COST: ***4***

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

If a Sonic Beam is direted 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***50***
FACTOR COST: ***10***

This Power allows a Character to separate him or herself into two or more complete beings. Each Split being possesses the same Attributes, Powers, and Skills as the original Character at the Character's AP-level, minus one (1) for each Split.

Example: A Character with all his/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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***10***
FACTOR COST: ***6***

This Power allows a Character to elongate his/her own body a number of APs of distance equal to the APs of Power (allowing the Character to make hand-to-hand attacks, see items more closely, pick up objects at this range, etc.).

In addition, a Character with Stretching can absorb most Physical Attacks by stretching under the impact, thus slowing the force of a punch or projectile. In this manner, a Character adds the APs of Stretching to his/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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***10***
FACTOR COST: ***4***

This Power allows a Character to exhale a powerful stream of air. The Character can attack all targets within a one (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*
BASECOST: *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***
RANGE: ***Special***
TYPE: ***Auto***
BASE COST: ***1000***
FACTOR COST: ***10***

This Power allows a Character to duplicate any existing Power or Skill from any other Character. To utilize Adaptation, a Character must have witnessed the use of the Power/Skill to be Adapted, and must be within Normal Range of that Character to Adapt 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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***20***
FACTOR COST: ***9***

This Power allows a Character to control the movement of a volume of air. A Character with Air Control may utilize 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***2***

This Power allows a Character to walk, fight, and run on the air itself as if it were solid ground. While airbound, the Character can move at normal land movement rate in any direction (including straight up and straight down).

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

ANALYTICAL SMELL/ TRACKING SCENT

LINK: ***INT***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***10***
FACTOR COST: ***4***

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

If three or fewer RAPs are earned on an Analytical Smell Action Check, the Character will possess a basic idea of 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 farther 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***10***
FACTOR COST: ***5***

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

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

The APs of Power equal the maximum amount of density the Character can increase. The Character need not activate all of his/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***
RANGE: ***Normal***
TYPE: ***Auto/Dice***
BASE COST: ***10***
FACTOR COST: ***3***

This Power gives a Character the ability to detect any one specific item, presence, or quality (termed IPQ). Exactly what it is the Character can detect must be specified when the Power is purchased (i.e. Detect Evil, Detect Lies, Detect Radiation, etc.). The IPQ selected must be fairly specific and is subject to GM approval.

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

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

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

DIRECTIONAL HEARING

LINK: ***INT***
RANGE: ***Normal***
TYPE: ***Auto/Dice***
BASE COST: ***5***
FACTOR COST: ***3***

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

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

Superman has this Power.

DISPERSAL

LINK: ***WILL***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***10***
FACTOR COST: ***6***

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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***20***
FACTOR COST: ***7***

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

- 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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***10***
FACTOR COST: ***3***

This Power allows a Character to feel the emotions of others and determine the person's exact emotional quality: happy, sad, angry, afraid, or experiencing any other basic emotion.

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

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

Raven of the New Titans has this Power.

EXTENDED HEARING

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

This Power allows a Character to increase the range of his/her 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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***10***
FACTOR COST: ***6***

This Power allows a Character to control both the intensity and spread of flames. Flame Control does not, however, give the Character the ability to generate fire (as does Flame Project), only the ability to manipulate pre-existing flames. Flame Control can be used each phase toward one of the following effects:

■ The user may increase or decrease the intensity of a volume of flame. Flame intensities are measured in terms of their AV/EV, as indicated on page 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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***75***
FACTOR COST: ***10***

This Power gives a Character the ability to shape energy into solid constructs. The Character can create any object desired out of this formidable energy. Created objects have total APs in 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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***1***

This Power allows its user to see anything within a full 360-degree 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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***75***
FACTOR COST: ***4***

This Power allows a Character to decrease the pull of gravity on any given object. The Character can subtract the APs of Gravity Decrease from the weight of any object (most human Characters weigh 2 APs).

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

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

GRAVITY INCREASE

LINK: ***INT***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***20***
FACTOR COST: ***4***

This Power allows a Character to increase the pull of gravity on any given object. If the target is an inanimate object, the Character simply adds the APs of Power to the target's weight. If the target is another Character, the Power user must make an Action Check against an OV/RV equal to the target's STR/BODY.

If the Action Check succeeds with RAPs equal to or exceeding the target's STR, the target is considered to be Grappled with a STR equal to the APs of Gravity Increase (see page 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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***15***
FACTOR COST: ***3***

This Power allows a Character to heat, burn, or melt objects through the projection of intense beams of light from the Character's eyes. The APs of the Power are 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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***50***
FACTOR COST: ***6***

This Power allows a Character to mesmerize a victim. The use of Hypnotism is an Action Check with AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's INT/MIND. The Character may then implant suggestions as 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 Hypnotise another Character, who has an INT/MIND of 3/2. First, the Power user makes an Action Check and receives 10 RAPs. The user then tries to implant three suggestions, allocating 3 RAPs to each of the first two suggestions, and 4 RAPs to the third.

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

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

ICE CONTROL

LINK: ***INT***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***5***
FACTOR COST: ***10***

This Power allows a Character to move and control volumes of ice. Ice Control does not, however, give the Character the ability to generate ice (as does Ice Production), only the ability to control and manipulate pre-existing ice formations.

Ice Control has a number of useful effects, including:

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

ILLUSION

LINK: ***WILL***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***50***
FACTOR COST: ***10***

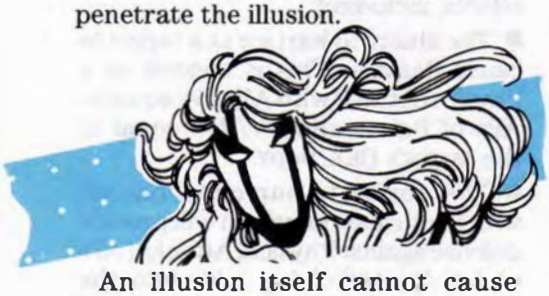
This Power allows a Character to make others see what s/he wants them to see. The Illusion Power does not create matter where there is none but it may alter the appearance of existing matter. An illusory staircase could not be climbed but a rickety staircase could be made to look as good as new. Since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

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

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

of the desert where a moment ago there was none, 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 Recovered 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 tranfers 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 (½) 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 occuring on Saturn (39 APs away). Hammond could then see, hear, and smell everything that happened on Saturn for four minutes (6 APs of time) as if he were actually present. Similarly, Hammond could observe the events in the cell next to his (1 AP away) for 2,097,152 years (44 APs of time).

SENSORY BLOCK

LINK: ***WILL***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***30***
FACTOR COST: ***7***

This Power allows a Character to totally obstruct the senses of an opposing Character. Such an attempt requires an Action Check with AV/EVs equal to the APs of Sensory Block and OV/RVs equal to the opponent's INT/MIND. If RAPs exceed the opponent's MIND, his/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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***35***
FACTOR COST: ***10***

This Power allows a Character to alter his/her shape into that of any known and pre-existing animal. The Character automatically gains the animal's Attributes, Powers, Skills, and natural attack forms while also maintaining all of his/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***
RANGE: ***Normal***
TYPE: ***Auto/Dice***
BASE COST: ***10***
FACTOR COST: ***2***

This Power allows a Character to "see" nearby objects through the emission of high frequency sound pulses. Sonar is accurate enough for a Character to receive all information normally received through sight, with the exception of color.

Sonar provides a full 360-degree awareness around the Character to a Range equal to the Character's APs of the Power. It is impossible to Blindside a Character possessing Sonar (see page 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 Character attacking with Flame Project from 12 APs away in enough time to react. Sonar may be used to detect invisible objects or beings (see Invisibility on page 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 perform each phase.

SPEAK WITH ANIMALS

LINK: ***INT***
RANGE: ***1 AP***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***2***

This Power gives a Character the ability to speak with all animals in their native tongues although it does not guarantee the animals will be friendly, just understandable. It should be noted that some animals, particularly smaller creatures and those that eat plants, are not very intelligent. Speak With Animals does not make animals smarter, it simply allows a Character to communicate. The APs of Power equal the APs of time during which an animal may be questioned.

SUPER HEARING

LINK: ***INT***
RANGE: ***+3***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***1***

This Power allows a Character to hear sounds of extremely high or low frequency. A Character with Super Hearing can detect sounds well outside the normal range of human hearing including dog whistles, radio and television transmissions, and radar waves.

Superman has this Power.

SUPER VENTRILOQUISM

LINK: ***INT***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***2***

This Power allows a Character to "throw" his/her voice a distance (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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***1***

This Power allows a Character to enter into a deep, trance-like state. A Character who uses Suspension must state the specific amount of time 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***
RANGE: ***Normal***
TYPE: ***Auto/Dice***
BASE COST: ***15***
FACTOR COST: ***6***

This Power allows a Character to move objects with mind power alone. The APs of Telekinesis equal the weight (in APs) of any objects moved plus the distance (in APs) that those objects may be moved in a single phase. A Character with Telekinesis need not use the full APs of Power at any one time; 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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***20***
FACTOR COST: ***4***

This Power allows a Character to establish mental contact with another sentient being. A telepath may automatically establish a mental link with any other Characters within Range. Each additional Character past the first included in the mental link reduces the maximum telepathic Range between the linked Characters by 1 AP.

Characters in mental link may communicate as if they were able to speak to each other as long as contact is maintained with the linking telepath. Telepathy only allows free communication; this Power does not allow a Character to read the thoughts of another against his/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***
RANGE: ***+7***
TYPE: ***Auto***
BASE COST: ***50***
FACTOR COST: ***4***

This Power allows a Character to instantaneously travel from one location to any other without passing through intervening space. Range for Teleportation refers to the maximum distance (in APs) through which a Character can travel in this manner.

The maximum weight which a Character may teleport equals the APs of Teleportation. All objects or persons to be Teleported must be within 0 APs (10 feet) of the Character, who may choose which objects/persons within the 0 AP radius to Teleport. No "partial" teleportings are possible; a Character must teleport all of a specific object or none of it.

A Character who does not wish to be Teleported may resist, which requires another Action Check the following phase by the Character with Teleportation. The AV/EV of this additional Check equals the APs of Power, while the OV/RV equals the target's INT/MIND. Positive RAPs greater than or equal to the resisting Character's MIND indicate that s/he is automatically Teleported; otherwise, the Character remains where s/he is.

Ambush Bug possesses this Power.

TELESCOPIC VISION

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

This Power allows a Character to see objects at a distance. When using Telescopic Vision to view a distant object, a Character is allowed to subtract the APs of Power from the distance to the viewed object, the result being the apparent distance between the Character and the object.

Example: A Character with Telescopic Vision of 5 APs is looking at an object 6 APs distant. Using this Power, the Character will see the object as if it were only 1 AP away from him/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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***1***

This Power allows a Character to see the variations of temperature across a given area. A Character using Thermal Vision will see

variations of the color red in warm areas and variations of blue in cool areas.

For example, while uniformly cool surfaces such as a cave wall would not register on Thermal Vision, if someone had recently touched the wall, a red, blurred handprint would be visible. Footprints are detectable with Thermal Vision for a time equal to the Character's APs of Power. A source of intense heat, such as a 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***
RANGE: ***Special***
TYPE: ***Auto***
BASE COST: ***500***
FACTOR COST: ***4***

This Power allows a Character to venture forward or backward along the time stream. The APs of Time Travel is the maximum length of time distance (in APs) a Character may travel in either direction. A Character may also Time Travel any persons or objects within 0 APs (10 feet) of 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 extraordinary circumstances (GM's discretion), a Character affected by Time Travel is merely sent to an alternative timeline. As such, there will be no opportunity for the Character to commit actions that would affect his/her own timeline. A Character 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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***3***

This Power allows a Character to see through any illusion or other Mystical or Mental concealment (including an Invisible Character). If a Character's APs of Truesight are greater than or equal to the RAPs of Illusion (or other concealment), the Illusion fails to fool the Power user, although others with the Character may believe the concealment.

If a Character's APs of Truesight are insufficient to automatically penetrate an illusion (or concealment), the Character's APs are added to the AV of any Perception Check aimed at revealing the illusion (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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***10***
FACTOR COST: ***1***

This Power allows a Character to see at night or in the dark just as if it were daylight. This effect is created through the intensification of existing luminary sources (radio waves, electrical impulses, etc.). A Character can use Ultra Vision to spot Invisible objects (see Invisibility).

Superman has this Power.

WARP

LINK: ***WILL***
RANGE: ***Special***
TYPE: ***Dice***
BASE COST: ***100***
FACTOR COST: ***5***

This Power allows a Character to open an extra-dimensional rift between two points of real space, with instantaneous travel then possible by stepping through the warp. A warp may not be opened into solid matter.

While a warp is open, there is no limit to the number or weight of objects which may pass through the warp. A warp collapses the instant the Power user steps through the rift, wills it to close, or falls unconscious.

The OV/RVs to an attempt to open a warp equal the distance (in APs) between the locations connected by the warp. If a Character were trying to open a warp one thousand miles long, for example, OV/RVs would be 20/20. RAPs from the Warp Action Check equal the length of time (in APs) the warp will remain open (unless the Power user steps through, wills it to close, or falls unconscious, as previously explained).

A warp may be used to attack another Character after the warp has been created. In such a case, RAPs from the roll which opened the warp function as AV/EVs of the attack with the target's DEX/BODY serving as OV/RVs. If RAPs from this attack equal or exceed the distance (in APs) between the target and the warp, the target is instantly drawn into the rift.

Warp has this Power as do the Boom Tubes from Apokolips and New Genesis.



WATER CONTROL

LINK: ***INT***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***35***
FACTOR COST: ***8***

This Power allows a Character to control the movement and flow of water. Water Control does not give a Character the ability to create water, however, only the ability to control pre-existing water. A Character with Water Control may utilize the Power toward a number of applications:

- 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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***15***
FACTOR COST: ***3***

A Character with this Power can see through virtually any material. OV/RVs of an X-Ray Vision attempt equal the BODY of the object 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.

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***
RANGE: ***Self***
TYPE: ***N/A***
BASE COST: ***+10***
FACTOR COST: ***N/A***

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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***30***
FACTOR COST: ***8***

This Power allows a Character to summon into existence a swirling whirlwind creature who will follow the Power user's instructions for a length of time equal to the Character's APs of Air Animation. At the end of this time, the creature will disperse into normal air.

A Character using Air Animation divides the APs of Power into two numbers as desired. The first number serves as the air creature's DEX, STR, and BODY while the second number serves as the creature's INFL, AURA, and SPIRIT against Mystical Attacks. Such air creatures do not possess Mental Attributes and, as such, are immune to all Mental Attacks.

The air creature occupies a volume equal to its APs of STR and moves at a Speed equal to its DEX. Due to the turbulent nature of this creature, any Physical Attack made against it automatically suffers a +1 Column Shift modifier to the OV.

ANIMAL CONTROL

LINK: ***INFL***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***25***
FACTOR COST: ***7***

This Power allows a Character to gain control over and cooperation from members of the animal kingdom. To take control of an animal, a Character must make an Action Check with an AV/EV equal to the APs of Animal Control and an OV/RV equal to the target animal's INFL/SPIRIT. Any RAPs earned indicate the length of time (in APs) that the animal will serve the Character. Animal statistics can be found 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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***35***
FACTOR COST: ***2***

This Power allows a Character to convoke animals of a specific type (sharks, falcons, rabbits, etc.) within the Range of the Power. As many animals of the specified type as the Character desires will answer the summons automatically and will travel toward the Character at best speed. Animal Summoning may not be used to summon an animal with a BODY greater than the Character's

APs of Power, nor may it be used to summon creatures with human or greater intelligence. Animal statistics can be found on pages 68-70 of the *Rules Manual*.

ANIMATE DEAD

LINK: ***AURA***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***25***
FACTOR COST: ***6***

This Power allows a Character to animate the corpses of dead creatures and call upon them as servants. Animation of the dead requires an Action Check with AV/EVs equal to the Character's APs of Animate Dead against OV/RVs equal to the INFL/SPIRIT of the corpse when it was alive (most normal humans have Attributes of 2). Positive RAPs indicate successful animation.

A corpse will remain animated and serve the Character for a length of time (in APs) equal to the RAPs earned. An animated corpse will possess all of the Physical and Mystical Attributes it had in life, including Physical Powers, except that three (-3) is subtracted from the corpse's DEX (to a minimum of one) and three (+3) is added to the corpse's BODY. Animated corpses possess no Mental Attributes, Mental or Mystical Powers, or any Skills, and suffer a -2 Column Shift modifier to their RV when attacked by fire.

Animated dead are extremely stupid, mindless creatures who can take no actions without direct orders from the Character, who must spend one Automatic Action each phase to maintain the animation. The maximum number of dead that a Character may animate at any one time equals the APs of the Power.

ANIMATE IMAGE

LINK: ***AURA***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***35***
FACTOR COST: ***7***

This Power allows a Character to turn an existing two-dimensional image (such as a cartoon figure, billboard painting, or an image on a television screen) into an exact three-dimensional duplicate figure which will obey the Character's commands. There must be an existing two-dimensional image for Animate Image to function; a Character cannot simply summon a figure from his/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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***30***
FACTOR COST: ***6***

This Power allows a Character to cause inanimate objects to move and behave as if they were alive. Animated objects are always under the total control of the Power user. The APs of Animate Objects equal both the maximum BODY of any individual object which can be animated and the maximum number of objects which can be animated at any one time.

An animated object will possess a DEX and STR equal to the Character's APs of Power but retains its own BODY. The object also possesses Mystical Attributes equal to the Character's APs of Animate Objects. An animated object possesses 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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***30***
FACTOR COST: ***5***

This Power allows a Character to generate an aura which causes opponents to feel extreme fear. The aura extends to a distance (in APs) equal to the Character's APs of Power. Any Character within Range of Aura of Fear is attacked separately with no Multi-Attack penalty. The Character utilizing Aura of Fear may voluntarily exclude Characters from the Power's effects.

To use Aura of Fear, a Character must make an Action Check with AV/EVs equal to the APs of Power against OV/RVs equal to the opponent's INFL/SPIRIT. If RAPs scored are greater than or equal to an opponent's SPIRIT, the opponent will simply stand in place and quiver with fear for the duration of the Power. Otherwise, if positive RAPs were scored, the opponent will flee the scene 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***
RANGE: ***Special***
TYPE: ***Dice***
BASE COST: ***5***
FACTOR COST: ***1***

This Power allows a Character to be "in tune" with the cosmos while possessing a certain faculty for anticipating events on the cosmic scale and recognizing when the cosmos is threatened.

Whenever a cosmic event or catastrophe is imminent, the GM should allow a Character with Awareness to make an Action Check with AV/EVs equal to the APs of Power and OV/RVs as determined relative to the following examples (normally, the more calamatous 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 partcipants 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 (*Millenium 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***
RANGE: ***Special***
TYPE: ***Dice***
BASE COST: ***500***
FACTOR COST: ***6***

This Power allows a Character to travel between the various 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***
RANGE: ***Self***
TYPE: ***Dice***
BASE COST: ***200***
FACTOR COST: ***7***

This Power allows a Character to invoke unknown Mystical forces which cause the Character to be exceptionally fortunate in his/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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***25***
FACTOR COST: ***8***

This Power allows a Character to summon into existence an actual creature of living earth and rock who will follow the Power user's instructions for a length of time (in APs) equal to the Character's APs of Earth Animation. At the end of this time, the creature will disperse into normal earth.

A Character using Earth Animation divides the APs of Power into two numbers as desired. The first number serves as the earth creature's DEX, STR, and BODY while the second number serves as the creature's INFL, AURA, and SPIRIT against Mystical Attacks. Earth creatures do not possess Mental Attributes and, as such, are immune to all Mental Attacks.

An earth creature occupies a volume equal to its APs of STR and moves at a speed equal to its DEX.

ENCHANTMENT

LINK: ***AURA***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***200***
FACTOR COST: ***10***

This Power allows a Character to bestow upon another Character a temporary but dramatic increase in Powers. The Character may add his/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***
RANGE: ***1 AP***
TYPE: ***Dice***
BASE COST: ***5***
FACTOR COST: ***3***

This Power allows a Character to remove a person from the effects of mind control or possession (i.e., Control, Hypnosis, and the Personality Transfer Powers). The Character must make an Action Check with AV/EVs equal to the APs of Exorcism against OV/RVs equal to RAPs from the original control or possession Action Check. Positive RAPs indicate success, with the target no longer affected by the control or possession Power.

EYE OF THE CAT

LINK: ***AURA***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***20***
FACTOR COST: ***2***

This Power allows a Character to see through the eyes of an animal. Eye of the Cat will not function unless an animal exists within the Power's Range. If more than one animal is within Range, the Character may choose which animal to use for purposes of the Power.

Once Eye of the Cat is active, the Character can see everything the animal sees, including things the animal can see only through the use of special vision Powers, such as a cat's Ultra Vision. Statistics for various animals can be found 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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***25***
FACTOR COST: ***8***

This Power allows a Character to summon into existence an actual creature of living flame who will follow the Character's instructions for a length of time (in APs) equal to the Character's APs of Flame Animation. At the end of this time, the creature will disperse into thin air.

A Character using the Flame Animation Power divides the APs of Power into two numbers as desired. The first number serves as the flame



creature's DEX, STR, and BODY while the second number serves as the creature's INFL, AURA, and SPIRIT against Mystical Attacks. Flame creatures do not possess Mental Attributes and are therefore immune to all Mental Attacks.

The flame creature occupies a volume equal to its APs of STR and moves at a Speed equal to its DEX. In addition, an animated flame creature suffers a -2 Column Shift modifier to its RV against cold-based attacks.

ICE ANIMATION

LINK: ***AURA***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***25***
FACTOR COST: ***8***

This Power allows a Character to summon into existence an actual creature of living ice who will follow the Character's instructions for a length of time equal to the Character's APs of Ice Animation. At the end of this time, the creature will disperse into ice and water.

A Character using Ice Animation divides the APs of Power into two numbers as desired. The first number serves as the creature's DEX, STR, and BODY while the second number serves as the creature's INFL, AURA, and SPIRIT against Mystical Attacks. Ice creatures do not possess Mental Attributes and are therefore immune to all Mental Attacks.

The ice creature occupies a volume equal to its APs of STR and moves at a Speed equal to its DEX. In addition, an animated flame creature suffers a -2 Column Shift modifier to its RV against heat-based attacks.

JOINED

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

This Power allows a Character to "join" him/herself to the Earth. While so joined (normally at the feet), a Character cannot be Knocked Back, blown away, or otherwise moved easily. A Character with this Power adds the APs of Joined to his/her RV against potential Knockback attacks made against the Character (the Planned Knockback maneuver, Super Breath, etc.).

MAGIC BLAST

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

This Power allows a Character to emit a powerful bolt of Eldritch energy from his 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***20***
FACTOR COST: ***6***

This Power allows a Character to create a field of arcane energy to protect his/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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***5***
FACTOR COST: ***1***

This Power allows a Character to automatically detect all magic and magic-using creatures within Range. Use of Magic Sense will only reveal that an item or Character has some form of Mystical abilities; no information will be available relative to what those abilities might be or how powerful they are.

MAGIC SHIELD

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

This Power allows a Character to create a shield of arcane energy which provides protection from Mystical Attacks. Anyone protected by a Magic Shield has the APs of Power added to his/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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***20***
FACTOR COST: ***3***

This Power allows a Character to magically restrict an opponent. AV/EVs to such an attack equal the Character's APs of Mystic Freeze while OV/RVs equal the opponent's INFL/SPIRIT; positive RAPs indicate success, with the opponent held fast and unable to move (DEX = 0).

A Mystically Frozen opponent may attempt to free 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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***20***
FACTOR COST: ***6***

This Power allows a Character to take complete control over local plant life. A Character with Plant Control may utilize the Power toward a number of applications:

■ 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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***20***
FACTOR COST: ***5***

This Power allows a Character to rapidly increase the growth rates of natural plant life. AV/EVs of such an attempt equal the APs of Plant Growth while OV/RVs equal the volume of plants to be grown. RAPs are instantly added to the plants' volume (either increasing the plants' sizes or the area over which they grow, Character's choice). Plants grown through this Power will remain grown until the user voluntarily returns them to their original condition and can later be controlled using Plant Control.

Example: A Character with Plant Growth of 30 APs is attempting to use his/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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***750***
FACTOR COST: ***10***

This Power allows a Character to effectively wield the forces of 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 effects/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***
RANGE: ***Special***
TYPE: ***Dice***
BASE COST: ***35***
FACTOR COST: ***5***

This Power allows a Character to communicate with "the Green," which is the massive collective consciousness shared by all plants in the DC Universe. Speak With Plants has two primary applications:

■ The Character may call upon the Green to track down an individual or object located anywhere on the surface of the Earth. AV/EVs of such an attempt equal the APs of Power while OV/RVs equal the distance between the Character and the target sought. The target of the search must be well-known to the user.

RAPs are subtracted from the distance between the Character and the target to determine how long the search lasts (down to a minimum of 0 APs or 4 seconds). The Character using Speak With Plants need not remain inactive while the search is in progress; the Green will contact the Character when it has found the target.

Example: Swamp Thing has Speak With Plants of 25 APs. If he is in California and wants to locate Abby Cable, who is somewhere near Houma, Louisiana (22 APs away), he would need to make an Action Check with an AV/EV of 25/25 against an OV/RV of 22/22. If Swampy rolled an 11, he would receive 10 RAPs and it would take the Green 12 APs of time (22-10), or four hours to locate Abby.

Once the Green has located a target, it cannot constantly monitor that target. Taking the example, if Swamp Thing travelled to Louisiana, the Green could not tell him Abby's exact location had she moved. Swamp Thing would need to make another Action Check to relocate Abby.

■ Second, the Character may call upon the Green for information about a given area. AV/EVs are again equal to the APs of Power and OV/RVs are equal to the distance between the Character and the area in question. RAPs are used to determine the amount of time that the query takes as previously stated.

In this case, however, RAPs also equal the number of Knowledge Points gained. One RAP generally indicates the Character receives a fuzzy impression of the area; RAPs equal to 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***
RANGE: ***Self***
TYPE: ***Auto***
BASE COST: ***15***
FACTOR COST: ***1***

This Power allows a Character to separate the spirit from his or her body. The spirit may then travel at a speed equal to the Character's APs of Spirit Travel. A separated spirit can only observe the physical plane and can make no attacks but it can easily pass through any physical obstacles. A separated spirit is subject only to Mystical Attacks from the non-Spirit world while in this state. However, such a Character is subject to all normal effects (Physical, Mental, and Mystical) from other Spirit-Travelling Characters while in this state.

While the spirit is separated, a Character's body is left barely alive (it cannot move and possesses no consciousness). The body remains susceptible to Physical damage during this time (although the body's normal Physical defenses remain active and the Character may burn Hero Points to remove inflicted damage).

If a Character's body is destroyed while the spirit is separated, the spirit will be trapped in its free state and will begin to dissipate at the rate of 1 AP of SPIRIT per day until it dies (reaches a negative SPIRIT; a separated Character with a normal SPIRIT of 7 APs would die upon reaching -7 APs of SPIRIT).

SPIRITUAL DRAIN

LINK: ***AURA***
RANGE: ***Touch***
TYPE: ***Dice***
BASE COST: ***15***
FACTOR COST: ***8***

This Power allows a Character to absorb the APs of another Character's SPIRIT. An opponent must be touched for Spiritual Drain to take effect. To use this Power against an opponent, a Character must make an Action Check with AV/EVs equal to his/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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***15***
FACTOR COST: ***8***

This Power allows a Character to turn any element or compound into any other element or compound. To be affected by Transmutation, an element or compound must be 90% pure; impurities remain unchanged.

To utilize Transmutation, a Character must make an Action Check with AV/EVs equal to the APs of Power against OV/RVs equal to the substance's BODY/BODY (the BODY of most gasses is 0). RAPs indicate the volume of the chosen material which may be transmuted. Changes wrought through use of the Transmutation Power are permanent unless negated by another use of the Power. Transmutation will not function on organic (living) matter.

Additionally, some elements and compounds are more difficult to transmute than others. In these cases, refer to the *Universal 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 Transmutated into asbestos will provide the wearer with 6 APs of Flame Immunity.

Plutonium (+6) — *Herculean.* Any and all plutonium created through use of the Transmutation Power will explode with each RAP from the Transmutation attempt equal to 1 AP of Bomb.

Kryptonite (+7) — *Beyond the Limit.*

VAMPIRISM

LINK: ***AURA***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***35***
FACTOR COST: ***9***

This Power allows a Character to transfer APs of BODY from an opponent to his 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***
RANGE: ***Normal***
TYPE: ***Dice***
BASE COST: ***20***
FACTOR COST: ***3***

This Power allows a Character to inflict Physical damage upon an opponent by causing similar damage to a magical doll which contains an item belonging to the opponent (a lock of hair, a piece of clothing, etc.).

Use of Voodoo is a Mystical Attack with AV/EVs equal to the APs of Power against OV/RVs equal to the opponent's INFL/SPIRIT. RAPs are always taken by the opponent as Physical damage and are subtracted from the opponent's BODY.

A Character with Voodoo can create a suitable voodoo doll in one minute (15 phases) provided 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***
RANGE: ***Normal***
TYPE: ***Auto***
BASE COST: ***25***
FACTOR COST: ***8***

This Power allows a Character to summon into existence an actual creature of living water who will follow the Character's instructions for a length of time equal to the Character's APs of Water Animation. At the end of this time, the creature will disperse into normal water.

A Character using the Water Animation Power divides the APs of Power into two numbers as desired. The first number serves as the water creature's DEX, STR, and BODY while the second number serves as the creature's INFL, AURA, and SPIRIT against Mystical Attacks. Water creatures do not possess Mental Attributes, and are therefore immune to Mental Attacks.

The water creature occupies a volume equal to its APs of STR and moves at a Speed equal to its DEX. In addition, an animated water creature suffers a -2 Column Shift modifier to its RV when defending against cold- and heat-based attacks.

WEATHER CONTROL

LINK: ***INFL***
RANGE: ***+5***
TYPE: ***Dice***
BASE COST: ***25***
FACTOR COST: ***8***

This Power allows a Character to manipulate and control patterns of local weather. Use of Weather Control requires an Action Check with AV/EVs equal to the APs of Power against base OV/RVs of 0/0. Final OV/RVs to a Weather Control attempt are modified according to the following table. Calculate the present weather conditions by adding the "Weather Levels" of precipitation, temperature, and wind for current weather. The difference between this calculated figure and the total Weather Levels of the condition the Character decides is the number of Column Shifts made to the OV/RV of the attempt, from the base OV/RV of 0/0.

Example: Central City is currently experiencing Dry, Cool weather with a Slight Breeze off the lake (total Weather Level of 2 + 2 + 2 = 6). A Character wants to change these conditions to Monsoons with Record Heat and Tornadoes (Weather Level of 5 + 5 + 6 = 16). In this case, the OV/RV would receive +10 Column Shifts (16 - 6 = 10) from the base 0/0, moving it to the 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 = 12½, 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 (½) 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 discorporate for a maximum length of time (in APs) equal to his/her APs of the Self-Linked Power. Characters totally discorporate as a result of this Power (utilizing more APs of Bomb/Projectile Weapons than their own 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.)

Skills

Like Powers, Skills are special abilities which are measured in APs. The difference between Powers and Skills is that Powers are generally only possessed by super-humans, whereas nearly any normal human can possess a Skill. A locksmith might have a few APs of the Locks 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***

Acrobatics is composed of three separate Subskills; these are Climbing, Dodging, and Gymnastics.

Climbing enables a Character to climb walls, trees, buildings, etc. Guidelines for determining the OV/RV of Climbing attempts can be found on the chart below.

Object Climbed	OV/RV
Tree	3/3
Telephone Pole	4/4
Sheer Cliff	8/8
Glass and Steel Skyscraper	10/10

A Climbing Action Check must be made prior to the climbing attempt. If this Action Check fails, the Character will fall when 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***
RANGE: ***Self***
TYPE: ***Auto/Dice***
BASE COST: ***5***
FACTOR COST: ***4***

The Animal Handling Skill has two Subskills, Animal Training and Riding. The Animal Training Subskill of Animal Handling cannot be used Unskilled.

* *Animal Training* enables a Character to train animals with which 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****
RANGE: ***Self***
TYPE: ***Dice***
BASE COST: ***5***
FACTOR COST: ***8***

The Artist Skill has six Subskills; Actor, Musician, Painter, Photographer, Sculptor, and Writer, each of which has the potential to please an audience. A Hostile group does not constitute an audience; these Subskills will only impress willing and interested viewers.

When a Character uses Artist to perform or produce a work, OV/RVs are at 4/4 unless performed or produced for a specific person, in which case that person's INFL/SPIRIT acts as OV/RVs. If the person possesses the Artist Skill, the APs of Artist will act as OV/RV to the attempt. Multi-attack penalties for Artist attempts are not applicable. RAPs on an Artist attempt indicate the following effects:

1-2	The performance or work is accepted.
3-5	The performance or work is well-received.
6-9	The artist receives critical acclaim (equal to a standing ovation if it is a performance).
10+	The artist gives an immortal performance or creates a masterpiece which the audience will never forget.

An audience which liked a Character's performance or work will be Friendly toward the Artist. Utilizing Artist in this fashion during combat will be 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** **RANGE:** *Self* **TYPE:** *Dice* **BASE COST:** *20* **FACTOR COST:** *6*

Charisma has three Subskills: Interrogation, Intimidation, and Persuasion. The use of Charisma is often a struggle of Mental or Mystical strength made between Characters.

A Character with Charisma can use his/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* **RANGE:** *Self* **TYPE:** *Dice* **BASE COST:** *10* **FACTOR COST:** *7*

The Detective Skill possesses five separate Subskills; these are Clue Analysis, Counterfeit Recognition, Identification Systems, Law, and Police Procedure.

Clue Analysis is the ability to glean information from physical clues 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* **RANGE:** *Self* **TYPE:** *Dice* **BASE COST:** *25* **FACTOR COST:** *8*

Gadgetry is the ability to build, identify, and use technological devices. The Gadgetry Skill consists of two separate Subskills: Build Gadget and Identify Gadget.

Build Gadget enables a Character to design and build new Gadgets. For further information on the Gadgetry rules and how to build Gadgets, see **Chapter 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 (½) 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****
RANGE: ***Self***
TYPE: ***Dice***
BASE COST: ***25***
FACTOR COST: ***6***

A Character with the Martial Artist Skill is extremely proficient in hand-to-hand combat. Not all Characters who possess this Skill are actually trained in the Oriental Martial Arts; some merely excel in hand-to-hand combat or possess a unique fighting prowess.

Possession of the Martial Artist Skill bestows two abilities on the Character:

- The Martial Artist is 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***
RANGE: ***Self***
TYPE: ***Dice***
BASE COST: ***5***
FACTOR COST: ***6***

The Medicine Skill is composed of four Subskills; these are First Aid, Forensics, Medical Treatment, and 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 OVs 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 (½) 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***
RANGE: ***Self***
TYPE: ***Dice***
BASE COST: ***10***
FACTOR COST: ***5***

The Scientist Skill possesses two distinct Subskills, which include 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***
RANGE: ***Self***
TYPE: ***Dice***
BASE COST: ***10***
FACTOR COST: ***8***

The Thief Skill possesses six specific Subskills, which are Escape Artist, Forgery, Locks and Safes, Pickpocketing, Security Systems, and 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 conterfeiting 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

Total Hero Point Cost For Powers & Skills: -

Purchase Advantages:

Advantage:	Hero Point Cost

Total Hero Point Cost For Advantages: -

Purchase Wealth:

APs - - - - - Hero Point Cost: - - - - -

Background: ☐ +15 Description: ☐ +15 Personality: ☐ +15 + - - - - -

Select Drawbacks:

Drawback:	Hero Point Bonus

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

	Page Number	Link Attribute	Type	Base Cost	Factor Cost
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
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
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SPECIAL POWERS

	Page Number	Link Attribute	Type	Base Cost	Factor Cost
Omni-Power	54	Special	Auto	500	10
Self-Link	54	None	Auto	+50	N/A

SKILLS

	Page Number	Link Attribute	Type	Base Cost	Factor Cost
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.

THE BACKGROUND/ ROSTER BOOK

DC HEROES™ ROLE-PLAYING GAME

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Introduction





by Robert Greenberger

The multiverse was destroyed. Supergirl and many others were dead. Things seemed changed, irrevocably. So now what?

That was the question hanging over the editorial team in early 1985 when **Crisis On Infinite Earths** had already hit the stands and we were well on our way to rewriting the Way Things Were. By then, Marv Wolfman, George Perez, and I realized that there was no way to end the story in issue number ten and spend issues eleven and twelve retelling the History of the DC Universe. We'd save that for another day. This story was big and getting bigger now that the other editors saw what we were doing and Management made it clear that we meant business when it came to house cleaning.

At one of our Wednesday editorial meetings, we began talking about the ramifications of **Crisis** in creative terms. Should everyone remember the Crisis or just the heroes? What about the villains? Which characters, not seen in **Crisis** should remain?

People debated and argued, and slowly, over the course of that Spring, answers were reached. And with that material in hand, Marv and George set about concluding **Crisis** and setting the stage for the next era in the DC Universe.

It became apparent that no one editor or creator could hope to revise every aspect of the universe in the days after the Crisis came to an end and the DC Universe dusted itself off. Teams of people began working on their own corners of the universe and refining matters. However, the universe was still so large and was still expanding that it was not a simple process of refinement.

As work concluded on that maxi-series, new heroes and situations were already being readied for their debut. None were to receive their own titles as quickly as Booster Gold, arriving just as **Crisis** was ending. However, the way Booster was sold and the way he fit into the new universe just did not match. This Booster was using a Legion Flight Ring, presumably Superman's, but we just resolved (via **Crisis** and John Byrne's forthcoming revitalization) that Superman *did not* have a career as Superboy. What to do?

This led to some brainstorming meetings that resulted in a few matters. First, there were the issues of **Booster Gold** that guest-starred the Legion of Super-Heroes, finding a new way to explain the Legion Flight Ring. Then came the four-part story that introduced the Pocket Universe that was created just to resolve the Superman/Superboy/Legion continuity glitch and was then destroyed to prevent people from using it as a convenient way around the lack of parallel universes. One thing that people needed to be careful of was coming up with "convenient" ways around the continuity repaired by **Crisis**. Any subsequent suggestion of a Pocket Universe or even parallel dimensions has been quashed.

In the months following **Crisis**,

people felt their way through the new universe, finding what fit and what did not fit. A decision had been reached that more attention needed to be spent on revitalizing and revamping villains. It was decided that if a story from the past was not referred to, it did not happen. Entire runs of titles were rendered null and void, in an effort to scrape the barnacles off the universe and its inhabitants.

However, there were more fundamental things in need of discussion. Paul Levitz was the first one to raise the subject of time travel. Now that the universe had been simplified, and Superboy and Supergirl never existed, did time travel between the twentieth and thirtieth centuries have to be so easy? A number of editors sat down over a course of meetings and started discussing time and time travel. By that point, Denny O'Neil had joined the staff and lent some input from the recent readings he'd done.

A position paper was prepared and circulated as editors commented extensively. Barbara Randall (now Barbara Kesel) stressed the need for a speedy decision since Dan Jurgens needed to send Booster back to the twenty-fifth century for an important storyline. At much the same time, Michael Fleisher had been working on **Hex** —the adventures of Jonah Hex in the twenty-first century. All of a sudden, time travel seemed critical, especially the rules applying to such jaunts.

The position paper draft got some tweaking from Dan Jurgens, and Michael Fleisher gladly supplied a leftover time platform from **Hex** and suddenly time travel rules existed for the first time.

These rules are relatively simple and are described in detail in the *Character Handbook*. In short, there are two known methods of time travel as of January 1, 1989. Each way works only once per person considering the effects time travel has on the body. Magic has no bearing on time travel, and of course, you cannot travel to a time where you already exist. And as always, you cannot alter the past.

A mini-series is now underway, set for sometime in late 1989, that will explore these rules in depth — featuring the Time Master himself, Rip Hunter.

Okay, so time got straightened out but there were many other bits of business that needed to be sorted out. For example, magical beings, the Lords of Order and Chaos, and the rulers of Hell all altered in the post-**Crisis** reality. Under the steady hand of Alan Moore, the afterlife took on new meaning and other writers, most notable Neil Gaiman and Alan Grant, have taken these realms to new depths. There is now a caste system in the underworld, with a triumvirate ruling, all building from the **Crisis**-related civil war that occurred during the *American Gothic* cycle of **Swamp Thing**. A character such as the Demon has been determined to be a "rhymer," some high caste in the system. The new **Sandman** series has further explored the new rules governing the mystical dimensions.

In the Spring of 1989, the time came to do some house cleaning with the American government's intelligence community. People had been working for the C.I.A., F.B.I., N.B.I., D.D.I., Task Force X, and the Pentagon without any coordination or communication. And where the heck did the American Intelligence Agency fit in? Those questions prompted Kim Yale, John Ostrander, and Paul Kupperberg to tackle the question head on, and after an eight-week event dubbed *The Janus Directive*, things got streamlined.

We have been exploring more facets of the DC Universe through Lex Luthor's abortive takeover attempt of S.T.A.R. Labs, mankind's evolutionary step via **Millennium**, and a look at how the people of the DC Universe view heroic legends. With each passing year, new elements are introduced just as we continue to dust off and modify those elements that make up our universe.

In the last two years, the Editorial Department has been keeping and maintaining a notebook of people, places, and things — an attempt to solidify the universe through the texture and background of the work done by the creators. Therefore, rather than simply creating one restaurant after another in **Superman**, writers can refer to a listing of places and make a selection. We have even been fleshing those areas out so that we have a general idea of where things are and who runs what. So far, it is being maintained internally and is not available to the public, but it certainly helps keep *our* heads together.

These little things are only possible when there is one strong universe and a strong set of characters to play with. It will never be perfect — we agreed on that long ago, given the periodic nature of the business and the cyclic ways of our audience. Yet, the possibilities seem fairly endless given the clean tableau, and the results over the last few years have only begun to paint the picture.

The bedrock of the DC Universe still remains the core heroes, and these days they are mostly back in the Justice League, whether it is the European or the American branches of the group. For the record, the "core characters" are considered to be: Superman, Wonder Woman, Batman, the Flash, Green Lantern, and Green Arrow. We have added to that list with the revamped Aquaman, Atom, Hawkman, and the newly-minted Starman.

There still remain places in the DC Universe for those characters who never seem to fit, such as the Doom Patrol (a team of outcasts), or the Swamp Thing, or even an oddball like John Constantine who can never be pigeonholed. While we may have dumped the parallel worlds, we have expanded the one Earth to encompass these people and more.

Also, **Crisis On Infinite Earths** has forced us to examine the one universe, and we have found it brimming with life — both benevolent and predatory. Only last year, Earth made its first extraterrestrial alliance with Daxam, home of Mon-El. No doubt, other formal interplanetary contact will be made. While we know of the Omega Men, Adam Strange's Rann, and the various races who tried to invade Earth, we are still meeting new alien races as our knowledge of the universe increases. There is even a forerunner of the Legion now in existence, plying the spaceways in search of justice. More time will undoubtedly be spent exploring and cataloguing these races and their worlds.

Here we are, in the fourth year after **Crisis** and we are still sorting out the debris and dusting off the characters. The publishing business affords us the opportunity to slowly but surely revise and remold material as the demands of the creators and the marketplace change. It is certainly reactive and has required the ever-changing Editorial Team here at DC to deal with the problems one at a time.

CHAPTER ONE

History

OF THE DC UNIVERSE



The Beginning . . .

The first important residents of the DC Universe sprang up on the planet Maltus, located several billion light years away from our own Milky Way Galaxy, more than ten billion years ago. The Maltusian civilization was not the first to make its way out of the caves and off to the stars; but it was the first to dodge the icy grip of imperialism and conquest, which inevitably plunged those that succumbed to its temptation into extinction.

Unimpeded for over five billion years, the Maltusians prospered; and their scientific wisdom grew so sophisticated that eventually they were able to forestall even the ultimate calamity, death. Just before the world of Maltus died in the flames of its own sun, the entire Maltusian race migrated to the planet Oa, a small green world located at the exact center of the known universe.

On Oa, the men who were once Maltusians evolved further still. Fantastically advanced medicine increased their lifespans several thousand fold, great increases in the field of bioengineering endowed them with great psionic powers, and the philosophical wisdom that came in equal proportions to their technical achievements brought them peace of mind. Soon, nature held but one final secret from the science of the Oans, the one secret into which Oan philosophy forbade inquiry — the secret of creation itself.

Eventually, there came an Oan, a scientist named Krona, who hoped to penetrate the mystery of creation. The strange mixture of curiousity and foolish pride that burned in his blood prompted the impetuous Krona to construct a device that would enable him to look back to the very beginning of time itself. Deaf to the warnings of his colleagues and ignorant of the consequences, Krona looked into his scanner and saw the great swirl that gave birth to the cosmos. At the center of the swirl was the omnipotent hand of creation, a ball of intense white light, the fruit of life, resting in its palm. Just as Krona's scanner was beginning to penetrate the hand and its burden, the machine exploded, tearing the entire Universe asunder!

The calamity that shook the Universe on that day had grave repercussions. Part of the very fabric of space itself was torn away and cast into a formless nether-region shredding the Universe into two opposing halves: the Positive Matter Universe of old, and a newly formed Anti-Matter counterpart. At the same time, the birth of the Anti-Matter Universe gave immediate rise to a wave of evil that spread across the zone of Positive Matter, corrupting more than fifty million worlds.

From that day forward, the Oans assumed responsibility for the evil unleashed by one of their own, and dedicated their existence to its eradication. Assuming the title "Guardians of the Universe," the Oans began their self-appointed mission by punishing Krona himself, who was transformed into a being of pure energy and beamed out into space to wander the cosmos forever.

The Guardians then turned their attention toward creating a race of warriors to patrol the universe and combat evil first-hand. Their first such experiment resulted in the creation of the lizard-like Psions. A few million years later, the Psions rebelled and began carving out their own empire amongst the peoples they were dispatched to protect, forcing the Guardians to banish their children to the Vegan Star System.

The Guardians' second experiment was the creation of the android Manhunters. Like the Psions, the Manhunters ultimately betrayed their creators and had to be subdued, though the Manhunters eventually had grown so powerful that not even the Guardians themselves could succeed in completely removing their threat from the cosmos.

It was around this period that the women of Oa, frustrated at the Guard-

GUARDIANS OF THE UNIVERSE

DEX:	4	STR:	2	BODY:	15
INT:	17	WILL:	30	MIND:	20
INFL:	12	AURA:	14	SPIRIT:	10
INITIATIVE:	33	HERO POINTS:			150

- **Powers:**
  Flight: 40, Force Manipulation: 30, Sealed Systems: 20, Spirit Travel: 45, Regeneration: 10, Invulnerability: 25, Systemic Antidote: 20, Telepathy: 5
- **Skills:**
  Gadgetry: 18, Scientist: 20
- **Limitations:**
  Force Manipulation is reduced by 1 AP for every week that a Guardian is separated from Oa.
- **Advantages:**
  Genius, Scholar (The Universe, Metaphysics)
- **Drawbacks:** Guilt
- **Motivation:** Responsibility of Power
- **Occupation:** Founders of the Green Lantern Corps
- **Wealth:** 30

ians' obsession with their quest to fight evil, left the planet. In later centuries, they would become known as the fearsome race of warriors called the Zamarons.

Disheartened by their past failures, the desperate Guardians finally drafted a plan to recruit the bravest and most worthy beings from across all space to aid them in their cause. Each of the recruits was pledged to a stringent moral code and given a ring of power to aid in their struggles against villainy. This band of elite emerald warriors, known as the Green Lantern Corps, finally restored the Guardians' lost honor. With the aid and advice of their Oan masters, the Green Lanterns would continue to carry out their mission successfully for millions of years to come.

Life On Earth

One of the fifty million worlds corrupted by the wave of evil unleashed when Krona unwittingly called the Anti-Matter Universe into being was the planet Earth, located in the Western Spiral Arm of the Milky Way Galaxy.

On Earth, the evil manifested itself as a race of horrible demons that battered their way to dominion over the land and air. After a tyrannical reign of more than one thousand years, the demons were finally banished to the depths of Hell by the Lords of Order, a nearly omnipotent race of mystical beings who are as old as the universe itself. The Lords of Order were forced to take direct action against the demons because the Earth itself plays an important strategic role in their mysterious battle against the demons' masters, their siblings the Lords of Chaos. Among the demons banished were Abnegazar, Rath, and Ghast, all of whom would later return to wreak further havoc.

With the demons gone, Earth was finally primed and ready for the coming of mankind. Among the first of the primitive Neanderthals were the rival Bear and Blood Tribes, the leaders of which were granted power immortal by a mysterious shimmering meteor that fell from the sky. Later, these two caveman would become the heroic Immortal Man and the villainous Vandal Savage.

Scant decades later, a Neanderthal man struck down a primitive woman in anger. Eventually, the souls of this woman and her unborn child would return, reincarnated in the persons of Queen Hippolyte and Princess Diana of the Amazons.

As the proto-humans progressed, the age of Neandrathals ended in favor of the era of the Cro-Magnons, during which the boy Anthro and the warrior Kong the Untamed sped their peoples on toward unification and enlightenment. Finally, the age of the Cro-Magnons gave way to the first age of civilization.

The first true civilization on Earth arose on the island of Atlantis, where the first practitioners of science quickly found themselves locked in a struggle with a coven of corrupt sorcerors. Some of the early Atlanteans fled the squabbling after they discoverd the underground caverns that led to Skartaris, a savage other-dimensional world that seems to lie beneath the Earth's surfce, while others remained behind to fight. The wars were finally ended by Arion, a sorceror who chose to use his powers for peace. Many years later, Arion would engage a group of alien invaders in a ferocious battle that ended with the sinking of the entire island of Atlantis. The only shreds of the Atlantean civilization to survive this catastrophe were the twin cities of Poseidonis and Tritonis, which were protected by vast underwater domes.

The flames of civilization were eventually rekindled in the fertile cradles of Egypt and Greece. In Egypt, learning and science progressed side by side with the practice of the mystical arts. During this era, Pharoah Kah-ef-re combined sorcery and science to produce the Blue Beetle Scarab, which endowed its wearer with unimaginable power. Four thousand years later, the Scarab would be unearthed by American archaeologist Dan Garret. Shortly after the reign of Kha-ef-re came the noble wizard Shazam and his corrupt disciple Teth-Adam. The wizard Nabu, one of the ancient Lords of Order, was dispatched to Earth to fufill a holy mission some years after Shazam mysteriously departed from the land of the Nile. Among the last of the great Egyptian heroes were Prince Khufu and his beloved Shiera, who would be reincarnated more than two thousand years later as the original Hawkman and Hawkgirl.

ANTHRO THE CAVE BOY

DEX:	6	STR:	4	BODY:	4
INT:	5	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:			45

- **Skills:**
  Martial Artist: 5, Weaponry: 6
- **Advantages:**
  Area Knowledge (prehistoric countryside); Connection: Bear Tribe (High); Leadership; Scholar (hunting)
- **Drawbacks:**
  Miscellaneous: Anthro is a Cro-Magnon, and therefore somewhat ignorant of many facts taken for granted by modern men.
- **Equipment:**
  Stone Axe
  [BODY: 2, EV: 4]
  Spear
  [BODY: 2, EV: 5]
- **Motivation:** Responsibility of Power
- **Occupation:** Cave Boy
- **Wealth:** 1

ARION

DEX:	6	STR:	4	BODY:	6
INT:	8	WILL:	10	MIND:	9
INFL:	10	AURA:	13	SPIRIT:	11
INITIATIVE:	26	HERO POINTS:			75

- **Powers:** **Mystic Linked*
  Danger Sense: 9*, Energy Absorption: 2*, Illusion: 8*, Power Reserve: 8*, Magic Sense: 9, Sorcery: 8
- **Skills:**
  Animal Handling: 4, Martial Artist: 6, Occultist: 7, Weaponry: 6
- **Limitations:**
  Power Reserve can only be used in conjunction with Sorcery. Arion's Power Reserve begins at 0 APs: the energy that Arion absorbs with his Energy Absorption is added to his Power Reserve until it reaches its full capacity of 8 APs. He retains this energy for 7 APs of time.
- **Advantages:**
  Area Knowledge (Atlantis); Connection: Atlantis (High); Leadership; Popularity
- **Drawbacks:**
  Authority Figure
- **Motivation:** Upholding the Good
- **Occupation:** Lord of Atlantis
- **Wealth:** 10



The New Gods by Jack Kirby

I originally created the New Gods for DC Comics as a simple but effective vehicle that would involve its characters in the eternal struggle of Good against Evil. It began as that — two giant planets, hundreds of light years from our own solar system, were continually locked in an eternal struggle to nullify the intentions of each to erase the philosophy which governed the other.

Apokolips, the clanking, military machine of a world, was ruled by a vicious and grasping dictator named Darkseid, a man almost insanely driven by an urge to conquer everything within his grasp and to continue this uncontrollable desire with all means at hand until there was nothing in the entire universe which did not bear his stamp of ownership.

On the other hand, in the path of this mammoth evil force, the planet New Genesis orbited peacefully, bathed in a glow of serene tranquility and constructive growth. Its leader, Highfather, was an impressive and heroic figure, who with his adoptive son, Orion, would lead the opposition to the planet Apokolips.

This was essentially the opening formula of this opus, which contained its own variety of secondary characters such as Big Barda, the young Forever People, and Mister Miracle, who were also central characters in their own volumes.

Through the ensuing years, these characters have become an integral part of the DC Universe and continue to enjoy a huge readership worthy of their value. There is no doubt that their success will continue, because of the innate attraction to readers in a universal age group. This, of course, is the key to good storytelling: it has stature coupled with a legendary quality which radiates timelessly in a cosmos inhabited by us all.

In Greece, civilization flourished under the guidance of the Gods of Olympus, the sons and daughters of the Titans, a race of beings descended from the primordial Chaos. After warring against their parents for control of the Earth and heavens, the Gods finally grew tired of battle and sealed off their home of Olympus from all outside contact.

Elsewhere in the universe, the fall of the old Gods created two new worlds which would eventually give rise to a race of New Gods. One of the worlds, a beautiful tropical paradise named New Genesis, fell under the rule of Izaya the Inheritor. The other, a foul, barren cinder christened Apokolips, became the domain of mighty Darkseid, the demon avenger.

Among the greatest warriors to arise in ancient Greece were the legendary Amazons. After a bitter struggle with the demigod Heracles and his followers, Hippolyte, the Amazon queen, decided that her people would be better off isolated from the world of the patriarch, and led the Amazons to remote Paradise Island, also known as Themyscira, where they would remain for the next three thousand years.

After more than two thousand years of civilization, Greece fell to the might of Rome and its heroes, men like the legendary Golden Gladiator. Of course, the new empire was not without its menaces. Blackbriar Thorn, demon priest of the ancient Druids, spread terror across the entire known world until the Roman legions descended upon him and left him trapped in a volcanic fissure, from which he would emerge two thousand years later.

Eventually, the candle of Rome was extinguished by marauding barbarians. The fall of the Roman Empire brought on the Dark Ages, an era of violence and cruelty. A few hundred years later, however, a great age of enlightenment began with the foundation of Camelot, the court of the legendary King Arthur, where brave heroes such as Sir Launcelot and Sir Justin the Shining Knight battled against the villainy of Mordred and Morgan LeFay. Around this same time, the sorceror Merlin came to power and summoned forth his own hell-born servant, the Demon Etrigan.

Arthur succeeded in unifying Britain and establishing its place in the hierarchy of nations. Later, the heroes of England would include the outlaw Robin Hood and his Merry Men, and the mysterious crusader known as the Silent Knight.

Of course, the rest of the world was hardly static while England was coming of age. In North America, Arak Red-Hand, son of Thunder, charted the destiny of the Quontauka tribe, while Jon the Viking Prince was leading the people of Scandinavia to new conquests. At the same time, a race of intelligent simians was erecting the fabled Gorilla City in Africa and taking measures to hide it from the eyes of man.

During the next few hundred years, the Vikings clashed with the English while the fledgling nations of Europe began acquiring tremendous resources of their own. Before long, the European monarchies became locked into a protracted squabble over the land of the "New World" of America discovered in the late 15th century. Great men wandered through this age as well — men like The Black Pirate Jon Valor and his freedom fighters, Keith Everett the mysterious Grim Ghost, and the legendary Captain Fear of the Carib Indians.

After three hundred years of European domination and exploitation, the colonies in the New World fought to gain their independence and the right to build a nation that celebrated values of their own choosing. Their struggle was initiated by patriots like Thomas Jefferson and Ben Franklin, but was won by heroes such as the colorful Miss Liberty, the stoic Tomahawk, and daring Dan Hunter. In the late 18th century, the United States of America was born.

The United States quickly established itself as a land of legends. Within the first century of its existence, it gave rise to the Indians Firehair and Scalphunter, Bat Lash the gambler, Strongbow the scout, El Diablo the hunter, lawmen Pow Wow Smith and Johnny Thunder, law women Cinnamon and Madame .44, and perhaps the most famous of all, the legendary Jonah Hex. Hex was a bounty hunter, gambler, soldier, and gunfighter, who spent the latter part of his gunslinging career in the year 2050 AD, where madman Reinhold Borsten had scooped him up from the past to participate in a series of bloody gladiatorial duels.

The Age of Heroes

The end of the 19th century swept the world into an era of war and an era of heroes. The First World War was fought by men like Balloon Buster Steve Savage, and Hans Von Hammer, the Enemy Ace; while the 1930s brought about an explosion of costumed crime fighters.

In New York City, Dr. Richard Occult allied himself with the mysterious Seven against the pawns of the mystical entity Koth. As Dr. Occult, he became the first "costumed" hero of the modern age.

In Keystone City, Midwestern University student Jay Garrick was transformed by a laboratory accident into the original Flash, the fastest man on Earth. Orson Welles' "War of the Worlds" broadcast inspired Lee Travis to assume the identity of the Crimson Avenger in New York City, where he quickly teamed up with playboy Wesley Dodds, who had christened himself the Sandman, in order to battle the mysterious Phantom of the World's Fair.

Mere months later, Carter Hall, the modern reincarnation of Prince Khufu of ancient Egypt, first donned his wings to become the original Hawkman. New York chemist Rex Tyler invented the wonder compound Miraclo, which allowed him to assume the identity of the original Hourman, the man of the hour.

In the southwest, engineer Alan Scott came into possession of a mystical Chinese lantern and became Earth's original Green Lantern. Diminutive college student Al Pratt trained himself with the aid of former heavyweight champ Joe Morgan, and became the original Atom.

These heroes were not alone. There were others: Dollman, Steel the Indestructible Man, Johnny Thunder and his mystical Thunderbolt, the almost omnipotent Spectre, and the intriguing Dr. Fate. In November of 1940, President Franklin Delano Roosevelt gathered together a group of heroes to battle the hordes of Hitler. The group became known as the legendary Justice Society of America, and included the Flash, Green Lantern, Hawkman, Dr. Fate, the Atom, and the Sandman in its ranks.

An explosion of heroes and heroines followed the formation of the Justice Society. The Black Condor, Doctor Mid-Nite, the Red Bee, the Shining Knight, the Human Bomb, Mr. America, Air Wave, the Tarantula, Uncle Sam, Manhunter, the Vigilante, Miss America, the Guardian, Mr. Terrific, Judomaster, Sargon the Sorceror, Amazing Man, Robotman, a pair of Firebrands, the Phantom Lady, the Star Spangled Kid, the Whip, the Jester TNT and Dan the Dyna-Mite, Wildcat, Midnight, Iron Munro, Flying Fox, Tsunami, Fury, the Huntress, Neptune Perkins, and many others were eventually organized into a gigantic fifty member legion known as the All-Star Squadron, under the leadership of the heroine Liberty Belle.

THE DEMON

DEX:	9	STR:	10	BODY:	12
INT:	12	WILL:	17	MIND:	14
INFL:	13	AURA:	17	SPIRIT:	12
INITIATIVE:	34	HERO POINTS:	130		

- **Powers:** *'Mystic Linked* Awareness: 11, Claws: 13, Flame Project: 13*, Jumping: 3, Precognition: 30*, Magic Blast: 16, Mind Probe: 20*, Sorcery: 15
- **Skills:** Occultist: 15
- **Limitations:** Mind Probe may only be used to learn what the target has experienced in the past, not what s/he is thinking.
- **Advantages:** Area Knowledge (Hell); Connection: Hell (High); Iron Nerves
- **Drawbacks:** Miscellaneous: Etrigan always speaks in rhyming verses.
- **Alter Ego:** Etrigan/Jason Blood
- **Motivation:** Responsibility of Power
- **Occupation:** Demon Lord (Rhymer caste)

THE VIKING PRINCE

DEX:	7	STR:	5	BODY:	6
INT:	6	WILL:	8	MIND:	7
INFL:	8	AURA:	6	SPIRIT:	8
INITIATIVE:	25	HERO POINTS:	50		

- **Skills:** Acrobatics: 4, Animal Handling: 5, Martial Artist: 7, Military Science (Tracking): 5, Weaponry (Melee): 7
- **Advantages:** Area Knowledge (Scandinavia); Connection: Vikings (High); Iron Nerves, Leadership; Lightning Reflexes; Scholar (swordsmanship)
- **Equipment:**
  Sword [BODY: 6, EV: 5]
- **Alter Ego:** Prince Jon
- **Motivation:** Responsibility of Power
- **Occupation:** Viking
- **Wealth:** 5

JONAH HEX

DEX:	7	STR:	4	BODY:	6
INT:	7	WILL:	7	MIND:	7
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:	70		

- **Skills:** Animal Handling: 10, Charisma: 5, Martial Artist: 7, Military Science (Tracking): 7, Weaponry: 11
- **Advantages:** Iron Nerves; Lightning Reflexes; Sharp Eye
- **Drawbacks:** Mistrust; Strange Appearance
- **Equipment:**
  Smith & Wesson .38 revolver [BODY: 4, EV: 6, Ammo: 6, R#: 2]
  Lariat [STR: 6, BODY: 5]
  Bowie Knife [BODY: 6, EV: 3]
- **Motivation:** Seeking Justice
- **Occupation:** Bounty Hunter; Gunslinger
- **Wealth:** 4

ENEMY ACE

DEX:	7	STR:	4	BODY:	5
INT:	8	WILL:	9	MIND:	7
INFL:	7	AURA:	7	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	100		

- **Skills:** Martial Artist: 7, Vehicles (Air): 12, Military Science: 6, Weaponry: 8
- **Advantages:** Area Knowledge (French countryside); Connection: German High Command (High); Iron Nerves; Sharp Eye
- **Drawbacks:** Guilt
- **Equipment:**
  FOKKER DR1 TRIPLANE [STR: 5, BODY: 8, EV: 7, Flight: 8, R#: 2]
  Pistol [BODY: 4, EV: 5, Ammo: 8, R#: 2]
- **Alter Ego:** Hans Von Hammer; "The Hammer of Hell"
- **Motivation:** Responsibility of Power
- **Occupation:** Aviator
- **Wealth:** 3

As in any age, however, there were plenty of villains to keep the heroes busy. There were common criminals and saboteurs such as the notorious Injustice Society of the World founded by the Wizard in response to the Justice Society, and whose members included the Gambler, the Sportsmaster, Shade, the Icicle, the Fiddler, Harlequin, the original Brain Wave, Per Degaton, and Solomon Grundy. More despicable were those fiends who chose to work directly for the Axis Powers, such as Baron Blitzkrieg, the Dragon King, and the hordes of Axis Amerika. But perhaps the most deadly menace of the era was Adolph Hitler himself, who managed to uncover the mystical Spear of Destiny, a potent arcane artifact which he used to prevent the heroes of America from ending the war almost before it began.

At the same time that the colorfully costumed men and women noted above were protecting America's shores from saboteurs and Nazi spies, the real heroes were abroad battling the forces of Germany and Japan firsthand. Fighting alongside the allied forces were the mysterious Unknown Soldier, the man known as Gravedigger, the commandos code-named the Losers, Lt. Jeb Stuart and his Haunted Tank, the Blackhawk Janos Prohaska; and perhaps the greatest soldiers of all, Sgt. Frank Rock and the men of Easy Company.

Golden Age Heroes
by Roy Thomas

It was a time both of heroes, and of ultimate evil.

When World War II began in Europe in 1939, only such costumed "mystery-men" as the Crimson Avenger, the Sandman, and Zatara the Magician were on hand to combat possible Axis sabotage in the United States.

Yet somehow, as if the War itself were a bizarre catalytic agent, they were soon joined by a new breed which would be called "super heroes" — beginning with the miniscule Doll Man, but swiftly followed by the likes of Commander Steel and many another.

Many of these earliest titans — some superpowered, others not — joined in spybusting and crimefighting organizations to safeguard America's shores.

The first of these, in November 1940, was the legendary Justice Society of America, without whose valiant actions the President of the United States himself would have been assassinated during those dark days. The J.S.A.'s initial members were the Flash, Green Lantern, Hawkman, the Sandman, the Atom, Hourman, the Spectre, and Dr. Fate. They were soon joined by the likes of Johnny Thunder, Dr. Mid-Nite, and Starman.

A second group soon formed: the Seven Soldiers of Victory, composed of the Shining Knight, the Crimson Avenger, Wing, the Star-Spangled Kid, Stripesy, the Vigilante and his partner Billy Gunn (who was soon replaced by Stuff, the Chinatown Kid).

In the aftermath of Pearl Harbor in December 1941, virtually all of America's costumed heroes, including the J.S.A. and the S.S.V., became charter members of the wartime All-Star Squadron by special request of President Roosevelt himself. They operated the rest of the war from the Perisphere in Queens, New York.

Before long, however, the living embodiment of American spirit, Uncle Sam, led a splinter group consisting of the Black Condor, the Phantom Lady, and several others to Washington D.C., where they operated separately as the Freedom Fighters.

In early 1942, within the Squadron, a secondary group was formed by such youths as "Iron" Munro, Fury, Dan the Dyna-Mite, Flying Fox, Neptune Perkins, and the Nisei girl Tsunami. These teens, called the Young All-Stars, soon displayed a heroic caliber to rival their elders.

Though the most powerful of the heroes were generally kept out of enemy-held territory by certain occult powers wielded by Hitler and the mysterious Dragon King, the heroes of the All-Star Squadron protected America from saboteurs and Axis agents such as Baron Blitzkrieg and Ubermensch for the duration of the war.

As World War II came to a victorious close for the Allies, the heroes began to vanish. First, the Law's Legionnaires (sometimes known as the Seven Soldiers of Victory), were dispersed through time while battling the potent Nebula Man. In the early 1950s, the hero community was dealt one of its greatest blows when the members of the Justice Society of America were brought before the House Un-American Activities Committee under suspicion of aiding enemy spies. Rather than reveal their true identities to the world, the JSAers chose to retire and return to civilian life.

While the greatest of Earth's Golden Age heroes were retiring, however, one of the greatest of its second generation was just arriving. In the late 1950s, the renowned scientist Professor Erdel accidentally scooped up the warrior J'onn J'onzz from the sands of Mars and teleported him to Earth, where he secretly battled injustice in the guise of the Martian Manhunter.

Within the next three decades, new heroes began to appear almost as suddenly as the old had vanished, beginning with perhaps the two greatest heroes of all time.

In the town of Smallville, Jonathan and Martha Kent adopted an infant they discovered in the wreckage of an alien spacecraft which crashed near their home. The infant Kal-El was the last son of the planet Krypton, which exploded in a geological catastrophe. Kal-El was rocketed to Earth just before the explosion by his parents, Jor-El and Lara, who hoped to save his life. Kal-El was given the name Clark Kent and would grow up to become Superman, the never-yielding warrior for truth, justice, and the American way.

At the same time, in Gotham City, the life of young Bruce Wayne was shattered by two bullets that ended the lives of his parents. Bitter and energetic, the boy spent years sharpening his mind and body to a keen edge, which he used to wage an all-out war on the lot of cowardly, superstitious street criminals, giving birth to the legend of Batman.

The emergence of Superman and Batman began the Silver Age of heroes. In Central City, police scientist Barry Allen was doused with chemicals which gave him amazing speed. Out of repect to his predecessors, he became the new Flash, the fastest man alive. In a remote lighthouse, an

Atlantean-human hybrid was born in the form of Arthur Curry, who later became Aquaman, king of the seven seas. In Ivy Town, physicist Ray Palmer discovered the secret of size and weight control. He used his unique abilities to combat evil as the second Atom. In Coast City, test pilot Hal Jordan was given a Power Ring and battery by the dying Abin Sur, becoming the Green Lantern Corps' first Terran recruit. There were many more: Oliver Queen became the Green Arrow, aliens Katar and Shayera Hol re-established the presence of Hawkman and Hawkwoman, Dr. Will Magnus built the Metal Men, Ralph Dibny became the Elongated Man, the element man Metamorpho was born, and the original Doom Patrol was founded.

Soon, the second generation of heroes followed in the footsteps of their predecessors and formed their own hero team. The Justice League of America was born when the Martian Manhunter, Green Lantern Hal Jordan, the second Black Canary, Aquaman, and the Flash joined together to repel an invasion of Earth by the bizarre alien Appelexians. Before it was finally disbanded, the J.L.A. would boast almost twenty members.

It was not long until the heroes' junior partners formed a "junior Justice League" of their own, the Teen Titans. The Titans, founded by Robin, Kid Flash, Speedy, Wonder Girl, and Aqualad, continued to evolve and grow over the years. By the end of the decade, the group dropped the "Teen" from their title, and boasted several new Titans: Changeling, Raven, Cyborg, Jericho, Kole, Starfire and young Danny Chase.

The fact that a second "age of heroes" was underway was signalled in spades by the arrival of two more important members of the superhuman community.

In Boston, Princess Diana became the first Amazon in over three thousand years to enter into the "Man's World." Dubbed Wonder Woman by the American press, Diana has since decided to remain in America to spread her message of peace and hope.

In San Francisco, young Billy Batson was drawn into an abandoned subway tunnel, where he was given powers far beyond the mortal ken by the ancient wizard Shazam. As Captain Marvel, Billy has since become the world's mightiest mortal.

THE DRAGON KING

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	7
INFL:	7	AURA:	8	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:			100

- **Skills:** Acrobatics: 5, Charisma: 8, Thief: 7, Gadgetry: 7, Occultist: 8, Scientist: 7, Weaponry: 8
- **Advantages:** Connections: Adolf Hitler (Low), Imperial Japan (High); Leadership; Lightning Reflexes
- **Drawbacks:** Authority Figure; Secret Identity
- **Equipment:** **The Holy Grail** [BODY: 40, SPIRIT: 40, Control: 30] Limitation: Control has a range of 20 APs, and only affects Characters with Mystical Powers, Mystically Linked Powers, or Attack Vulnerabilities to magic.
- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Japanese Agent
- **Wealth:** 8

BARON BLITZKRIEG

DEX:	10	STR:	10	BODY:	10
INT:	8	WILL:	7	MIND:	6
INFL:	8	AURA:	7	SPIRIT:	8
INITIATIVE:	26	HERO POINTS:			120

- **Powers:** Heat Vision: 4, Power Reserve: 8
- **Skills:** Charisma: 9, Military Science: 8, Vehicles: 6, Weaponry: 6
- **Limitations:** Power Reserve can be used to augment Heat Vision and STR.
- **Advantages:** Connection: Nazi Germany (High); Connoisseur; Leadership
- **Drawbacks:** Catastrophic Irrational Fear of being blinded; Strange Appearance
- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Nazi Saboteur
- **Wealth:** 11

"Take Ten"

by Robert Kahniger

I created, wrote, and was the editor of Sergeant Rock from his first appearance in "The Rock and the Wall" in **Our Army At War** #83, in 1959. I never consulted or collaborated with anyone, from illustrator to publisher. If I had, Enemy Ace would have been rejected. (What? — A *German* shooting down *American*, French and British pilots! — ***Never!***)

I chose Joe Kubert to illustrate that first Rock. I only write wholly finished scripts. Our relationship on Rock lasted thirteen years of monthlies, specials, and covers. Kubert undoubtedly is the definitive artist on Rock, Enemy Ace, as well as the Viking Prince.

Rock and Easy Company were in continuous publication for almost thirty years, five times longer than World War II itself. Rock is considered the quintessential American sergeant. I've picked up copies of Rock in England, France, Italy, Spain, Holland, and Finland. Reader mail has come in from Manhattan to Manila.

In more than three hundred scripts I made Rock as real and as authentic as I could. He had no super powers. Scratch him, and he bled. He was tired, hungry, thirsty, battered. But he concealed his fears and always led his men forward. He was "the sergeant generals would like to be" — he was "the Rock of Easy." I made it quite clear, years ago, that because of the continuous combat they were in, neither Rock nor Easy would survive the war.

Rock has always existed *outside* the DC Universe. As I conceived and wrote about him, Rock lived, fought, and died in real time — just as his father had before him, buried in a military cemetery in France. The epic tales of "The Last Days of Easy" and "End of a Rock" are firm in mind.

I had no control over other editors using Rock to attract attention to their characters. Their comics' characters have no more credibility in teaming up with Rock's gritty realism than Mickey Mouse would have with General Patton.

How real and pertinent is Rock? From **"Charlie Company," What Vietnam Did To Us**, by Peter Goldman and Tony Fuller, William Morrow and Company Inc., New York: "Omega Harris was worried about his men too. It was why they called him *Sergeant Rock*, not just because he was good with an 81 mm mortar, but because he was concerned about getting them home alive."

Editor Mike Gold wrote that Rock was one of the most enduring comics creations of all time . . . "he represents *our* most noble efforts under extreme duress."

Ten's Over — Move Out!

Legends

by Mike Gold

Superman, Batman, Wonder Woman, the Justice League of America . . . there is a certain majesty to the DC Universe. These are not simple heroes we're talking about: these are legends.

There is a reason why these characters have survived for five decades and are known the world over. Tales of mere heroism are not sufficient for the long run. In order to endure, we must chronicle the adventures of gods.

But gods survive only as long as people remember them. Characters created before the second World War must adapt to changing times. In 1938, Superman was less likely to perceive a correlation between the natural destruction of his home planet Krypton and the ecological oblivion faced by his adopted planet Earth. Fifty years later, the Man of Steel must be deeply concerned by the similarities.

Superman, as the ultimate hero, has the attributes of a god. Wonder Woman is the prodigy of gods. And Batman is Pluto on Earth — a Dracula who lusts after the blood of evil.

We are not simply in the story-telling business — we are in the myth-making business. Given our need to establish and maintain a strong continuity, each story is part of a chain reaction, just as each starts its own chain reaction. Our sagas become myths.

In recent years, the DC Universe has solidified not solely because of its adherence to an established continuity, but because its residents are, at last, being perceived as the legends they are.

The Age of Crises

As the years drew on, more and more superhuman defenders of the truth sprang up all across the globe. But what is a hero without a crisis to test his or her mettle? During the final decades of the 20th century, the heroes of Earth were provided with plenty of challenges.

First, there was the greatest Crisis of them all. At the time that the Anti-Matter Universe was created, two nearly omnipotent beings were born: the Monitor on a moon of Oa, and the Anti-Monitor on Qward, the planet located at the center of the Anti-Matter Universe. Throughout the history of the two Universes, these two beings were forever locked in bitter struggle. Toward the end of the 20th century, the Anti-Monitor was awakened after a long period of dormancy, and promptly redoubled his efforts to destroy the Positive Matter Universe and his good-hearted counterpart. The ensuing battles lasted for months and took the lives of the second Flash, Kole, Aquagirl, the first Dove, Prince Ra-Man, and the Immortal Man, though the Universe survived intact.

Perhaps the worst part of the Crisis, however, was that it caused certain emanations on the mystical planes which allowed the villainous Brujeria, a mad cult of nihilists, to put into motion a maniacal scheme to destroy the entirety of creation. After traveling across the United States at the behest of the mysterious John Constantine in order to witness the nature of evil first hand, the Swamp Thing, Earth's elemental guardian, successfully diffused the evil of the Brujeria. Eventually, however, the climactic final battle of the so-called *American Gothic Saga*, a huge assault on the realms of Heaven and Hell themselves, swept the demon Etrigan, the Spectre, the Phantom Stranger, Doctor Fate, and Deadman into the fray, and took the lives of the magician Zatara and Sargon the Sorceror.

The Crisis also prompted the elderly Guardians of the Universe and their estranged mates the Zamarons to depart their home on Oa for realms unknown. In their absence, the Guardians gave the members of their Green Lantern Corps leave to operate as they themselves saw fit, prompting seven Green Lanterns to settle on Earth.

Less than a year later came Darkseid's attempt to rob the Earth of its heroic "legends." During the campaign, Darkseid tried to turn the people of Earth against their heroes in order to pave the way for a grand invasion; but his scheme failed when Earth's defenders uncovered the true identity of the charlatan G. Gordon Godfrey and sent his warriors back to Apokolips. During these months of tyranny, the Justice League of America was shattered forever when two of its members were killed by the insidious Professor Ivo. A few weeks later, however, a new Justice League arose from the ashes of the old.

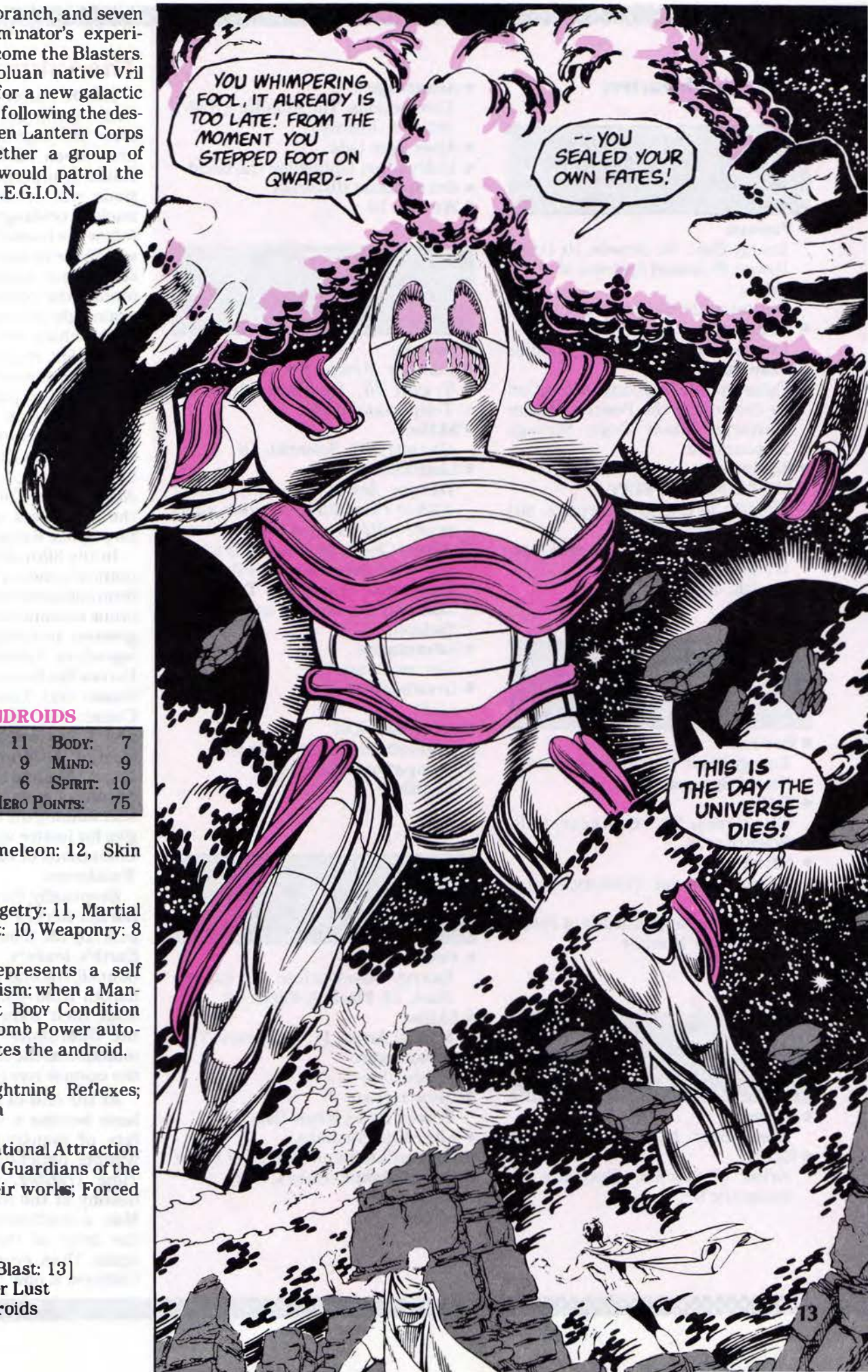
In the wake of these tragedies, the people of Earth were finally given some good news. A short time after their departure, one of the Guardians of the Universe and his Zamaron mate returned to bring a message to Earth. Herupa Hando Hu and Nadia Safir claimed that they had determined that Earth was eventually to become the birthplace of the cosmos' next immortal race. The pair selected ten humans, known as the Chosen, to carry the genetic seeds of future glory. After the Guardian's announcement, however, the android Manhunters, the malfunctioning robot servants constructed by the Guardians many millennia past, caught wind of the prophecy and launched an all-out campaign to destroy the Chosen in order to thwart the goals of their former masters. After a long, drawn out battle involving nearly every superhuman on the planet, the Manhunters were finally driven off the Earth. Seven of the Chosen, now dubbed the New Guardians, survived to pursue their unique destiny.

After only a few months rest, the heroes of Earth were forced to defend their planet against a massive alien invasion led by the cruel Dominators, who were bent on subjugating the planet before the humans were capable of plying the spacelanes and carving out an interstellar empire of their own.

The invaders were repelled by the change in allegiance of the planet Daxam, whose inhabitants discovered that they possessed nearly Kryptonian-level powers in Earth's atmosphere. The last-minute detonation of a "gene-bomb" in the atmosphere by a rogue Dominator nearly wiped out all Earth's heroes, but a rescue team led by J'Onn J'Onzz managed to infiltrate the Dominion and bring out a cure for Earth's ailing heroes.

In the wake of the invasion, Justice League International formed a per-

manent European branch, and seven victims of the Dominator's experiments united to become the Blasters. In outer space, Coluan native Vril Dox saw the need for a new galactic peacekeeping force following the destruction of the Green Lantern Corps and gathered together a group of alien heroes who would patrol the spaceways as the L.E.G.I.O.N.



MANHUNTER ANDROIDS

DEX:	8	STR:	11	BODY:	7
INT:	9	WILL:	9	MIND:	9
INFL:	6	AURA:	6	SPIRIT:	10
INITIATIVE:	27	HERO POINTS:			75

- **Powers:**
  Bomb: 10, Chameleon: 12, Skin Armor: 5
- **Skills:**
  Detective: 9, Gadgetry: 11, Martial Artist: 8,Scientist: 10, Weaponry: 8
- **Limitations:**
  Bomb Power represents a self destruct mechanism: when a Manhunter's Current BODY Condition reaches 0, the Bomb Power automatically detonates the android.
- **Advantages:**
  Iron Nerves; Lightning Reflexes; Omni-Connection
- **Drawbacks:**
  Catastrophic Irrational Attraction to destroying the Guardians of the Universe and their works; Forced Exile
- **Equipment:**
  Power Baton
  [BODY: 7, Energy Blast: 13]
- **Motivation:** Power Lust
- **Occupation:** Androids

The Crisis Characters

THE ANTI-MONITOR

DEX:	17	STR:	30	BODY:	30
INT:	26	WILL:	35	MIND:	30
INFL:	18	AURA:	25	SPIRIT:	25
INITIATIVE:	61	HERO POINTS:			500

- **Powers:** Energy Blast: 30, Growth: 10, Omni-Power: 25, Sealed Systems: 35
- **Skills:** Gadgetry: 26, Scientist: 26
- **Advantages:** Connection: Qward (High); Genius
- **Drawbacks:** Catastrophic Irrational Attraction to destroying the Positive Matter Universe; Minor Rage; Strange Appearance
- **Equipment:** CONTAINMENT SUIT [*BODY: 30*, Energy Absorption: 30]
- **Motivation:** Nihilist
- **Occupation:** Lord of the anti-matter universe
- **Wealth:** 40

THE MONITOR

DEX:	17	STR:	28	BODY:	30
INT:	28	WILL:	35	MIND:	30
INFL:	17	AURA:	25	SPIRIT:	25
INITIATIVE:	62	HERO POINTS:			500

- **Powers:** Energy Blast: 30, Omni-Power: 25, Sealed Systems: 30
- **Skills:** Charisma: 20, Gadgetry: 28, Scientist: 28
- **Advantages:** Genius; Scholar (history, metaphysics)
- **Motivation:** Responsibility of Power
- **Occupation:** Monitor
- **Wealth:** 30

HARBINGER

DEX:	8	STR:	4	BODY:	9
INT:	9	WILL:	7	MIND:	8
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:			85

- **Powers:** Energy Blast: 20, Flight: 20, Split: 20
- **Skills:** Artist (Writer): 8, Charisma: 10, Gadgetry: 9
- **Advantages:** Connections: The Monitor (High); Scholar (history)
- **Alter Ego:** Lyla
- **Motivation:** Upholding the Good
- **Occupation:** Historian
- **Wealth:** 10

PARIAH

DEX:	2	STR:	2	BODY:	11
INT:	14	WILL:	6	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	10
INITIATIVE:	21	HERO POINTS:			30

- **Powers:** Danger Sense: 60, Dimension Travel: 20, Invulnerability: 25, Teleportation: 65
- **Skills:** Gadgetry: 16, Scientist: 18
- **Limitations:** Danger Sense will only detect cosmic calamities: if Pariah gains positive RAPs on a Danger Sense Action Check, he is instantly transported to the scene of the disaster; Dimension Travel and Teleportation may not be used in any other fashion.
- **Advantages:** Genius; Sharp Eye
- **Drawbacks:** Guilt
- **Alter Ego:** Kell
- **Motivation:** Unwanted Power
- **Occupation:** Scientist
- **Wealth:** 0

LADY QUARK

DEX:	10	STR:	10	BODY:	13
INT:	9	WILL:	10	MIND:	11
INFL:	9	AURA:	5	SPIRIT:	10
INITIATIVE:	30	HERO POINTS:			125

- **Powers:** Energy Absorption: 12, Energy Blast: 18, Flash: 8, Flight: 12
- **Skills:** Martial Artist: 11, Weaponry: 7
- **Advantages:** Leadership
- **Drawbacks:** Forced Exile; Minor Rage
- **Alter Ego:** Tashana
- **Motivation:** Responsibility of Power
- **Occupation:** Former Queen
- **Wealth:** 0

The Future and Beyond

The DC Universe continues to thrive well beyond the 20th century. Just after the beginning of the twenty-first, seven nations will rise to the status of superpower and global tensions will escalate into a massive nuclear onslaught. In the years that follow the turmoil, rich robber barons will divide up the land amongst themselves and establish a new order, forcing the common people to once again fight for their freedom, a struggle in which the famous gunfighter, Jonah Hex, snatched from the past by one of the power barons, will continue to make his reputation.

As the years go on, heroes will continue to spring forth to Earth's defense: Chris KL-99, the Star Rovers, Star Hawkins, Omac the One Man Army Corps, Tommy Tomorrow and the Planeteers, and the semi-obligatory Space Ranger.

In the 30th century after a millennium of peace, a group of youngsters from habitable worlds almost too numerous to count will form perhaps the greatest grouping of heroes ever: the legendary Legion of Super-Heroes. Heroes like Brainiac 5, Lightning Lass, Sensor Girl, Timber Wolf, Polar Boy, Cosmic Boy, Blok, Chameleon Boy, and Tellus will struggle against the likes of the Khunds, Universo, Starfinger, the Fatal Five, League of Super-Assassins, and the ever-present Darkseid. Joining the Legion in their struggles for justice will be the astounding Champions of Lallor and the cosmic Wanderers.

Eventually, however, it seems that Earth's heroes will gradually disappear. By the time of the 58th century, Earth's leaders, the so-called Solar Council, will begin summoning famous heroes from the past to help them wage their wars. What will come of the Guardians' prophecy selecting mankind as the next immortal race in the cosmos remains to be seen.

At the end of time, the Earth will have become a vast wasteland. The fate of mankind is unknown, but waiting patiently in this era is the Time Trapper, who will meet his destiny at the hands of the Infinite Man, a confrontation that will start the cycle of the universe all over again. Thus, even the end of the DC Universe is only the beginning.



CHAPTER TWO

Places OF INTEREST IN DC UNIVERSE

A good role-playing adventure, like a good story, needs an interesting setting. Fortunately, the DC Universe comes already equipped with a number of suitable locales. An alphabetical listing of some of the planets, cities, and places that have woven their way in and out of the DC comics over the past fifty years is provided below.

Time for a cheap plug! There is not nearly enough room to fully cover all of these areas in full detail. More detailed entries for most of the major areas can be found in the various **DC Heroes Role-Playing Game** Sourcebooks available separately. See your local gaming store for details on what is available.

Apokolips

Apokolips is the dismal home of the New God Darkseid, the demon avenger. It was created by the destruction of the Old Gods at the same time New Genesis, the domain of Highfather Izaya came into being. Apokolips and New Genesis are virtually the only habitable planets in their section of the universe, and can only be reached through extreme measures, such as the Boom Tube.

Apokolips is an unclean world speckled by huge grey houses and machinery. The vast majority of its inhabitants blindly acknowledge Darkseid as their sovereign. If he so desires, Darkseid can blanket all of Apokolips under a huge cloaking device that hides the planet from the eyes of all but the most determined travelers, though he rarely bothers, because no one is foolish enough to travel to Apokolips willingly.

Some of Apokolips' more notable locations include:

Armagetto: Armagetto is a massive shanty town/labor camp. Here, Darkseid's slaves, known as the Hunger Dogs, endlessly toil away to keep up the flow of fuel to the vast Energy Pits. Located several hundred miles away, the Pits provide the planet with a nearly endless supply of energy. Every now and then, a group of Hunger Dogs will rebel and cause a temporary planet-wide emergency.

Granny Goodness' Happiness Home: The Happiness Home is a sort of orphanage in which those youngsters that display the necessary potential to become one of Darkseid's dreaded Dog Soldiers are forcibly enrolled. There they are tortured and trained in combat by Granny Goodness and her lackeys. Mister Miracle of Justice League International grew up here, but managed to escape to Earth.

The Tower of Rage: The tower is Darkseid's personal fortress. Located several hundred miles away from Armagetto, the Tower of Rage features a nearly impenetrable network of defense systems and intruder alarms. It is said that those who enter the Tower of Rage never return. Outside the tower is a giant stone sculpture of Darkseid himself.

In addition to Darkseid and Granny Goodness, other inhabitants of Apokolips include the Female Furies, Mantis, the Deep Six, DeSaad, Kalibak, Virmin Vundabar, and Kanto the assassin.

Superman was forcibly abducted to Apokolips during Darkseid's campaign to rob the Earth of its legends. The planet was most recently visited by the members of Justice League International, when they travelled to Apokolips in pursuit of their enemy Manga Khan who had abducted their teammate Mister Miracle.

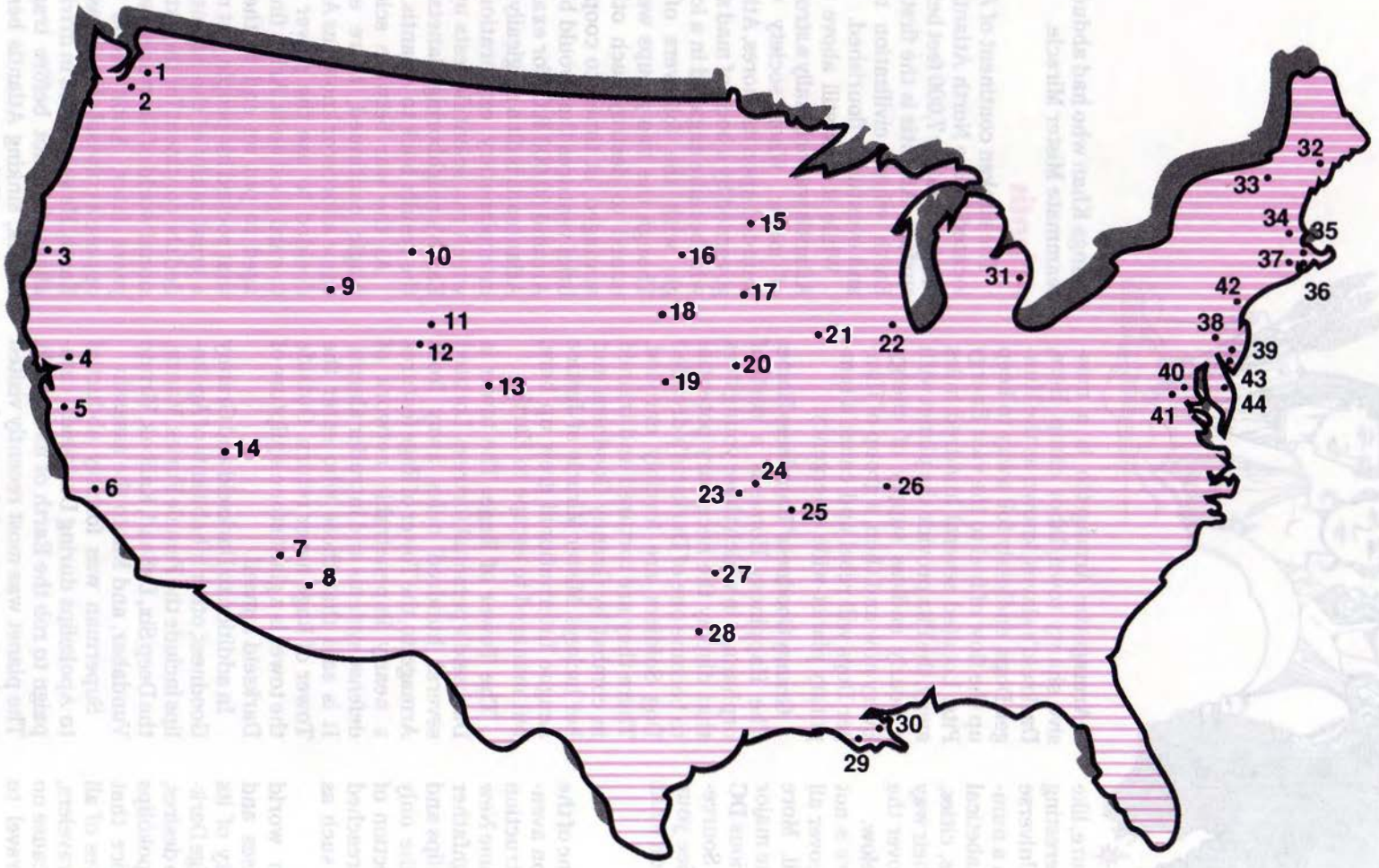
Atlantis

The sunken continent of Atlantis is located in the North Atlantic Ocean, approximately 7,000 feet beneath the surface. Atlantis is the first place on Earth where civilization took root and eventually flourished.

While it was still above sea level, Atlantis was originally a strong center of magic. When society was first founded upon its shores, Atlantis was governed by a body of mad sorcerors, who became engaged in a long struggle with the followers of science. Though the two groups were determined to destroy each other, they managed, at times, to cooperate for brief ventures that would benefit all. Around 50,000 B.C., for example, the Atlanteans built a magically-powered interplanetary exploration vehicle which ran scientific tests upon all of Earth's neighboring planets and sent the results back to Atlantis.

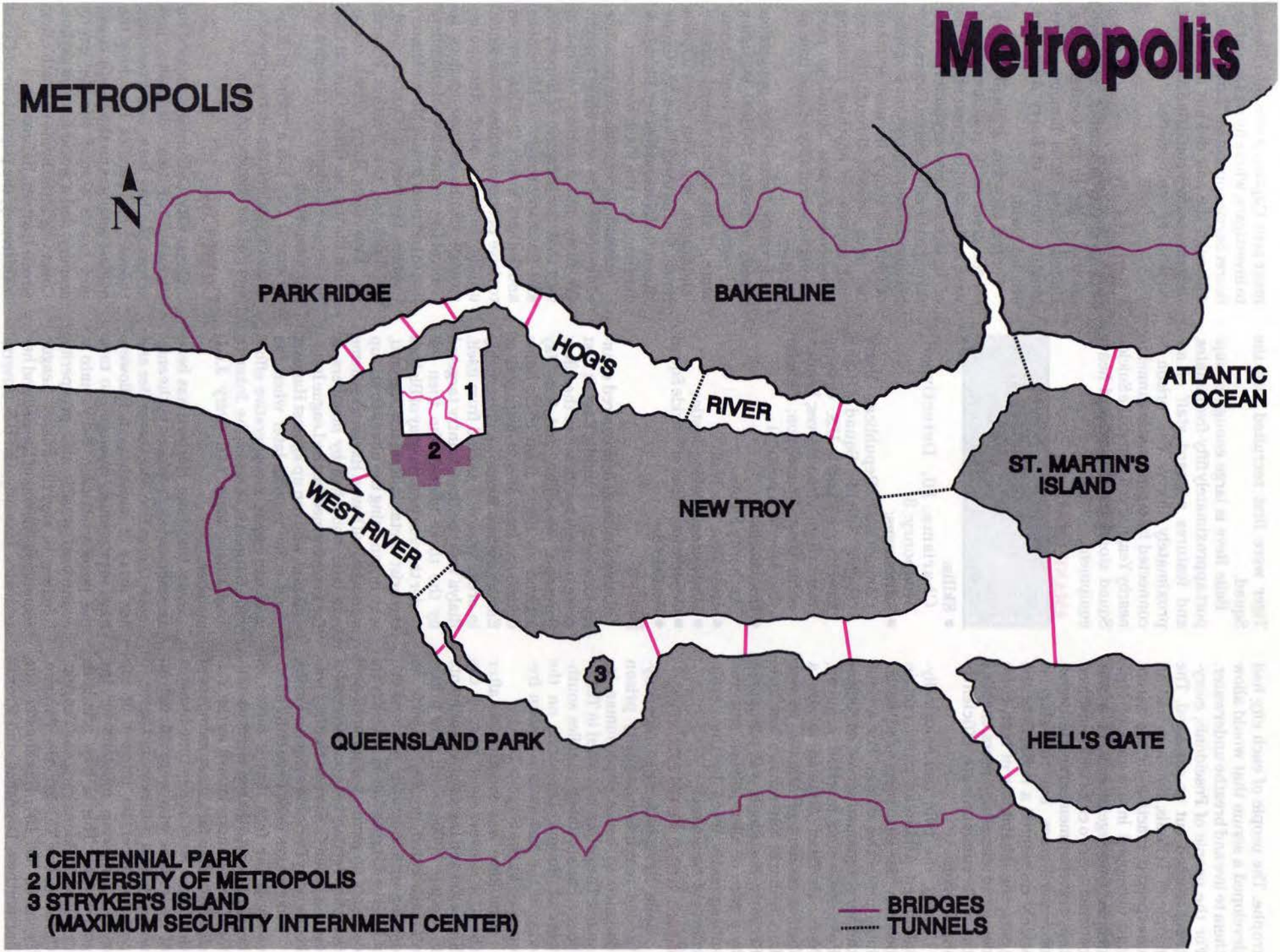
As the war between science and magic continued, there eventually came a sorceror known as Arion, who decided to use the power of magic toward good ends. Arion finally managed to put an end to the struggle that rocked his people, but not before a great many of the Atlanteans had fled the continent for the extradimensional world of Skartaris. Twenty-five years later, Arion stood alone to oppose a colossal alien invasion of the Earth. He succeeded in driving off the aliens, but not before tragedy had struck, sinking Atlantis beneath the surface of the sea.

Two of the Atlantean cities, Tritonis and Poseidonis, survived the catas-



1. Evergreen City
2. Seattle
3. Star City
4. Coast City
5. San Francisco
6. Los Angeles
7. Mesa City
8. Phoenix
9. Challengers' Mountain
10. Littleville
11. Denver
12. Middleton
13. Rocky City
14. Las Vegas
15. Minneapolis/St. Paul
16. Blue Valley
17. Pittsdale
18. Waymore
19. Smallville
20. Kansas City
21. Quad Cities
22. Chicago
23. Keystone City
24. Central City
25. Fallville
26. Hub City
27. Oklahoma City
28. Dallas/Ft. Worth
29. Houma
30. New Orleans
31. Midway City
32. Fairfax
33. Cloister
34. Boston
35. Happy Harbor
36. Calvin City
37. Ivy Town
38. Civic City
39. Philadelphia
40. Washington DC
41. Elmond
42. New York City
43. Gotham City
44. Metropolis

The DC America


Metropolis
METROPOLIS
N
PARK RIDGE
BAKERLINE
HOG'S
RIVER
ATLANTIC
OCEAN
1
2
ST. MARTIN'S
ISLAND
WEST RIVER
NEW TROY
3
QUEENSLAND PARK
HELL'S GATE
1 CENTENNIAL PARK
2 UNIVERSITY OF METROPOLIS
3 STRYKER'S ISLAND
(MAXIMUM SECURITY INTERNMENT CENTER)
BRIDGES
TUNNELS

trophe. The people of each city had developed a serum that would allow them to live and breathe underwater. For the people of Poseidonis, everything worked out as expected. The people of Tritonis, however, had an unexpected reaction to the serum and developed into a race of Merpeople. One legend tells of a war between the two cities which involved time-traveling members of the Legion of Super-Heroes, but this story is widely considered a myth. Over the years, the inhabitants of both cities developed telepathic powers, enabling them to communicate efficiently underwater.

Today, the twin technologically-advanced Atlantean cities remain beneath the sea, suspended under huge protective domes. For a time, the hero Aquaman served as King of Poseidonis and married a queen, Mera. Ex-Titan Aqualad is also a former resident of Atlantis, as was Lori Lemaris, Superman's lost love. Recently, Poseidonis was conquered by a race of alien jellyfish, but was subsequently freed by the heroic efforts of Aquaman.

Belle Reve Penitentiary

Belle Reve is a huge federally-funded maximum security prison designed to house superhuman inmates. The prison is located in Terrebonne Parish, about 10 miles southwest of Houma, Louisiana, on the edge of the vast swamp system frequented by the Swamp Thing.

Belle Reve was constructed after the U.S. Government passed the Keene Act and Ingersoll Amendments in the late 1960s which gave prison officials much greater latitude in dealing with unusually powered criminals of all types. Life in Belle Reve is certainly no picnic, but up until now there has yet only been one successful escape, when G. Gordon Godfrey was liberated by Darkseid's Female Furies.

What makes Belle Reve truly interesting is the fact that it serves as headquarters to the top secret government commandos known as the Suicide Squad. In fact, most members of the Squad were at one time inmates of Belle Reve who were offered an amnesty plan if they would agree to perform a certain number of top secret dangerous missions for the government. This is how criminals like Captain Boomerang, the Penguin, Chronos, the Thinker, the Parasite, Typhoon, Mr. 104, Blockbuster, the Enchantress, Deadshot, and Bronze Tiger were first recruited into the Squad.

Belle Reve is large enough to support approximately fifty-five inmates, and features a guard staff of approximately thirty. The prison is connected by a pneumatic tunnel to nearby Yeager Field, where the Suicide Squad stores its airships and heavy equipment.

AMANDA WALLER

DEX:	3	STR:	3	BODY:	3
INT:	11	WILL:	8	MIND:	8
INFL:	9	AURA:	8	SPIRIT:	8
INITIATIVE:	23	HERO POINTS:			35

- **Skills:** Charisma: 10, Detective: 8, Weaponry: 3
- **Advantages:** Connections: Republican Party (High), Suicide Squad (High), Checkmate (Low), U.S. Government (High); Iron Nerves; Leadership; Omni-Connection; Scholar (bureaucracy, politics)
- **Drawbacks:** Authority Figure
- **Alter Ego:** "the Wall"
- **Motivation:** Seeking Justice
- **Occupation:** Head of Suicide Squad
- **Wealth:** 6

Bialya

Bialya is a small beleaguered country located in the Middle East. It first came to prominence when the Silver Sorceress, Wandjina, and Blue Jay arrived on Earth from their home dimension, intending to destroy all of Earth's nuclear weapons, presumably in order to save mankind from itself. Bialya was the first country targeted by the three aliens, who then fell under the charismatic sway of Bialya's terrorist dictator Rumaan Harjavti, who began using the aliens to stir up international havoc. Harjavti's scheme was later squashed by members of the newly formed Justice League International, who ran up against Harjavti again a few months later when the madman began a cooperative effort with Batman's nemesis the Joker to assassinate each and every J.L.I. member.

Since that time, Harjavti has been assassinated and replaced by the enigmatic Queen Bee. The Queen Bee and her army of superhuman followers have mysteriously managed to turn the poverty stricken Bialya into a country of wealth and prosperity. Needless to say, the Justice League remains suspicious of the Bee and her activities. Recently, the U.S. Government sent Captain Atom into Bialya to investigate, where he was joined by Secret Service operative "Sarge" Steel. Although the pair did not like what they saw, neither could find any direct evidence of improprieties.

Central City

Central City is located, appropriately enough, in the Center of the United States. It is famous as the longtime home of Barry Allen, the second Flash.

Central City was originally a stop on the great cattle trail leading out west, and most of the great rail barons of the late 19th century built railways through the city. Central City rapidly became the most important stop west of Chicago, simply because so many rail lines crossed through the city that anyone or anything traveling cross-country was bound to pass through Central City at one time or another.

Currently, Central City's population stands at around 250,000, including the suburbs. The city itself boasts some of the nation's most famous landmarks: the Van Geld Opera House, the Hardwell Tower, the Gedde Museum of Natural History, Blackjack Stadium, and the Flash Museum.

Interestingly enough, the presence of a real-live hero never really brought the fame and notoriety to Central City that the presence of Superman and Batman brought to Metropolis and Gotham. In fact, the Flash tended to drive property values down since, unlike Gotham and Metropolis, strange villains seemed to flock to Central City in unbelievable numbers just to test their mettle: Mirror Master, Captain Boomerang, Captain Cold, the Trickster, the Weather Wizard, etc. Ever since Barry Allen's tragic death during the Crisis, Central City has become a lot quieter, though a lot less interesting.

Central City has a "twin" in Keystone City, which lies on the opposite shore of the Mississippi River.

Coast City

Coast City, California is located on Highway 101 near Sausalito, just across the bay from San Francisco, Oakland, and Pacifica. It is one of the busiest seaports on the Pacific coast, and boasts a mild climate, exotic scenery, and a world famous skyline. Coast City is the home of Earth's first Green Lantern, Hal Jordan.

Currently, the population of Coast

City rests at around 675,000 people. Among the city's bright spots are: the Joseph M. Leff Museum of Natural History, the "Two Mile Mall,", the U.C.C.C. (University of California at Coast City), the Coast City Police Museum, and the free-wheeling Drop-away Beach. In addition, Coast City has recently become a major oil producer, now that the city fathers have allowed off-shore drilling in the Santa Clara Channel that passes right through the city, though many argue that the drilling is harming the surrounding environment.

Green Lantern and his colleagues are very popular amongst the people of Coast City, even though more than one of his enemies has wreaked havoc upon the city itself. In fact, they have shown their appreciation by constructing a giant marble statue of Green Lantern in the downtown Star Square.

Feithera

Feithera is a hidden city of intelligent bird-men located in northern Greenland. It was founded almost three thousand years ago. In 1946, the city was discovered by an American pilot who had strayed off course. When the pilot returned to America, few believed his story, although he was persuasive enough to interest an opportunistic group of hunters, who hoped to bag one of the bird people and return with it for exhibition. This scheme was thwarted by the original Hawkman and Hawkgirl, who not only stopped the hunters and agreed to keep Feithera's existence a secret, but foiled an attempted coup by the villainous birdman Trata as well.

From that day forward, Hawkman and Hawkgirl became frequent visitors to Feithera. Eventually, the Feitherans allowed their human friends to bring anthropologist Dr. Fred Cantrell to live among the bird people and study their customs. While in Feithera, Cantrell fell in love with Osoro, the daughter of the Feitheran ruler Worla, and the two had a half-breed son, Norda. Eventually, Norda left Feithera for a time to join the heroes of Infinity Inc., but has since returned to replace Worla as the leader of his people.

Recently, Feithera was destroyed by a passing glacier; but the bird people have since rebuilt the city in a safer location. Today, Feithera stands as a shimmering city of gold amonst the Arctic wastelands.

Gemworld

Gemworld is an other-dimensional realm that is only slightly removed from the plane of Earth. It was founded when the wizard kings of the twelve great houses of ancient Earth sought to create a new kingdom for their people after a major sun went nova over two thousand years ago, realigning the zodiac and removing most of the magic from the Earth. Just after this catastrophe, the kings of the twelve houses poured all of their remaining mystical might into the person of Citrina, a young sorceress, and bade her to find a suitable unformed mystical dimension in which magic was plentiful. Citrina succeeded when she founded the Gemworld, and the people of the twelve houses followed her there.

Gemworld consists of one central land mass surrounded by a vast sea, with several small island clusters lying just off shore. One of the interesting things about Gemworld is that it is clearly flat. Its sea is circular in shape and constantly cascades off the edge of the world in a steep fall. What lies below and beyond Gemworld is unknown. Another peculiarity is that Gemworld's sun is a living entity. Each day, the sun leaves its home in the eastern sea, and blazes through the sky. As it moves, it dissipates most of the energy it replenishes at night, until it becomes a moon at the end of its journey.

Because it does not lie upon the Earth plane, the physical laws on Gemworld are completely different from those on Earth. In fact, the laws are dictated by the powerful sorcerors that rule the plane. There are twelve important houses that rule over Gemworld: Amethyst, Ruby, Emerald, Garnet, Diamond, Moonstone, Topaz, Sapphire, Sardonyx, Turquoise, Opal, and Aquamarine. Princess Amethyst recently learned that she is one of the mystical Lords of Order born in human form. Her nemesis, Dark Opal, serves one of the Lords of Chaos.

Somehow in the future, Gemworld will be transported to the Earth dimension and become known as Zerox, the Sorceror's World. The exact circumstances of this transformation remain unknown.

AMETHYST

DEX:	4	STR:	3	BODY:	7
INT:	10	WILL:	14	MIND:	9
INFL:	10	AURA:	15	SPIRIT:	15
INITIATIVE:	24	HERO POINTS:			85

- **Powers:** Awareness: 10, Flight: 10, Magic Sense: 10, Sorcery: 22
- **Skills:** Occultist: 11, Weaponry: 4
- **Advantages:** Area Knowledge (Gemworld); Connections: Gemworld (High), Lords of Order (Low); Popularity
- **Drawbacks:** Innocent
- **Alter Ego:** Amy Winston
- **Motivation:** Upholding the Good
- **Occupation:** Princess of Gemworld
- **Wealth:** 8

Gorilla City

Gorilla City is a civilization of highly evolved gorillas found in Africa between the Congo and Sudan. The inhabitants of Gorilla City, all of whom are far larger and stronger than ordinary gorillas, evolved on the Earth side by side with mankind. The gorillas founded their own civilization sometime during the Middle Ages.

The gorillas of Gorilla City owe their unique abilities to the fact that they have learned how to tap a full 100 percent of their cranial and muscular capacities, as opposed to the normal 20 percent used by humans. They are in general a kind, peace-loving people who have developed their technology to levels far in excess of those of mankind. One product of this technology is the huge invisible barrier which keeps Gorilla City hidden from the eyes of all but its inhabitants and keeps out unwanted intruders.

Currently, Gorilla City is ruled by the good King Solovar, who was a friend of the second Flash, Barry Allen. The Flash helped Solovar thwart the evil schemes of his countryman Gorilla Grodd on many occasions. For a long time, Allen was the only human entrusted with the knowledge of Gorilla City's existence. On one occasion, however, Grodd managed to switch off the city's force barrier, rendering Gorilla City visible to humans. Thereafter, Solovar traveled to the United Nations in New York City and won worldwide recognition of Gorilla City's right to exist as a separate nation.

In time, however, the gorillas decided that exposure to humanity was harmful to its society and once again cut off all ties to the outside world. In order to guarantee isolation, Solovar himself constructed a Myotronic Beacon near Earth's North

Pole in order to broadcast a radioactive signal that would cause the population of Earth to forget about Gorilla City forever. The only human allowed to retain his memory of the gorillas and their civilization was the second Flash, who has since died. Whether or not anyone else has any knowledge of Gorilla City remains to be seen.

Gotham City

Gotham City is a large city which has seen better days. The fact that 4,800,000 people live within the metropolitan area is testimony that many still believe in Gotham's future. Located on the eastern seaboard, Gotham's access to the major Atlantic shipping lanes guarantees its importance as a port of call in the future.

Gotham City was founded in 1635 by Swedish mercenary Captain Jon Logerquist. Captain Logerquist and several colonists had come to the New World after the defeat of the Swedish armies at Nordlingen, fleeing the devastating religious wars in Europe. Logerquist named the settlement Fort Adolphus, after the great Swedish general Gustavus Adolphus. In 1674, all of New Sweden was ceded to the British. The first official act of Governor General Adam Howe was to rename the settlement Gotham City.

Gotham was paralyzed by rival factions during the Revolutionary War; the city had as many Tories as Rebels. British troops and their hired Hessian allies were based in Gotham throughout most of the war. As long as Gotham remained under British control, New England could easily be separated from the rest of the colonies.

In 1779, an officer of the Continental Army agreed to lead a rebel contingent on a raid of the Gotham powder magazine and the adjacent armory for desperately needed supplies. Tory spies alerted the British, who set an ambush. A Gotham merchant named Darius Wayne warned the rebels by ringing a church's bell near the armory. The rebels escaped, and Wayne was arrested and charged with treason. Gotham City fell to the Continental Army on the day Wayne was to be hanged. The city gave Wayne some land south of the city as a reward for his heroism, forming the beginning of the Wayne estate.

Gotham grew rapidly during the age of steel and rail. By 1900 it was the leading financial center in North America, second in all the world only to London. But the city which has thrived on coal and railroads encountered problems when the age of petroleum and automobiles began. By 1920, Gotham was second city to New York, and a weak recovery from the Great Depression left it third behind New York and Metropolis. The decline was halted (some say only slowed) in the mid-1970's. While still a great city, Gotham has a grittier, grimier feel to it than Metropolis does. Perhaps only Gotham could have given birth to the Batman.

Gotham City is not broken up into boroughs, but rather is composed of a number of diverse neighborhoods. Some of the most prominent of these are as follows:

Chelsea: Chelsea was originally the area where the wealthy of Gotham had their summer homes. As the city grew, the wealthy moved elsewhere and Chelsea declined, at least in the eyes of the wealthy who once lived here. It never became a slum, and the varied architecture and small cloisters of buildings attracted much of Gotham's intellectual and artistic talent. There were people who could not yet afford to live elsewhere, or who simply preferred to live in a supportive community. In the last decade, Chelsea has become a popular neighborhood for young business professionals as well as artists.

Gotham University lies on the northeast edge of Chelsea.

Bryanttown: Bryanttown is considered a slum area. It was originally a working class neighborhood which deteriorated due to a combination of fate and official policy. The decline seemed to begin when Gotham State Prison, nicknamed "the Tombs," caused property values in the area to plummet. Several housing projects exist in Bryanttown, which were poorly planned and poorly executed. Rent control and absentee landlords compounded the problem, lowering the quality of the housing stock and increasing the amount of arson. Occassional escapes by villains from the Tombs have only exacerbated the situation. Recently, residents of Bryanttown have taken steps to improve their neighborhood, but these improvements are still small oases of life in a general setting of decay.

Neville: The old docks and the older British naval barracks have been razed or renovated as part of this neighborhood's rehabilitation project. Much of the renovation has been sponsored by the Wayne Foundation, and the Wayne Foundation Building is located here. Housing is varied, from single-family dwellings to multi-unit apartments. Neville has some of Gotham's most exciting night spots and many of its trendiest restaurants.

Uptown: Uptown was once *the* neighborhood in which to live in Gotham, but that position has been usurped by Bristol and Neville. It has not deteriorated as much as it has become socially mixed. You can find the professional, the factory worker, the small shop owner, the very rich, and the very weird, all living in Uptown. Residential hotels that charge several thousand dollars a



month in rent are next to free legal clinics, and a Rolls Royce Silver Spirit will often be parked next to a Dodge Omni. Uptown is a very tolerant neighborhood, and the mix of people here makes it the most vibrant of Gotham's areas . . . at least in the opinion of Uptowners.

Vicki Vale, photographer for *Picture News*, lives in Uptown, in an apartment overlooking Gotham Park.

Chinatown: Chinatown is more than a tourist attraction. It remains a solid Chinese community, even though many of the residents are third generation Americans. More than any other neighborhood, Chinatown lives by its own set of standards. They do not impose these standards on nonresidents, but where Gotham's laws and procedures conflict with the traditions of Chinatown, the residents here choose their own method of handling things. Chinatown is one of Gotham's most crime-free neighborhoods.

Gotham Village: Recently renamed, the character of the area is best described by its former title: the Gotham Industrial Park. After a failed attempt to lure new industry to Gotham, the city has tried to convert the area into low rent housing. The area has several respectable housing developments, but the district is one of the grayer districts of Gotham. Several Gotham Village residents have moved back to Bryanttown rather than live in Gotham Village.

Bristol: Bristol is Gotham's most exclusive neighborhood, comprised of large single-family homes and mansions on multi-acre plots, the richest having several hundred acres of land surrounding their homes. Bristol has its own private security force (Gotham Bay Security), several yacht yards, and the Gotham Tennis Hall of Fame. Gotham Bay Security is on very good terms with the residents of Bristol, and maintains a good working relationship with the Gotham City Police Department.

Stately Wayne Manor, home of millionaire playboy Bruce Wayne, is located in Bristol.

The Bowery: The Bowery was originally a farm owned by Jon Logerquist, the founder of Gotham City. The British burned the farm after Logerquist refused to pay taxes to the Crown. Logerquist was killed in the fire.

The Bowery has had an unsavory reputation ever since the days of Logerquist. The majority of the ghost stories told in Gotham have their origins in the Bowery.

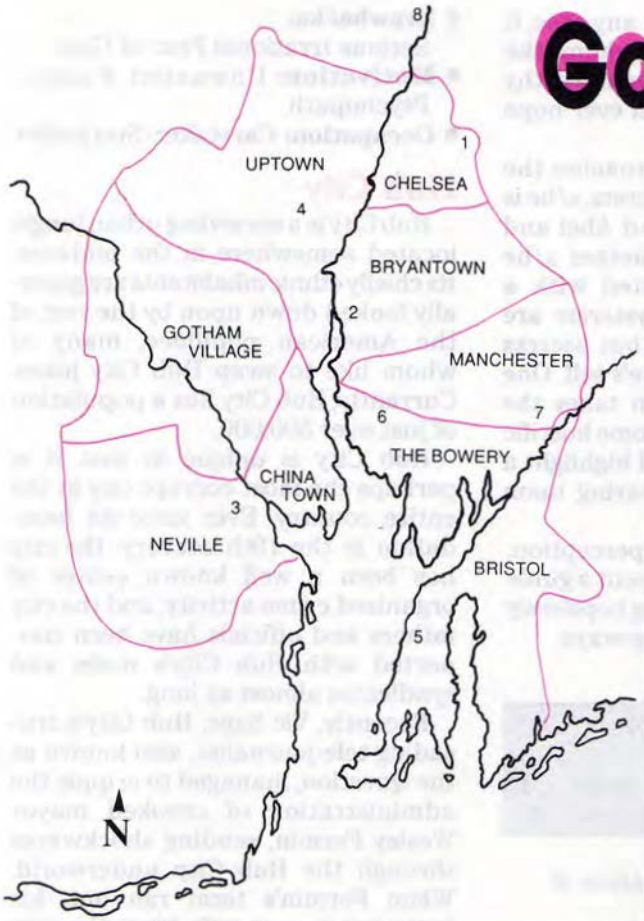
Unlike the other districts of Gotham, the Bowery has never had any glory days. The neighborhood has always been unsavory. Many of Gotham's most notorious criminals took advantage of the superstitions surrounding the Bowery to cover for their criminal activities.

Crime Alley, where Bruce Wayne's parents, Thomas and Martha Wayne, were killed is located in the Bowery.

Manchester: Manchester is a residential district known for its variety of ethic restaurants and the Manchester Viaduct, Gotham's racetrack. While the state controls the gambling at the track, the mob has infiltrated the racetrack. They manipulate everything from the odds established by computer to the races themselves. Gotham authorities clean up the Viaduct on a regular basis, and the mob moves back in just as regularly.

The ethnic mix of Manchester includes Thai, Hispanic, Argentine, Vietnamese, Turkish, and Italian. The mix has divided Manchester into a number of subneighborhoods, each zealously guarded by its own street gangs. Gang violence has recently escalated, the most famous incident being the gunning down of two Gotham University track stars for having the audacity to run in Manchester without paying tribute to one of the gangs. All of the gangs treat the Manchester Viaduct as being a neutral zone, a no-man's-land.

Gotham City



1 GOTHAM UNIVERSITY
2 GOTHAM STATE PRISON (The Tombs)
3 WAYNE FOUNDATION BUILDING
4 GOTHAM PARK
5 STATELY WAYNE MANOR
6 CRIME ALLEY
7 MANCHESTER VIADUCT
8 ARKHAM ASYLUM FOR THE CRIMINALLY INSANE

The House of Mystery & The House of Secrets

The Houses of Mystery and Secrets are huge sprawling mansions that lie on opposite sides of a cemetery located somewhere in the Kentucky Hills. The House of Mystery is overseen by the reincarnation of the biblical Cain, while the House of Secrets is cared for by Cain's brother Abel. Both Cain and Abel are master storytellers with a gift for the macabre. The brothers are subservient to the will of the Sandman, ruler of the Dream Dimension, who gave them their charters at some point in the past.

The exact physical locations of the House of Mystery and House of Secrets are somewhat vague. Sometimes the houses are present, while other times they are not. At times, the houses apparently remove themselves to the outskirts of the Dream Dimension. In fact, most visitors reach the houses

while in a dream state. In any case, it seems that only those whom the higher mystical beings deem worthy of a mystery or secret can ever hope to reach the houses.

When a being first approaches the Houses of Mystery and Secrets, s/he is generally met by Cain and Abel and then asked to choose whether s/he would rather be entrusted with a mystery or a secret: mysteries are dark and impenetrable, but secrets must alway be kept to one's self. One of the two brothers then takes the visitor inside and relates some horrific tale. Usually, this tale will highlight a lesson that has some bearing upon the visitor's life.

Inside, the houses defy perception. Those who wander in without a guide invariably end up becoming hopelessly lost in the winding passageways.

CAIN

DEX:	3	STR:	3	BODY:	3
INT:	7	WILL:	6	MIND:	3
INFL:	7	AURA:	6	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:			25

- **Powers:**
  Awareness: 6, Regeneration: 8
- **Skills:**
  Artist (storytelling): 12, Charisma (Intimidation): 7
- **Bonuses:**
  Regeneration Power works even if Cain is killed, making him essentially immortal.
- **Advantages:**
  Area Knowledge (House of Mystery); Connections: Abel (High), Dream Dimension (Low); Scholar (stories)
- **Drawbacks:**
  Serious Irrational Attraction to killing Abel.
- **Motivation:** Responsibility of Power/ Psychopath
- **Occupation:** Caretaker/Storyteller

ABEL

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	2	MIND:	2
INFL:	2	AURA:	7	SPIRIT:	1
INITIATIVE:	9	HERO POINTS:			25

- **Powers:**
  Awareness: 6, Regeneration: 8
- **Skills:**
  Artist (storytelling): 12, Charisma: 4
- **Bonuses:**
  Regeneration Power works even if Abel is killed, making him essentially immortal.
- **Advantages:**
  Area Knowledge (House of Secrets); Connections: Cain (High), Dream Dimension (Low), Scholar (stories)
- **Drawbacks:**
  Serious Irrational Fear of Cain
- **Motivation:** Unwanted Power/ Psychopath
- **Occupation:** Caretaker/Storyteller

Hub City

Hub City is a sprawling urban jungle located somewhere in the midwest. Its chiefly ethnic inhabitants are generally looked down upon by the rest of the American populace, many of whom like to swap Hub City jokes. Currently, Hub City has a population of just over 500,000.

Hub City is unique in that it is perhaps the most corrupt city in the entire country. Ever since its foundation in the 19th century, the city has been a well known center of organized crime activity, and the city fathers and officials have been connected with Hub City's mobs and syndicates almost as long.

Recently, Vic Sage, Hub City's crusading tele-journalist, also known as the Question, managed to cripple the administration of crooked mayor Wesley Fermin, sending shockwaves through the Hub City underworld. When Fermin's term ran out, his feisty-but-honest wife Myra Connely Fermin ran a bitter neck and neck mayoral campaign against the syndicate candidate Royal Dinsmore. During the campaign, Dinsmore resorted to coercion and fixed ballot boxes to buy votes, though both of these schemes were foiled by the Question. Dinsmore was killed in an automobile accident on election day, and Myra Fermin was declared the winner by default. Before she could take office, however, she was shot by her mentally unstable husband. Acting Chief of Police Isadore O'Toole assumed the duties of the mayor until such time as Myra Fermin came out of her coma.

Even looking past the crime and corruption, Hub City is still a terrible place to live. Its 34% unemployment rate is the highest in the nation, and nearby industrial centers dump enormous amounts of pollutants into the air over the city every day. Still, its residents claim that Hub City has a charm all its own, and many would not leave for anything in the world.

Krypton

Krypton is the birthplace of Superman, Earth's greatest hero. Superman, or Kal-El as he was known on his homeworld, was rocketed away from Krypton by his parents, Jor-El and Lara, just before it was destroyed in a geological catastrophe almost thirty years ago. While it existed, Krypton was roughly the size of the Earth, and orbited a giant red sun located nearly fifty light years away from the Earth solar system.

Before Krypton exploded, its science and technology far exceeded anything that Earth has yet produced. Clones of all living Kryptonians were kept on hand so that diseased or injured body parts could be replaced with those of the appropriate clone, vastly increasing the Kryptonian lifespan. The Kryptonians had time to enjoy these long lives, since all menial labor on Krypton was performed by semi-sentient work robots.

Although they were generally a peaceloving people, the Kryptonians eventually became embroiled in a huge war which escalated out of a debate over the ethics of cloning. Shortly thereafter, the vast internal pressures that created the deadly radioactive Kryptonite and would one day destroy the entire planet began building.

Markovia

The tiny European nation of Markovia is the original home of the hero Geo-Force of the now defunct Outsiders. Markovia came to national prominence when Lucius Fox, a friend of millionaire industrialist Bruce Wayne was trapped in the country during a coup attempt staged by the psychotic Baron Bedlam. In the guise of Batman, Wayne traveled to Markovia where he met Geo-Force, Halo, Katanna, Black Lightning, and Metamorpho the element man. These heroes in turn freed Fox and thwarted Bedlam's scheme. In fact, the team was so successful during their brief stint together that they decided to move to the United States and form a hero team, the Outsiders, under the tutelage of the Batman.

While they were in the United States, Markovia provided the Outsiders with lodgings and a scientific advisor, Dr. Helga Jace, Markovia's Nobel Prize-winning physicist. Later, the team returned to Markovia to foil yet another invasion by Baron Bedlam; and, after their headquarters was destroyed by Major Disaster, briefly stationed themselves permanently within Markovia's borders. Unfortunately, the Outsiders parted company after their members were rocked by the Millennium/ Manhunter affair.



Metropolis by Roger Stern

From its modest beginnings in the 1600's as a Dutch fort, Metropolis —literally the Mother City — has grown to become the greatest American city of the 20th century.

Occupying three islands, as well as the banks of the Hob's and West Rivers, Metropolis is divided into six boroughs: Queensland Park, Bakerline, St. Martin's Island, New Troy, Hell's Gate, and Park Ridge. The city today boasts a resident population of 6,000,000, making it one of the most populous cities in the nation.

Home to many thousands of businesses, large and small, Metropolis is the headquarters city for a score of banking, insurance, investment and financial concerns. A majority of Metropolitan businesses, of course, are wholly or partially owned subsidiaries of LexCorp International, the multinational conglomerate founded, owned, and managed by Lex Luthor.

Among the many holdings of LexCorp are LexCom (owners of the television station WLEX), Advanced Research Laboratories, LexOil, SecurCorp Armored Car Service, and the Good Foods Group (owners of Ralli's Family Restaurants and the Bun'n'Run fast food chain)— as well as two major airlines (InterContinental Airlines and LexAir), three banks (the Metropolis Mercantile Bank, Commerce Bank of Metropolis, and First Metro Security), and the Koul-Brau Breweries. As LexCorp dominates the commerce of the city — and indeed, of the world — so too does its 96-story "L"-shaped tower dominate the Metropolis skyline from a position at the eastern point of New Troy. It has been estimated that Luthor either directly or indirectly employs nearly two thirds of the city's population.

A major center of the arts, sciences, and education, Metropolis boasts over a score of colleges and trade schools, as well as the sprawling campus of the University of Metropolis (better known as UMet), located along the southern border of Centennial Park. Founded in 1817, UMet is ranked alongside such prestigious schools as Yale and Harvard, and is famed worldwide for its School of Journalism.

As with all big cities, Metropolis is not immune to misery and deprivation. The same streets walked by the city's multimillionaires are home to penniless bag people. A single block separates the classic brownstones of Bessolo Boulevard from the X-Rated theaters and adult bookshops of Hob's Lane, the southern boundary of Metropolis' most impoverished area, the ten square blocks known as Suicide Slum.

A once prosperous neighborhood, still officially referred to in the city register as Hob's Bay, Suicide Slum began its slide into crime and poverty with the Great Depression of the 1930's. Despite numerous attempts at urban renewal, Suicide Slum has remained a hellhole without equal. Nevertheless, from amid its squalor have come a Congressman, a Federal Court judge, at least three baseball greats— including Hall of Famer Hank "the Hammer" Halloran — and a young man named Perry White. White fought his way out of Suicide Slum, making a name for himself as a journalist and war correspondent. He is currently the managing editor of the *Daily Planet*.

Unusual in this day of electronic media, Metropolis boasts four daily newspapers: the *Daily Planet*, the *Daily News*, the *Star*, and the *Eagle*; as well as an alternative weekly called the *Whisper*. It is, however, the *Daily Planet* which is the city's most prestigious newspaper.

The *Daily Planet* had its origins in the weekly periodical *Our Planet*, which was founded by publisher Joshua Merriwether in 1775. The original *Planet* offices on New Troy's South End were burned to the ground by a band of British loyalists in January 1783. The paper resumed publication ten years later in new offices at the corner of Fifth Street and Concord Lane. President George Washington wrote the first editorial for the new *Daily Planet*, the text of which later became the basis for his Farewell Address. In 1928, the *Planet* offices were moved to the building which now bears its name.

The thirty-seven story Daily Planet Building, with its distinctive rooftop globe, is one of the most recognizable landmarks on the Metropolis skyline. Originally owned by its builder, Jonas K. McAuley, the Planet Building and the paper itself are now owned by Transnational Enterprises. In addition to the *Planet*, the building also houses the home offices of many of Metropolis' older corporations. It was in the Planet Building that Lex Luthor first established his corporate offices, when he was only twenty-two. In the course of building his empire, Luthor acquired ownership of the *Daily Planet*, but abandoned his holdings in the paper when he became convinced that television was the only communications medium that fit his vision of the future.

There are literally thousands of things for which Metropolis can claim fame, from the dazzling theater district along Glen morgan Square to the bustling waterfront of the South Side. But the city is mentioned most often in connection with her famous champion, Superman.

Superman made his first public appearance at Metropolis International Airport, where he acted to save the experimental space plane Constitution. Although Superman has since ranged worldwide, working to avert both natural and human engineered disasters, he has been a constant presence in Metropolis. The residents of the city know little about the personal life of the Man of Steel, but like so many of the international interests headquartered in the city, he appears to have adopted Metropolis as his home base.



Oa

Oa is the former homeworld of the Guardians of the Universe, the founders of the mighty Green Lantern Corps. Most of Oa seems to be a desert wasteland suspended beneath an unusually proximate sun. The planet's most noticeable feature is the huge, gleaming Citadel built by the Guardians. There is no life native to Oa, so being trapped out in the desert can be deadly. Fortunately, the entire planet is honeycombed with tunnels leading into the Citadel. The only other truly noticeable features on Oa are the periodic projecting stations dotted across the landscape which are used to surround the entire planet with a vast protective energy shield, keeping out intruders. This shield is still programmed to allow automatic entry to members of the Green Lantern Corps.

The unquestionably vast Oan Citadel is currently deserted. Sitting in the Citadel's central chamber is the Central Power Battery which powers the few remaining Green Lanterns' Power Rings and batteries from afar.

Another feature of Oa that remains intact is the huge block of sciencells used by the Guardians to incarcerate dangerous intergalactic criminals. Sinestro and the mad sector 3600 are the only criminals that have ever escaped from the sciencells.

Paradise Island (Themyscira)

Named for Themyscira, the walled city that was the original home of the Amazons in ancient Greece, Paradise Island rests in the middle of the Bermuda Triangle under a perpetual cover of clouds. One of the peculiar enchantments of Paradise Island is that all technological devices that are brought within a short distance of the island fail to function.

The Amazons were first brought to Paradise Island by their queen, Hippolyte, after she and her sister Amazons were abused and humiliated by the demigod Heracles and his followers. Upon settling on their island home, the Amazons vowed to keep themselves isolated from the world of man, and devoted their existence to the worship of Gaea, the Earth goddess. The goddess Athena guided the Amazons to settle on Paradise Island so that they could watch over the unspeakable horror that was imprisoned beneath the island under the huge gate known as Doom's Doorway.

Among the island's other interesting features are:

The Royal Palace: the vast commons in which Queen Hippolyte and her advisors hold court.

The Coliseum: where the Amazons engage in the thrill of competition. It was here that Princess Diana won the right to travel to man's world.

The Senate Chamber: where the elders of the Amazons meet.

The Temple of the Oracle: where, until recently, the Amazon Menalippe could sometimes commune with the gods.

The Island of Healing: where the Amazons would take their sick and wounded. Those treated with the herbs that grow here are almost inevitably cured.

Recently, the Amazons have opened up the shores of Themyscira to the outside world. Among the first visitors were Diana's friends Vanessa and Julia Kapatelis.

QUEEN HIPPOLYTE

DEX:	7	STR:	6	BODY:	6
INT:	7	WILL:	5	MIND:	5
INFL:	7	AURA:	6	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:			10

- **Skills:** Animal Handling: 3, Martial Artist: 7
- **Advantages:** Area Knowledge (Themyscira); Connections: Amazons (High), Wonder Woman (High); Leadership
- **Drawbacks:** Minor Irrational Attraction to overprotecting Princess Diana
- **Motivation:** Upholding the Good
- **Occupation:** Queen of Themyscira
- **Wealth:** 7

The Parliament of Trees

In the DC Universe, the Earth itself is a sentient being. Since the first life took root in its soil, the Earth has found it necessary to create its own champion to protect the environment and planetary energies from outside harm. The latest such champion is Louisiana's Swamp Thing.

Eventually each of these champions, or plant elementals as they are called, grows weary of his struggle and travels down to a small grove in Brazil near the river Tefe to take permanent root and join minds with all of the former elementals that make up the so-called Parliament of Trees. The current members of the Parliament include: the Great Url, the guardian of prehistoric Africa; the Ghost Hiding in the Rushes, protector of ancient China; the Erl-King of medieval Europe; and Jack in the Green, an elemental that sprang up in turn of the century England.

SWAMP THING

DEX:	5	STR:	7	BODY:	8
INT:	10	WILL:	15	MIND:	12
INFL:	12	AURA:	15	SPIRIT:	10
INITIATIVE:	27	HERO POINTS:			120

- **Powers:** Animal Control: 8, Growth: 13, Animate Objects: 8, Awareness: 10, Dimension Travel: 12, Joined: 20, Invulnerability: 15, Personality Transfer: 8, Plant Control: 20, Plant Growth: 25, Regeneration: 10, Sealed Systems: 20, Self Link (Plant Growth): 20, Solar Sustenance: 20, Speak With Plants: 25, Spirit Travel: 25, Split: 12
- **Bonuses:** Swamp Thing's Splits do not reduce their APs of Physical Attributes when they Split.
- **Limitations:** Animal Control only works on insects; Animate Objects only works on wood; Dimension Travel may only be used for Travel; Spirit Travel only works through areas in which there is plant life; Swamp Thing's Splits have no Mental Attributes, Mystical Attributes, or Powers.



- **Advantages:**
  Area Knowledge (Louisiana bayous); Connections: John Constantine (Low), Parliment of Trees (High)
- **Drawbacks:**
  Married; Strange Appearance
- **Equipment:**
  Psychogenic Tubers
  [Body: 1, Illusion: 12, R#: 4]
  Limitation: Illusion Power only works on individuals who eat the tuber; the illusion perceived is keyed to the character of the consumer.
- **Alter Ego:** "Alec Holland"
- **Motivation:** Responsibility of Power
- **Occupation:** Elemental
- **Wealth:** 0

Qurac

Qurac is a small Middle Eastern nation that runs along the west bank of the Persian Gulf. Most nations of the world refuse to carry on diplomatic relations with Qurac because of the country's wholesale endorsement of terrorism.

Qurac was a part of the Ottoman Empire until the end of World War I, during which it was seized by Arabic and English forces under the command of T.E. Lawrence (known as Lawrence of Arabia). During World War II, Qurac half-heartedly allied itself with the Axis powers shortly after winning its independence. In 1942, German engineers built the fortress Jotunheim in Qurac's mountainous south. The fortress is still used today.

Currently, Qurac is ruled by General Marlo, a ruthless military dictator. Unfortunately, one of Marlo's first actions as dictator was to accidentally poison Qurac's liberal oil reserves by test firing a crude, improperly shielded atomic weapon. Since that time, Qurac has begun waging a global campaign of terror that has brought the nation into conflict with the New Titans, Superman, and even the Soviet Union. Superman himself recently invaded Qurac and destroyed Quaraci armed forces; an effort that failed since it finally won the Quracis a small measure of public sympathy. Most recently, Marlo has founded a terrorist syndicate known as the Jihad. The Jihad has already battled the American-backed Suicide Squad twice.

Qward

Qward is the planet that lies at the very center of the Anti-Matter Universe, created when Krona broke the ancient Oan taboo that forbade inquiry into the origins of creation. On Qward, everything is perceived in the exact opposite manner from the way it is perceived in the Positive Matter Universe; things that are virtuous are considered foul in the Anti-matter Universe, while things that are despicable are cherished.

Qward is difficult to reach from the Positive Matter Universe, though there are a number of "cosmic gateways" scattered around the Positive Matter Universe that lead directly into Qward. One such gateway lies on the fringe of California's Coast City.

For the most part, Qward is a horribly grey world dominated by stone and steel structures. One half the planet is covered by a thick jungle, while the other half is swept by a cold desert. Qward's main feature is its capital city Qwardeen, home of the dreaded Weaponers and their warriors, the Thunderers.

For quite some time before his death, Green Lantern's arch-enemy Sinestro was imprisoned in Qward by the Guardians of the Universe, where he entered several of the Qwardian "Popularity Contests," an annual competition to see who could perform the most heinous deed.

Rann

Rann is the third planet in the Alpha Centauri-A system, approximately 4.2 light years away from our own solar system. Rann is much older than Earth, and the first primitive inhabitants of Rann developed space travel more than one billion years ago.

Rann's modern population constructed its chief city, Ranagar, approximately five thousand years ago, just after a planet wide revolt that broke the power of a formidable military dictator. The anniversary of the founding of Ranagar is still celebrated every year as the Festival of Dyalina, one of the planet's most festive holidays.

Approximately one thousand years ago, a great war broke out between Ranagar and one of its neighboring cities, Zared. Eventually, the conflict heated into a nuclear exchange which devastated the planet, killing off much of its indigenous vegetation, and rendering most of its humanoid population sterile.

Recently, Sardath, Rann's greatest scientist, has begun using a Zeta Beam to bring Earthman Adam Strange to Rann so he can mate with Sardath's daughter, the Princess Alanna. Strange has since become one of Rann's greatest heroes, having foiled numerous coup attempts by the murderous Kanjar Ro.

Even more recently, Rann's vegetation was restored during a visit by Earth's Swamp Thing.

ADAM STRANGE

DEX:	6	STR:	4	BODY:	5
INT:	10	WILL:	9	MIND:	8
INFL:	6	AURA:	6	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:			75

- **Skills:** *linked*
  Acrobatics: 5, Charisma: 7, Martial Artist: 7, Gadgetry: 10*, Military Science: 10*, Scientist: 10*, Thief: 6, Vehicles: 6, Weaponry: 10
- **Advantages:**
  Area Knowledge (Rann); Connection: Ranagar Ruling Council (High); Iron Nerves; Lightning Reflexes; Scholar (archeology, history)
- **Equipment:**
  BODY SUIT
  [*BODY: 6*, Flame Immunity: 7]
  Jet Pack
  [BODY: 4, Flight: 8, R#: 2]
  Laser Pistol
  [BODY: 3, Heat Vision: 8, R#: 2]
- **Motivation:** Upholding the Good
- **Occupation:** Defender of Rann
- **Wealth:** 6

Skartaris

Skartaris is a vast world that lies on a plane slightly removed from that of the Earth. Skartaris can be entered through portals near Earth's north and south poles, though the physical laws on Skartaris are quite different from those of Earth. There is no nightfall, the moon follows a highly erratic orbit, and magic is plentiful and potent.

Many thousands of years ago, Skartaris was called Wizard World and was inhabited by an odd collection of goblins, dwarves, and other legendary creatures. Over the ages, many of the creatures of legend disappeared and various creatures from Earth's surface found their way into Skartaris. Cavemen and dinosaurs, both long extinct on the Earth, still exist in Skartaris along with nomads, Cyclopes, Centaurs, Lizard-Men, Bat Men, Bog Men, and humans.

Skartaris is also the current home of Travis Morgan, the Warlord, and his allies Machiste, Mariah, and Shakira.

THE WARLORD

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	10	MIND:	8
INFL:	8	AURA:	8	SPIRIT:	7
INITIATIVE:	27	HERO POINTS:			100

- **Skills:** *linked*
  Acrobatics: 5, Animal Handling: 8*, Charisma: 10, Martial Artist: 8*, Military Science: 7*, Thief: 8*, Vehicles: 8*, Weaponry: 8*
- **Advantages:**
  Area Knowledge (Shamballah); Connections: Shamballah (High) Wizard World (Low); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Popularity; Sharp Eye
- **Drawbacks:**
  Authority Figure; Voluntary Exile; Married; Public Identity
- **Equipment:**
  Hellfire (sword)
  [BODY: 12, INT: 1, INFL: 6, AURA: 6, EV: 10]
  Misc. Drawbacks: Hellfire may only be wielded by Morgan or one of his blood relatives: anyone else who tries to unsheath the sword is Mystically Attacked using the sword's INFL/AURA as the AV/EV; Hellfire must draw blood each time it is unsheathed or it attacks its user as above.
  Pistol
  [BODY: 5, EV: 5, Ammo: 6, R#: 2]
- **Alter Ego:** Travis Morgan
- **Motivation:** Upholding the Good
- **Occupation:** Warlord/Former Air Force Pilot
- **Wealth:** 7

Thanagar

Thanagar, sometimes also known as the Hawkworld, is located approximately 31 light years away from Earth, orbiting the star Polaris. Several thousand years ago, Thanagar developed a humanoid population and civilization, although the Thanagarians developed levels of technology at a much higher rate than Earth. Some centuries ago, the Thanagarian people were enslaved by the slavers of Polar, but were freed by the Thanagarian hero, Kalmoran, who defeated the Polaran slavers and founded the Thanagarian space empire.

The surface of Thanagar is almost four-fifths covered with water. Plagued by an ever-increasing population and a dwindling amount of natural resources, it seemed at one point that the Thanagarians were doomed to instinction. They were saved, however, by the development of anti-gravity technology by renowned Thanagarian scientist Paran Katar. Anti-gravity allowed the Thanagarian people to build cities high in the air, leaving the surface and the alien races they conquered behind.

Currently, the planet is divided into two distinct zones, called Upside and Downside. Upside, floating high above the surface, consists of ornate, beautiful cities inhabited by the rich natives of Thanagar, while Downside, the surface of Thanagar, is a huge slum, inhabited by refugees, prisoners of war, and criminals.

The military and police force of Thanagar is collectively known as the Wingmen, an army of highly trained soldiers most easily recognized by their wings and fearsome hawk masks. As a group, the Wingmen symbolize the martial philosophy and class separation of the planet's inhabitants. The Wingmen are considered one of the most fearsome fighting forces in the galaxy, as seen by their participation in the recent Dominator-organized invasion of Earth.

Katar Hol and his wife, Shayera Thal Hol, the current Hawkman and Hawkwoman, are both natives of Thanagar. They were sent to Earth many years ago to study the planet's defenses, but rebelled against Thanagar's repressive government and opted to stay on Earth and defend it against their countrymen.

Vegan System

Vega, the fifth brightest star in Earth's night sky, is located approximately 26 light years away from the Earth solar system in the constellation of Lyra the Swan. Vega is three times the size of the Earth's sun, much hotter, and much brighter.

Billions of years ago, two races evolved around Vega: the peace-loving Okaarans, and the violent Branx. The lizard-like Psions, a race of cold-blooded scientists, eventually stepped in to interbreed the two races to create the many diverse lifeforms that now inhabit the Vegan system. The Psions also turned an Okaaran woman, X'Hal, into a powerful energy being that is now worshipped as a goddess.

For a long time, the Vegan system was under the complete domination of the military empire known as the Citadel. Recently, the Vegan freedom fighters known as the Omega Men broke the power of the Citadel, which unfortunately left the area open for an incursion by the nearby Spider Guild.



CHAPTER THREE

Inside THE DC UNIVERSE

This chapter contains all the inside information you will need to get your **DC Heroes Role-Playing Game** campaign off the ground. By combining this information with the setting descriptions you have just read and the individual character backgrounds located in the *Roster* section of this booklet, you should gain a pretty good feel for what the DC Universe is all about.

Magic & Mysticism

Unlike the real world, the DC Universe is filled with powerful magic-users and sorcerers of all descriptions. Before you begin running a **DC HEROES RPG** campaign, you should probably understand a few things about magic and how it works.

The DC Universe is made up of multiple planes of existence, commonly known as "dimensions." Most of the adventures found in the pages of DC Comics take place on the plane of Earth, which includes not only the Earth, but all of the planets, stars, and moons as well. This is where Superman, Batman, Wonder Woman, the Justice League and nearly all of the other DC heroes reside. The other planes include: Mr. Mxyzptlk's Fifth Dimension, Raven's home of Azarath, Gemworld, the domain of the Lords of Order, and the Realm of the Just-Dead, frequently visited by Deadman.

Each of the planes of existence is permeated with certain magical energies that flow naturally across the plane. These are the energies that are called upon by most sorcerers to produce their magical effects. The sorcerer more or less draws the energy "out of thin air" and redirects it for his/her own purposes. A sorcerer's power, therefore, depends upon the amount of ambient magical energy available that flows through his/her plane. The amount of energy found on each plane differs. This is why the Lords of Order and other powerful mystical beings tend to avoid the Earth plane: they keep to the dimensions where magic is rich and powerful.

Once upon a time, magic was plentiful and potent upon the Earth plane. Atlantis, ancient Greece, and ancient Egypt all featured a number of active sorcerers and magical manipulators. In fact, there were so many sorcerers during these ages that the magical energies that flow through the Earth plane became depleted, lessening the potency of magic-users everywhere, and forcing them to compete for the mystical energies that remained. This was the event that prompted a group of early sorcerers to leave the Earth plane altogether over a thousand years ago and to found Gemworld upon a plane where the magical energies were still plentiful.

In the 20th century, the magical energies that flow across the Earth plane are even more depleted, but this does not mean that they no longer exist. There are still sorcerers who roam the Earth, though not nearly as many as there used to be, and they cannot hope to become as powerful as they would have been, say, 2000 years ago.

It should also be noted that the magical energies do not necessarily flow evenly across all areas of a plane. In the Earth plane, for instance, there are certain magic rich areas (such as Arkham Asylum and the Brazilian grove of the Parliament of Trees) and magic poor zones. There also seems to be some sort of strange conflict between magic and science that dates back thousands of years. In places where science is strong (in S.T.A.R. Labs' main facility, for instance), magic is slightly weaker and vice versa.

Sorcerers

Sorcerers are beings with the ability to tap into the flow of ambient magic and redirect it to accomplish their own ends. Under normal conditions, most true humans are biologically incapable of becoming sorcerers, though a rare offshoot of the human race, known as the *homo magi*, possesses a genetic makeup that allows them to wield the forces of magic. Zatanna is a member of this race, as was her father Zatara and most of the sorcerers of the ancient world. All of the other true sorcerers (Dr. Fate, Sargon, Wotan, Shazam, etc.) are either not truly human, or have had their genetic makeup magically or scientifically altered.

This does not mean that true humans have no control over magic whatsoever. Those who are not sorcerers can always control the forces of magic indirectly through the use of magic rituals. Rituals are long, complex ceremonies that result in some sort of magical effect. Thus, human characters such as John Constantine, Papa Midnight, and Anton Arcane can produce magical effects through study and ritual, though they are incapable of directly wielding the forces of magic like Zatanna or Dr. Fate.

JOHN CONSTANTINE

DEX:	4	STR:	3	BODY:	4
INT:	11	WILL:	10	MIND:	8
INFL:	9	AURA:	12	SPIRIT:	8
INITIATIVE:	24	HERO POINTS:			60

- **Skills:** Artist (Musician): 5, Charisma: 10, Occultist: 12, Thief: 4
- **Advantages:** Attractive; Connections: Swamp Thing (High); Gift of Gab; Iron Nerves; Luck; Omni-Connection; Scholar (cults, demonology)
- **Drawbacks:** Guilt: Constantine is haunted by the ghosts of his dead friends.
- **Motivation:** Responsibility of Power
- **Occupation:** Meddler
- **Wealth:** 5

DEADMAN

DEX:	8	STR:	4	BODY:	7
INT:	5	WILL:	6	MIND:	6
INFL:	7	AURA:	8	SPIRIT:	8
INITIATIVE:	24	HERO POINTS:			65

- **Powers:** *Mystic Linked* Awareness: 8, Invulnerability: 12*, Personality Transfer: 18*, Self Link (Spirit Travel): 30, Invisibility: 20*
- **Skills:** Acrobatics: 8, Occultist (Occult Knowledge): 5, Martial Artist: 5, Thief: 6
- **Advantages:** Area Knowledge (Realm of the Just-Dead); Connections: Phantom Stranger (Low), Rama Kushna (Low); Lightning Reflexes
- **Alter Ego:** Boston Brand
- **Motivation:** Unwanted Power
- **Occupation:** Ghost

THE PHANTOM STRANGER

DEX:	7	STR:	3	BODY:	12
INT:	20	WILL:	25	MIND:	25
INFL:	18	AURA:	25	SPIRIT:	20
INITIATIVE:	45	HERO POINTS:			300

- **Powers:** Awareness: 20, Sorcery: 35
- **Skills:** Occultist: 15
- **Advantages:** Area Knowledge (the Afterworlds); Connections: Justice League of America (High), the Lords of Order (Low), Mystical Community (High); Leadership; Luck; Omni-Connection
- **Drawbacks:** Guilt
- **Alter Ego:** "The Grey Walker"
- **Motivation:** Unwanted Power
- **Occupation:** Mystical Guardian



THE SPECTRE

DEX:	12	STR:	16	BODY:	12
INT:	13	WILL:	18	MIND:	15
INFL:	15	AURA:	20	SPIRIT:	12
INITIATIVE:	40	HERO POINTS:			140

- **Powers:** *Mystic Linked* Animate Objects: 18, Aura of Fear: 18, Awareness: 12, Dimension Travel: 15, Fog: 25*, Illusion: 18*, Invisibility: 20*, Magic Sense: 12, Mind Probe: 35*, Self Link (Spirit Travel): 30
- **Skills:** Occultist: 18
- **Limitations:** Dimension Travel can only be used for travel to the Realm of the Just-Dead and the Afterworlds, and the Spectre must have access to a fresh corpse to use the Power; Mind Probe only allows the Spectre to divine the target's future intentions, and whether the target is good or evil.
- **Advantages:** Connection: The Phantom Stranger (High)
- **Drawbacks:** Catastrophic Irrational Attraction to punishing murderers; Strange Appearance

JIM CORRIGAN

DEX:	4	STR:	3	BODY:	4
INT:	6	WILL:	7	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	15	HERO POINTS:			140

- **Skills:** Detective: 6, Occultist: 3, Thief: 4, Vehicles (Land): 4, Weaponry: 4
- **Advantages:** Connection: New York City Police Department (Low), Madame Xanadu (High)
- **Drawbacks:** Miscellaneous: Corrigan and the Spectre are alter-egos and cannot exist at the same time.
- **Motivation:** Seeking Divine Justice
- **Occupation:** Avenging Spirit/Detective
- **Wealth:** 5

Powerful Magical Beings

Several sets of potent magical beings frequently have a direct influence on the adventures of DC heroes.

First there are the Lords of Order and the Lords of Chaos. These two enigmatic forces are among the first residents of the universe and have been locked in a protracted struggle since the beginning of time. It seems that the history of creation is divided into four ages, known as *yugas*. The First Age is an age of perfection in which Order rules; this age began at the creation of the universe and continued on until Krona's experiment created the Anti-Matter Universe and unleashed the colossal wave of evil. During the Second Age, Chaos begins to spread its influence; the Second Age began with Krona's experiment and lasted until the century in which the Lords of Order freed the Earth from the grip of the demons of Chaos. The Third Age is marked by a brutal struggle between Chaos and Order; it ended with the Anti-Monitor and the Crisis. During the fourth and final age (or *Kali Yuga*) which is currently underway, Chaos triumphs over Order. After the Fourth Age ends, the universe will apparently die out and a new universe will be born, beginning the cycle all over again.

The Lords of Order recently decided to abandon their struggle against the Lords of Chaos, hoping to speed the Fourth Age to its conclusion and end the universe, causing the cycle to begin all over again with the First Age. This decision was opposed by their Earth-bound colleague Dr. Fate, who has vowed to continue the struggle against Chaos until the bitter end. Dr. Fate and the Phantom Stranger are battling against Chaos on Earth and in the after-realms (the latter has dispatched the heroine Power Girl to warn Earth's heroes of the danger posed by the coming age), while Princess Amethyst is trying to stave off the forces of Chaos in the Gem world. Chaos has already gained the upper hand in the Nightshade dimension (the birthplace of Suicide Squad member Nightshade), and is currently launching an all-out assault on the Meta-Zone, home of Shade the Changing Man.

Dwarfed in power by the Lords of Order are the ever-present Gods of Olympus. The ancestors of the Gods were apparently born at the same time as the Lords of Chaos and Order. In fact, it is possible that the gods are

descended from one or more of the Lords, but this hypothesis has yet to be proven. Originally, the Gods drew a great deal of magical power from their worshippers on the Earth plane. Eventually, as the ambient magical energy dried up on Earth and worshippers became scarce, the Gods became more isolated and less powerful. Recently, the Gods decided to abandon Olympus and move on. The only group remaining on the Earth that still worships the Olympian Gods are the Amazons of Themyscira.

Elsewhere in the universe, the chaotic destruction of the Old Gods, caused in part by the immensely powerful being known as the Anti-Life Entity, resulted in the birth of the New Gods. The residents of Apokolips and New Genesis have apparently abandoned magic in favor of science. The mystical potential of the New Gods is formidible, and they could be a powerful magical force if they so chose.

There are also several powerful mystical beings that dwell in the afterworlds, including the many races of demons, the angels, and the Phantom Stranger, whose true nature remains a mystery. The demons and angels each have their own internal hierarchies, the lower levels of which are not immune to the occasional squabble. A recent skirmish between low level demons and angels was waged on the Earth under the banners of the Damnation Army and the Resurrection Crusade. Seated near the top of the angelic hierarchy are the Voice that commands the Spectre, and Deadman's Rama Kushna, both of whom dwarf even the Lords of Order in power. However, there are still more mysterious forces next to which both the Voice and Rama Kushna pale by comparison.

Finally, no catalogue of the powerful mystical beings which inhabit the DC Universe would be complete without a mention of the Earth itself. The Earth is a mystical being capable of wielding powerful magical energies. It uses these energies in times of need to create its own elemental guardian to oversee the environment, a role currently occupied by the Swamp Thing.

Magic and the Common Man

Although they have certainly been exposed to the exploits of Dr. Fate, Zatanna, and other sorcerors through the news media, most of the common men and women of the DC Earth don't really believe in magic. All of the powerful mystical beings described in the preceding paragraphs are completely unknown to the general populace of the Earth, with the exception of the Swamp Thing, who convinced all but the most skeptical of his existence during a recent adventure in Gotham City.

All of the traditional occult menaces are alive and well in the DC Universe: vampires exist (in fact, until recently there was an entire town of vampires located in Rosewood, Illinois, just outside of Chicago), as do werewolves, witches, zombies, mummies, patchwork men, mad slashers, and all of the other inhabitants of the typical midnight movie.

II. Science and Technology

The 20th century technology found in the DC Universe is leaps and bounds ahead of that available in the real world. Heroes and villains have access to medicine, space technology, military equipment, and computer hardware far more sophisticated than anything with which you or I are acquainted.

Currently, most of the materials that are on the cutting edge of scientific achievement are being produced by S.T.A.R. Labs, a private technological think tank. S.T.A.R.'s main competitors are the highly diversified Lexcorp, owned and operated by Lex Luthor; the Chicago based Kord Incorporated, which was once owned by Ted Kord (Blue Beetle); and the international industrial conglomerate known as the Sunderland Corporation. Mixed up in the ongoing rivalry between these firms is billionaire Morgan Edge, whose Galaxy Communications Corporation owns several small concerns that directly compete with the "big four." So much money is at stake in the "technological war" that the rivalry often becomes violent. Morgan Edge is currently fighting a two-front terrorist battle against Lex Luthor and Sunderland, while corruption and illegalities within the confines of S.T.A.R. are not entirely unheard of.

Medicine

Complex surgery in the DC Universe is almost completely free of complications. Transplant and open-heart techniques are now commonplace and risk free. In addition, prosthetic and artificial limbs and organs are in widespread use. Lex Luthor has an artificial hand which is just as functional as the original, and Lexcorp technology has restored paralyzed community activist Jose Delgado's mobility, though such technology is still expensive.

Space Technology

All of the world's major governments have space shuttle technlogy, and most have staged moon landings. Both the United States and the Soviet Union have landed men on Mars, and both are busy planning missions to Venus. The U.S. and U.S.S.R. have also developed complex satellite-based radar tracking systems that allow their military forces to track all space traffic with 256,000 miles of the planet, and orbiting multi-purpose space stations. Both sides are rumored to have secret manned bases upon the surface of the moon.

In the DC Universe, there is a great deal of space technology in the hands of private corporations and individuals. S.T.A.R. and Lexcorp both have their own operational shuttles and space stations, as do a number of smaller firms specializing in aerospace technology. Justice League International has space-faring vehicles of its own in the tradition of its predecessor the Justice League of America, which was formerly headquartered aboard a giant orbiting satellite.

Currently, military weapons are still banned from space by international agreement, though ever since

Post Card from Neil Gaiman

Dear Thomas,

Sorry — I wrote you an essay on Magic, which went down when my computer crashed and I never got back to it. This may be too late but in brief:

A) In the world of DC Magic, you can have power and ability and so forth, but it's not free. You always pay for it; few of the people who step into the world of magic come away happy.

B) You have a choice. But if you enter the world of magic, you can never return to a scientific point of view. You're in a world which looks like the one you knew but is more glamorous and more dangerous.

C) Magic is a lot of things. Reliable, it's not.

Hope this is of use and not too late.

Best, Neil Gaiman



Wealth by Dan Jurgens

Wealth has had an important and vital role in the DC Universe almost from the start. When creating the Batman, Bob Kane realized that for someone to effectively fight crime at night, he couldn't have a day job. In those circumstances, a personal fortune comes in handy.

Bruce Wayne's personal fortune makes it possible for the Batman to exist. Wayne might best be described as a comfortable millionaire — someone who has more than enough money but does not try to aggressively build on it. The Wayne Foundation helps the less fortunate and provides Wayne with a steady source of capital.

While money makes it possible for the Batman to exist, it provides the reason for Booster Gold to exist. Never a hero for hire, Booster uses his heroic stature to bring him commercial endorsements. When a member of the highly regarded JLI proclaims a certain deodorant the best, who can argue? With his knowledge of the future, Booster is able to invest in companies that will be a sure fire success. At its peak, his fortune was less than Wayne's, but more than the Terminator's.

Also comparable to Wayne is Garrison Slate, founder of S.T.A.R. Labs. His posture is certainly different though, as he is a businessman. Ranking above him we find Steve Dayton, the fifth richest man in the world and president of Dayton Industries. But in the DC Universe, when you talk rich, the man who stands head and shoulders above all is Lex Luthor. Luthor's global empire dwarfs any other man's and he all but owns Metropolis. Because many of his resources are criminal in nature, no true accounting has ever been accomplished.

the global alien invasion organized by the Dominators, there have been rumors of secret negotiations between the U.S. and U.S.S.R. concerning a mutual space defense treaty.

Military Hardware

This area is almost completely dominated by S.T.A.R. and Lexcorp. Both firms produce a variety of expensive battlesuits and war machines which are just beginning to enter experimental service in the world's armies, though their cost still prohibits wholesale adoption. The current cream of S.T.A.R. or Lexcorp weaponry is capable of giving a hero as powerful as Superman a run for his/her money if placed in capable hands. In the air, stealth technology is in widespread use, and one of the few important pieces of military hardware developed outside the confines of S.T.A.R. or Lexcorp is the Solar Jet built by the Ferris Aircraft Corporation based in Coast City, California.

Because conventional forces have become so advanced, nuclear weapons are somewhat less prominent among the superpowers, though nuclear technology is dangerously common amongst Earth's poorer nations. The terrorist nations of Qurac and Bialya are both rumored to have access to nuclear technology, for example, though neither have used their nuclear weapons abroad, probably because they fear swift reprisals from the world's hero community.

All of the world's superpowers are just beginning to experiment with psionic and energy beam weaponry.

Computer Hardware

The most advanced computer constructed with human technology is currently S.T.A.R. Labs' Kilotrax, though the firm is promising to release an updated version, the Megatrax, within the next ten years. The Kilotrax has a memory capacity measured in tens of gigabytes and a processing speed that is more than ten times faster than its closest competitor. S.T.A.R. has also developed a rudimentary artificial intelligence package for the Kilotrax. Artificial Intelligence is supposedly the big breakthrough that will be highlighted in the forthcoming Megatrax.

The Scientific Community

Currently, the greatest scientists on the planet are probably Superman's nemesis Lex Luthor, and the Chief, leader of the Doom Patrol. Special mention must be made of Ray Palmer (the Atom), who developed dwarf-star size and weight control technology; Ted Kord (the Blue Beetle), who constructed the amazing "Bug;" Dr. Megala of the government's Captain Atom project; and the Batman, whose amazing crime fighting devices are completely without precedent. Other earth-bound scientific geniuses include the aliens Mister Miracle and Hawkman, both of whom have access to technology that far surpasses that found on Earth.

S.T.A.R. Labs

S.T.A.R. labs is an acronym for Scientific and Technological Advanced Research Laboratories. According to the official S.T.A.R. Labs publicity releases, S.T.A.R. Labs was formed by a group of small laboratories all over the country, combining staffs, experimental results, facilities, and equipment to form the most high-powered scientific organization in the history of the human race. Their goal is to expand man's knowledge by a coordinated effort which probes in hundreds of directions at once. They operate under the philosophy that the use of acquired knowledge generates additional knowledge.

Other people watching S.T.A.R. Labs from the outside are not so sure. S.T.A.R. Labs' locations appeared all over the country in a matter of weeks, some in existing laboratory sites, but many in brand new facilities. This sudden emergence raised many questions: if this is a combination of several smaller laboratories, how did they obtain the funding to expand so quickly? Why is S.T.A.R. Labs still a privately held corporation, with even it's financial records hidden from the public? If S.T.A.R.'s purpose is to increase all of humanity's knowledge, why are the results of their research unpublished?

Most people just accept S.T.A.R. Labs as a fact, judging the Labs only on whether or not their last wonder widget worked.

Lex Luthor, head of the multinational corporation LexCorp, recently attempted a hostile takeover of S.T.A.R. Labs, but was unsuccessful in his bid to absorb S.T.A.R. into the confines of LexCorp.

III. Politics and the World

As one would expect, the proliferation of superpowered humans has had a profound impact upon the politics of the DC Universe. Heroes

tend to function like natural resources, and exert a pronounced shaping influence upon the global balance of power. For some unknown reason, most of the world's heroes and villains tend to be clustered in the United States and the Soviet Union.

The United States

The U.S. Government has recognized the political potential of heroes for more than forty years. As far back as the Second World War, the U.S. was already employing heroes to implement policy in an official capacity.

Currently, the government has a two tiered policy concerning superhumans. Official government policy refuses to support or condemn the many masked vigilantes that roam across the country, and promises a stance of total neutrality on the issue of superheroics, although the policy acknowledges that the President and military leaders might call upon the heroes in times of national emergency, such as happened during the recent invasion organized by the Dominators.

Covertly, however, the U.S. government provides direct support to a number of organizations and individuals, and even created a special top secret organization, code named Task Force X, to coordinate government-backed superhuman activities. Task Force X consisted of two special projects: the Suicide Squad and Checkmate. Also under government control were agencies such as the Captain Atom Project, the C.B.I., the Force of July, Project Peacemaker, and others.

The entire U.S. Intelligence community was recently shaken to its core by the events known collectively as the Janus Directive. The criminal mastermind Kobra attempted to trick the various agencies into wiping each other out, leaving the way clear for his insidious plan to replace the world's highest placed government officials with android duplicates. The scheme was foiled when Task Force X director Amanda Waller uncovered Kobra's plan, but the chain of events caused the White House to order a complete restructuring of the intelligence community.

The Suicide Squad is directly overseen by Amanda Waller. Headquartered in Belle Reve Federal Prison in Louisiana, the Squad is mostly made up of convicted villains who are secretly offered an amnesty plan in return for a period of government service, though the Squad also employs a few "straight" heroes and a large support staff. Generally, the Suicide Squad is sent out to handle the toughest and most sensitive government operations that require the special abilities of its members. So far, the Squad has successfully completed more than twenty missions.

Checkmate is overseen by Harry Stein and Harvey Bullock. The hierarchy among Checkmate staffers is patterned after the pieces on a chess board: Stein, the King sits on top while Bishops (like Bullock) and rooks help plan and execute agency activities. The real work horses in Checkmate are the Knights, who serve as field operatives. The Knights are drawn from the best personnel available in government agencies and the nation's police forces. Each is trained at a special facility known as the Dome, and is equipped with an array of amazing high-tech weapons and devices. Checkmate generally handles sensitive government operations that do not require the special talents of the Suicide Squad.

The Captain Atom Project is overseen by the feisty General Wade Eiling, who enjoys a bitter rivalry with Amanda Waller. Captain Atom is a hero who received his powers as part of a military experiment conducted more than twenty years ago. When Captain Atom first came on the scene, the military tricked him into becoming a special operative and invented an elaborate cover story to explain his presence to the world at large. The government used to call upon Captain Atom to perform special "high profile" missions that would compromise the secrecy of the Suicide Squad or Checkmate. The Captain was even infiltrated into Justice League International, where he was to serve as a government "spy." Recently, Captain Atom has quit serving the government, though he has yet to reveal his true nature to the world. The Captain Atom Project is also responsible for the creation of Major Force, a psychologically unstable operative with powers and abilities similar to those of the Captain. In a pinch, the government will occasionally send Major Force out on a mission, though government officials realize that the Major's psychological shortcomings are a very dangerous liability.

The Soviet Union

The Soviet Union has found it necessary to employ paranormal oper-



The Intelligence Community

by Paul Kupperberg

The intelligence community in the DC Universe has long been a tangled web of individual fiefdoms, uneasy alliances, and confused hierarchy. The Janus Directive, a diversionary tactic staged by Kobra to cover his plan for world domination, set these diverse agencies against one another, the aftermath resulting in a complete restructuring of the agencies by Presidential order.

A new Cabinet level post of "Intelligence Czar" has been created, filled by veteran intelligence agent Sarge Steel. In this capacity, Steel oversees all paranormal activities under government control. Task Force X, incorporating Checkmate and the Suicide Squad, which prior to the Janus Directive was headed up by Amanda Waller, has been disbanded. Waller's responsibilities now involve only the Suicide Squad, under the direct supervision of Sarge Steel.

Checkmate has become an autonomous agency, now a known entity among its intelligence brethren and headed by Harry Stein, who also reports to Steel. Under the provisions of the restructuring, Checkmate also absorbs Project Peacemaker (including Chistopher Smith, aka Peacemaker, and the Project's head, Dr. Bridgette D'Abo). General Wade Eiling remains in charge of the Captain Atom Project (responsible for Captain Atom and Major Force, among others), as well as heading up all other Pentagon related metahuman projects.

The National Bureau of Intelligence (N.B.I.) has been reduced in stature and personnel and is now under the command of King Faraday. Such organizations as the F.B.I., the C.I.A., and the various branches of military intelligence, retain separate and autonomous status.



atives to protect its interests. Like that of the United States, the Soviet policy has two levels.

The first level of Soviet superhuman involvement consists of the Rocket Red Brigade, a group of artificially evolved, highly trained soldiers equipped with technologically advanced battle armor. The prototype for the original Rocket Red battlesuit was designed and developed by the former Green Lantern, Killowog, during a visit to the Soviet Union. The Rocket Reds are the U.S.S.R.'s overt protectors. The Brigade members are under the command of the military and are most frequently called upon for national defense. One of the Rocket Reds, Dmitri Pushkin, serves as a Soviet representative in Justice League Europe. The Rocket Red Brigade is currently approximately fifty strong.

The second level of Soviet heroic activity is composed of a series of covert agents known only to the Politburo. Included in this group are the assassin Stalnoivolk, and the strike teams known as the People's Heroes and Blue Trinity. These covert agents fulfill the same role as their American counterparts: they perform dangerous and sensitive missions to preserve the national interests. Although their existence is a closely guarded secret within the borders of their homeland, many of the Soviet operatives are known to American heroes, with whom they frequently clash.

The only group of heroes operating in the U.S.S.R. without governmental control are the youngsters known collectively as Soyuz, whose members include Firebird, Vikhor, Rusalka, Perun, and Morozko. For most of their brief careers, they were pursued by agents of the K.G.B., but due to their heroic actions during the recent invasion, the Soviet government has relaxed its efforts to trace and control Soyuz's actions.

With the dawning of Glasnost, the "cold war" between Soviet and American heroes has been toned down considerably.

The Rest of the World

Few of the world's other nations have employed heroes in an official capacity; probably because there seem to be so few superhumans outside the borders of the U.S. and U.S.S.R. in the first place. This tends to increase the separation between the superpowers and the rest of the world. Exactly how powerful a few paranormal operatives can be was effectively demonstrated during World War II; no one wants to become involved in an incident with the United States or the Soviet Union and find themselves going up against the likes of Superman or the Rocket Red Brigade.

Looking after the interests of the rest of the world are the members of Justice League International, which has a special United Nations sanction and embassies in almost every U.N. member nation. In order to give the League a higher international profile, the New York-based JLI recently decided to permanently relocate a group of heroes to its Paris embassy. This team has been nicknamed Justice League Europe.

The Law

The effectiveness of the average costumed vigilante has forced the law enforcement officials of the DC Universe to make some serious decisions. For the most part, all of the country's law enforcement agencies officially discourage vigilante activity, while privately accepting as much help as the heroic community has to offer. The vast majority of the older established heroes are on very good terms with their local police departments, and are frequently called into cases by the police themselves. Newer or less experienced heroes are usually tolerated but not trusted until they prove their mettle.

It seems that most of the costumed heroes are given a lot more official and legal leeway than one would expect. Many established heroes are on such good terms with local law enforcement agencies that they are given complete access to police records and files upon request. The police are also usually willing to back up these heroes and promptly act upon any information which the heroes have supplied. Less experienced members of the hero community cannot count on this kind of cooperation, but probably will not face harrassment either. When things reach the judicial level, the courts are usually loathe to hold costumed heroes to the same rigorous standards of search and seizure imposed upon the police as long as the case involves paranormal opposition.

One of the reasons that the police are usually so tolerant of costumed heroes is that the heroes seem to be the only force that can effectively contain the many costumed villains. Many police departments have set up special departments to deal with paranormal menaces, but the special units are usually understaffed and underbudgeted. To date, the only such department that has met with any great success is the Special Crimes Unit in Metropolis, headed by Captain Maggie Sawyer.

ROSTER BOOK



CHAPTER ONE

GOLDEN AGE HEROES

While the shadows of war were falling over the world in the late 1930's, a gleam of hope appeared in the form of heroes who would band together to battle the forces of oppression. In November of 1940, United States president Franklin Delano Roosevelt gathered a group of "mystery-men" to undertake a secret mission to protect Great Britain from an imminent invasion by Nazi Germany. The Flash, Green Lantern, Doctor Fate, Hourman, the Sandman, Hawkman, the Atom, and the Spectre drove back both conventional and mystical forces, preventing the Nazis from winning the war before it began, and saved Roosevelt's life in the bargain. At the urging of the Spectre, the group dedicated itself to fighting in the cause of justice, as the Justice Society of America.

When the Japanese attacked Pearl Harbor on December 7, 1941, Roosevelt began mobilizing all of the costumed heroes in America to battle the Axis as the All-Star Squadron. Over the course of the war, the Squadron boasted a membership of close to fifty members and had several independent branches, including Uncle Sam's Freedom Fighters, the Young All-Stars, and the Justice Society members, who redubbed themselves the Justice Battalion for the duration. Under the leadership of Liberty Belle, the Squadron fought such menaces as Baron Blitzkrieg, the Dragon King, the Red Panzer, and Adolf Hitler himself.

When the war ended, the All-Star Squadron disbanded. The Justice Battalion returned to its original name, and the Justice Society continued to fight evil for several years. In 1951, however, events turned against the JSA as they were summoned before the House Committee on Unamerican Activities and accused of supporting the Axis during the war. Rather than reveal their identities to the world, the Justice Society chose to retire.

When the Silver Age of heroes began in the 1960's, and new heroes began to surface, the members of the JSA slowly resumed their former careers. Occasionally joining with their younger counterparts, the Justice Society continued to stand against the evils which threatened the world. Finally, time and innumerable battles took their toll, and in the wake of the great Crisis, the JSA gathered for one last meeting to retire forever. The Spectre appeared at this meeting,

and led the JSA into a mystical, timeless realm, where the heroes learned that they must eternally battle the forces of Ragnarok, lest history be changed and Hitler win World War II.

Although the Justice Society has been taken from this plane of reality, the legends of their heroism and sacrifice still serve as an example to humanity everywhere.

THE ATOM

DEX:	8	STR:	5/12	BODY:	6/9
INT:	7	WILL:	9	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	8
INITIATIVE:	24	HERO POINTS:			110

- **Skills:** *linked*
  Acrobatics: 8*, Martial Artist: 8*, Scientist: 7*
- **Advantages:**
  Connections: All-Star Squadron (High), Calvin College (High), Justice Society of America (High); Intensive Training; Lightning Reflexes
- **Drawbacks:**
  Serious Irrational Fear: The Atom is sensitive about his height (5'1") and frowns upon "short jokes;" Mistrust (1951-1955 only); Secret Identity
- **Alter Ego:** Al Pratt
- **Motivation:** Upholding the Good
- **Occupation:** Physics Professor
- **Wealth:** 5
- **Background:**

College student Al Pratt was a 98-pound weakling until he met former heavyweight Joe Morgan. Morgan trained Pratt until the youth had achieved athletic perfection. Donning a colorful costume, Al Pratt fought crime as the original Atom.

DOCTOR MID-NITE

DEX:	7	STR:	4	BODY:	5
INT:	8	WILL:	6	MIND:	6
INFL:	5	AURA:	6	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:			100

- **Powers:**
  Ultra Vision: 9
- **Skills:**
  Acrobatics: 4, Detective: 6, Gadgetry: 6, Martial Artist: 7, Medicine: 10, Scientist: 6, Thief: 5
- **Advantages:**
  Connections: All-Star Squadron (High), Infinity Inc. (High), Justice Society of America (High); Lightning Reflexes: Pet (owl)
- **Drawbacks:**
  Mistrust (1951-1955 only); Serious Physical Restriction: Dr. Mid-Nite cannot see in daylight without his infrared glasses or goggles; Secret Identity
- **Equipment:**

Blackout Bombs (x6)
[BODY: 1, Darkness: 5, Fog: 10]
Misc. Drawbacks: The Blackout Bombs cover a volume of 10 APs Fog and fill that volume with a 5 AP Darkness.

Goggles
[BODY: 1]
Bonus: Dr. Mid-Nite wears special goggles that allow him to overcome his handicap and see in daylight. A modified version of the lenses are built into the glasses he wears as Charles McNider.

- **Alter Ego:** Dr. Charles McNider
- **Motivation:** Upholding the Good
- **Occupation:** Physician
- **Wealth:** 5
- **Background:**

After being blinded, Charles McNider discovered that he could still see in darkness. Developing a special pair of infra-red goggles and unique "Blackout Bombs," McNider used his abilities to battle injustice as Dr. Mid-Nite.

THE FLASH

DEX:	7	STR:	4	BODY:	7
INT:	6	WILL:	5	MIND:	6
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	44	HERO POINTS:			110

- **Powers:**
  Air Control: 7, Dimension Travel: 8, Dispersal: 12, Superspeed: 24
- **Skills:**
  Gadgetry: 7, Scientist: 7
- **Advantages:**
  Area Knowledge (Keystone City); Connections: All-Star Squadron (High), Justice Society of America (High), Keystone Research Laboratories (High); Lightning Reflexes
- **Drawbacks:**
  Married; Secret Identity; Mistrust (1951-1955 only); Miscellaneous: can only use other Powers when Superspeed is in effect
- **Alter Ego:** Jay Garrick
- **Motivation:** Upholding the Good
- **Occupation:** Research Scientist
- **Wealth:** 6
- **Background:**

"Leadfoot" Jay Garrick accidentally inhaled fumes from a mysterious compound known as hard water. Upon recovering, he found that he had become the world's fastest man and adopted the identity of the Flash.

GREEN LANTERN

DEX:	6	STR:	4	BODY:	10 (5)
INT:	6	WILL:	24	MIND:	8
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:			125

- **Skills:**
  Gadgetry: 3, Martial Artist: 5, Scientist: 3
- **Advantages:**
  Connections: All-Star Squadron (High), Broadcasting Industry (High), Infinity Inc. (High), Justice Society of America (High)
- **Drawbacks:**
  Mistrust (1951-1955 only); Secret Identity
- **Equipment:**

POWER RING
[BODY: 24, SPIRIT: 24, Animate Objects: 15, Dispersal: 10, Flight: 15, Force Manipulation: 24, Omni-Power: 12, Sealed Systems: 15, Skin Armor: 4]
Bonuses: Scott's Power Ring is *magical*; Green Lantern's BODY is 10 while he wears the Power Ring.
Limitations: The Power Ring's BODY and SPIRIT are only 12 when it is not on Green Lantern's finger; the Power Ring's Skin Armor Power does not have to be activated at its full AP value: Green Lantern loses 1 AP of both Force Manipulation and Omni-Power for each AP of Skin Armor in use; Animate Objects can only be used on metals and metallic objects.
Misc. Drawbacks: The Power Ring is completely useless against all wooden objects and substances; the Power Ring must be recharged once every twenty-four hours.

Mystical Lantern
[BODY: 20, SPIRIT: 20, Energy Absorption: 15, Invisibility: 15]

- **Alter Ego:** Alan Scott
- **Motivation:** Responsibility of Power
- **Occupation:** Broadcasting Executive
- **Wealth:** 8
- **Background:**

Alan Scott fulfilled a prophecy when he inherited a mysterious green lamp, which promised its owner great power. Making a ring from the lamp's metal, he flew into action as Earth's original Green Lantern.

HAWKMAN

DEX:	8	STR:	5	BODY:	6
INT:	8	WILL:	7	MIND:	7
INFL:	6	AURA:	7	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:			100

- **Powers:**
  Speak With Animals: 4, Telescopic Vision: 3
- **Skills:**
  Charisma: 7, Gadgetry: 7, Martial Artist: 8, Scientist: 5, Weaponry: 12
- **Limitations:**
  Speak With Animals only works with birds.

- **Advantages:**
  Connections: All-Star Squadron (High), Justice Society of America (High); Genius; Leadership; Lightning Reflexes; Scholar (archeology, ancient weapons); Sharp Eye
- **Drawbacks:**
  Mistrust (1951-1955 only); Secret Identity
- **Equipment:**

NINTH METAL BELT
[Body: 5, Gravity Decrease: 8]
Limitations: The belt's Gravity Decrease Power is only usable on the wearer and any objects s/he is holding.

Wings
[Str: 5, Body: 6, Flight: 8]
Limitations: The Wings' Flight Power only works if the user is wearing the Ninth Metal Belt.

Mace
[Body: 8, EV: 4]

- **Alter Ego:** Carter Hall
- **Motivation:** Upholding the Good
- **Occupation:** Archeologist
- **Wealth:** 10
- **Background:**

In a dream, archeologist Carter Hall learned that he was the reincarnation of Egyptian prince Khufu. When Khufu's arch-enemy was also reincarnated, Hall donned wings made of the ninth metal and launched his career as Hawkman.

HOURMAN

Dex:	6	Str:	4	Body:	5
Int:	5	Will:	5	Mind:	4
Infl:	5	Aura:	4	Spirit:	6
Initiative:	16	Hero Points:			90

- **Skills:**
  Gadgetry: 7, Scientist: 7
- **Advantages:**
  Area Knowledge (New York City); Connections: All-Star Squadron (High), Infinity Inc. (High), Justice Society of America (High); Genius; Scholar (chemistry)
- **Drawbacks:**
  Serious Irrational Attraction to Miraclo; Mistrust (1951-1955 only); Secret Identity
- **Equipment:**

MIRACLO PILLS
[*Str: 9, Body: 9*, Running: 7, R#: 3]
Limitations: The effects of Miraclo last one hour (10 APs), and the user must wait one hour before taking another dose; long-term use of Miraclo causes the user to develop a Serious Irrational Attraction to the drug.

- **Alter Ego:** Rex Tyler
- **Motivation:** Upholding the Good
- **Occupation:** Chemist
- **Wealth:** 5
- **Background:**

Rex "Tick-tock" Tyler was a chemist who invented a compound called Miraclo, which would give its user immense strength and endurance for one hour. Keeping his discovery a secret, Tyler used Miraclo to become Hourman.

JOHNNY THUNDER

Dex:	3	Str:	2	Body:	3
Int:	3	Will:	4	Mind:	5
Infl:	5	Aura:	6	Spirit:	5
Initiative:	13	Hero Points:			100

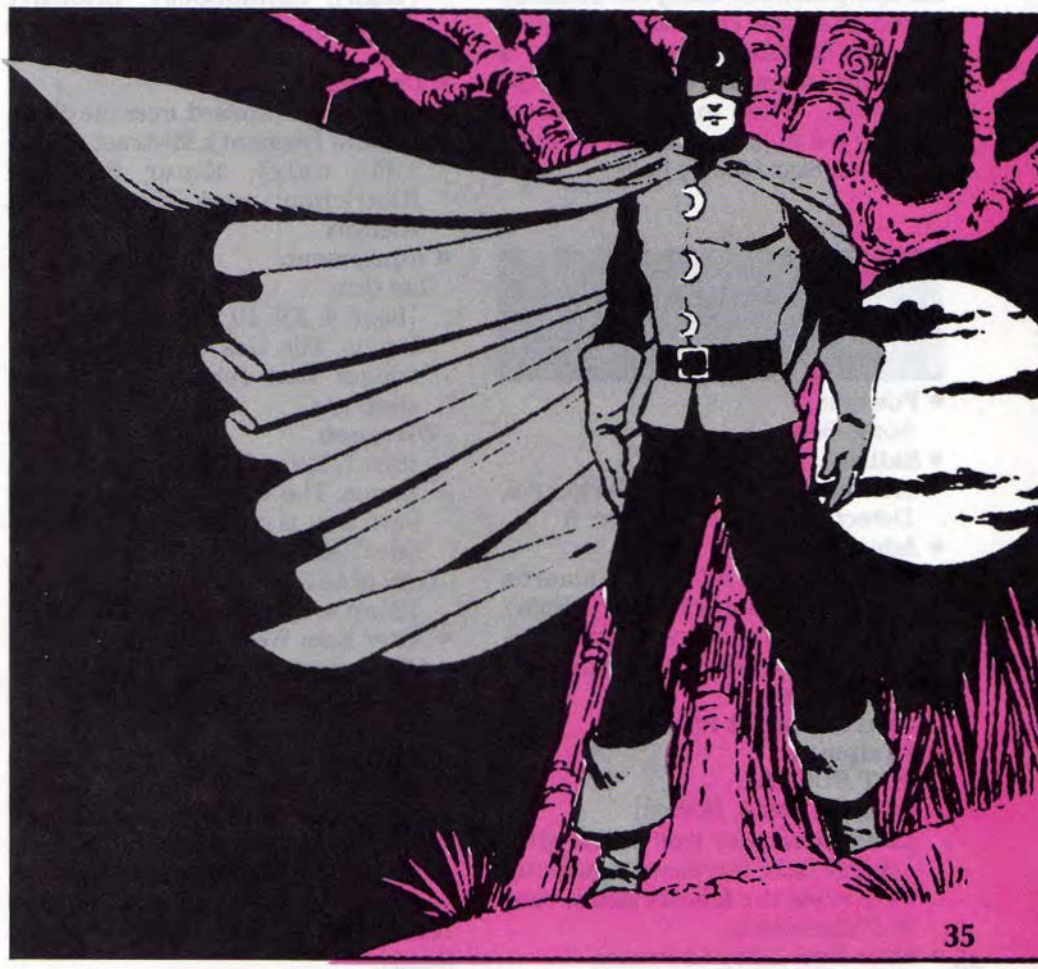
- **Powers:**
  Dumb Luck: 9
- **Skills:**
  Animal Handling: 2, Martial Artist: 3

THUNDERBOLT

Dex:	14	Str:	18	Body:	13
Int:	8	Will:	8	Mind:	9
Infl:	9	Aura:	12	Spirit:	14
Initiative:	33	Hero Points:			*Special*

- **Powers:** **Mystic Linked*
  Awareness: 10, Flight: 30*, Invulnerability: 15*, Magic Sense: 10, Sealed Systems: 20*, Sorcery: 21
- **Bonuses:**
  Miscellaneous: When Johnny summons the Thunderbolt, both Characters draw on Johnny's supply of Hero Points.
- **Advantages:** **Thunderbolt only*
  Connections: All-Star Squadron (High), Badhnisia (High), Justice Society of America (High); Iron Nerves*; Lightning Reflexes*
- **Drawbacks:**
  Miscellaneous: Johnny can only summon and control the Thunderbolt when he says the magic word "Cei-U." For most of his career, Johnny did not know the magic word: during this period, he must receive 8 or more RAPs on a Dumb Luck Dice Action to say the magic word accidentally.
- **Alter Ego:** John Thunder
- **Motivation:** Upholding the Good
- **Occupation:** Window Washer/Boxing Champ/G-Man/Rodeo Rider/Seaman/King
- **Wealth:** 4
- **Background:**

Johnny Thunder was kidnapped by Badhnisian monks as a child, and given command over a mystical Thunderbolt. For many years, Johnny remained unaware that the Thunderbolt would do his bidding when he uttered the mystical phrase "Cei-U" (prounounced "Say, you!").



JOHNNY QUICK

DEX:	7	STR:	4	BODY:	7
INT:	4	WILL:	4	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:			85

- **Powers:**
  Dispersal: 9, Flight: 12, Running: 18
- **Skills:**
  Acrobatics (Dodging): 11, Artist (Photographer): 4, Detective: 3
- **Limitations:**
  Miscellaneous: Johnny must say the formula 3X2(9YZ)4A out loud to begin running and the formula Z25Y(2AB)6 to stop running; Miscellaneous: Johnny must run at full speed for at least one phase before he can use his Flight or Dispersal Powers.
- **Advantages:**
  Connections: All-Star Squadron (High), Sees All Tells All News (High); Lightning Reflexes
- **Drawbacks:**
  Married; Secret Identity
- **Alter Ego:** Johnny Chambers
- **Motivation:** Thrill of Adventure
- **Occupation:** Newsreel Cameraman
- **Wealth:** 4
- **Background:**

Johnny Chambers was given the mysterious formula 3X2(9YZ)4A by his dying mentor. Using the uncanny speed that the equation gave him, Johnny became Johnny Quick, a founding member of the All-Star Squadron. While in the Squadron, Johnny fell in love with and married fellow All-Star Liberty Belle.

LIBERTY BELLE

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	7	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	21	HERO POINTS:			55

- **Powers:**
  Sonic Beam: 8
- **Skills:**
  Acrobatics: 5, Artist (Writer): 5, Detective: 5, Martial Artist: 6
- **Advantages:**
  Connections: All-Star Squadron (High), Newspaper Industry (High), Television Industry (High), U.S. Government (High); Leadership
- **Drawbacks:**
  Married; Secret Identity
- **Equipment:**
  BELT BUCKLE
  [*DEX: 6, STR: 5, BODY: 6*]
  Limitations: Her belt buckle gives Liberty Belle increased Attributes only when the Liberty Bell is rung in Philadelphia.
- **Alter Ego:** Libby Lawrence
- **Motivation:** Upholding the Good
- **Occupation:** Journalist
- **Wealth:** 7
- **Background:**

Journalist Libby Lawrence learned that she could temporarily gain an adrenal rush from her lucky belt buckle when the Liberty Bell was rung in Philadelphia. Adopting the bell as her symbol, she adopted the identity of Liberty Belle. An encounter with Baron Blitzkrieg gave her the power to emit intense sound waves from her body. She served as the chairperson of the All-Star Squadron for the duration of World War II.

THE SANDMAN

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:			100

- **Skills:** *linked*
  Acrobatics: 7*, Detective: 7*, Gadgetry: 4, Martial Artist: 7*, Thief: 7*, Vehicles: 7*, Weaponry: 7*
- **Advantages:**
  Area Knowlege (New York City); Connections: All-Star Squadron (High), High Society (High), Justice Society of America (High), New York Police Department (Low), Street (Low), U.S. Government (High); Connoisseur; Intensive Training; Lightning Reflexes; Sharp Eye
- **Drawbacks:**
  Guilt (1942 onward, over the death of Dian Belmont); Mistrust (1951-1955 only); Minor Physical Restriction: weak heart; Secret Identity
- **Equipment:**
  Gas Gun
  [BODY: 4, AV: 10, EV: 10, Fog: 7]
  Bonus: The Gas Gun shoots cartridges that release a powerful sleep gas.
  Wirepoon
  [STR: 7, BODY: 5, EV: 5]
  Bonus: The wirepoon fires a steel barb that is connected to a swingline 5 APs long.
  GAS MASK
  [BODY: 4, Systemic Antidote: 10]
- **Alter Ego:** Wesley Dodds
- **Motivation:** Seeking Justice
- **Occupation:** Wealthy Playboy
- **Wealth:** 12
- **Background:**

Wealthy playboy Wesley Dodds, partially responding to emanations from the Dream Dimension, created a sleep-gas gun, which he used to battle criminals as the Sandman. He later teamed up with a teenager named Sandy.

STARMAN

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	5	MIND:	6
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	18	HERO POINTS:			110

- **Skills:**
  Gadgetry: 7, Scientist: 5
- **Advantages:**
  Connections: All-Star Squadron (High), High Society (High), Justice Society of America (High); Connoisseur; Genius; Scholar (astronomy)
- **Drawbacks:**
  Mistrust (1951-1955 only); Secret Identity
- **Equipment:**
  Cosmic Rod
  [BODY: 10, Attraction/Repulsion: 15, Energy Blast: 13, Flame Project: 13, Flight: 13, Gravity Decrease: 15, Reflection/Deflection: 6, Skin Armor: 3]
- **Alter Ego:** Ted Knight
- **Motivation:** Upholding the Good
- **Occupation:** Wealthy Playboy
- **Wealth:** 13
- **Background:**

Wielding his self-made Gravity Rod, astronomer Ted Knight adopted the alter ego of Starman to fight crime. He later refined his weapon into a much more powerful version known as the Cosmic Rod, which drew energy from the stars themselves.

WILDCAT

DEX:	8	STR:	4	BODY:	6
INT:	5	WILL:	8	MIND:	7
INFL:	5	AURA:	5	SPIRIT:	8
INITIATIVE:	22	HERO POINTS:			75

- **Skills:** *linked*
  Acrobatics: 6, Martial Artist: 9, Thief: 6
- **Advantages:**
  Area Knowledge (New York City); Connections: All-Star Squadron (High), Justice Society of America (High), Street (Low); Lightning Reflexes
- **Drawbacks:**
  Mistrust (1951-1955 only); Secret Identity
- **Alter Ego:** Ted Grant
- **Motivation:** Seeking Justice
- **Occupation:** Boxer
- **Wealth:** 5
- **Background:**

Heavyweight boxing champion Ted Grant was framed for a crime he did not commit. Inspired by a child's comic book, he cleared his name as the tough-talking, tough-fighting Wildcat. He remained a JSA stalwart until he was paralyzed during the Crisis.

CHAPTER TWO

JUSTICE LEAGUE OF AMERICA



After the disbanding of the Justice Society of America in 1951, nearly a decade went by during which there was no organization of heroes to stand against the forces of evil which threatened the Earth. In March of 1960, that was to change. Seven warlords from the planet Appelax journeyed to Earth to battle for the supremacy of their world. They were opposed by five of Earth's Silver Age heroes: J'Onn J'Onzz the Martian Manhunter, Aquaman, Black Canary, Green Lantern Hal Jordan, and Barry Allen, the second Flash. After defeating the Appelaxians, the heroes decided to follow in the footsteps of their predecessors and the Justice League of America was born.

The JLA remained together for many years and fought innumerable threats to the safety of Earth. Members left, and new members joined, but always the League prevailed. The JLA finally met its untimely end during Darkseid's assault on Earth's heroic legends, when the villainous Professor Ivo killed two of the League's young members, Vibe and Steel. Despite what seemed an ignoble end, the Justice League rose from its ashes, and a new Justice League was created, Justice League International.

This chapter gives statistics for many of the heroes who ser ed with the JLA during its heyday. More heroes will be found in the upcoming *Justice League Sourcebook*.

AQUAMAN

DEX:	7	STR:	8	BODY:	8
INT:	8	WILL:	8	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	22 [27]	HERO POINTS:	100		

- **Powers:** Animal Control: 15, Control: 4, Speak With Animals: 8, Summon Animals: 12, Swimming: 7, Ultra Vision: 7, Water Freedom: 12
- **Skills:** Vehicles: 6
- **Limitations:** All Animal Powers only work on marine life.
- **Advantages:** Leadership; Lightning Reflexes
- **Drawbacks:** Fatal Vulnerability to lack of contact with water after one hour.
- **Alter Ego:** Arthur Curry
- **Motivation:** Upholding the Good
- **Occupation:** Former King of Poseidonis/Former Chairman of the JLA
- **Wealth:** 4
- **Background:** The son of an Atlantean princess and a human father, Arthur Curry developed his aquatic powers to a phenomenal degree and became Aquaman, King of the Seven Seas. He served a lengthy term as the JLA's chairman.

THE ATOM

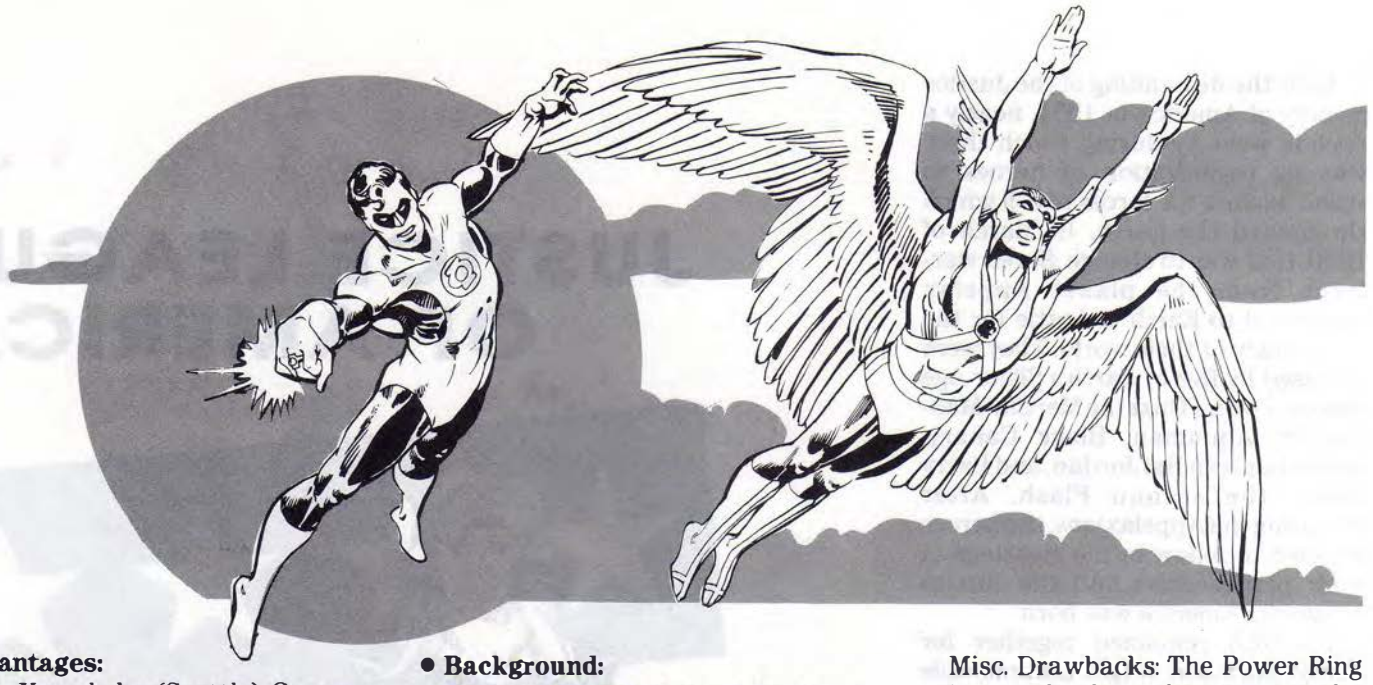
DEX:	6	STR:	8	BODY:	5
INT:	9	WILL:	6	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	22	HERO POINTS:	90		

- **Powers:** Density Increase: 5, Gliding: 6, Shrinking: 16, Teleportation: 22
- **Skills:** Acrobatics: 6, Detective: 7, Martial Artist: 6, Gadgetry: 12, Scientist: 12, Weaponry: 6
- **Bonuses:** Miscellaneous: While using his Shrinking Power, the Atom can negate the positive Column Shifts on his opponents' RVs against Physical Attacks (see Shrinking in the *Character Handbook*) by using his Density Control Power. Each acti e AP of Density Control nullifies one Column Shift to the opponent's RV.
- **Limitations:** The Atom can only Teleport over telephone lines; Gliding may only be used while 8 or more APs of Shrinking are in effect.
- **Advantages:** Connections: Ivy University (Low); Genius; Insta-Change
- **Drawbacks:** Public Identity
- **Alter Ego:** Raymond Palmer
- **Motivation:** Responsibility of Power
- **Occupation:** Physics Professor
- **Wealth:** 5
- **Background:** Ray Palmer was merely a research scientist at Ivy University until he discovered a fragment of a white dwarf star. The fragment's properties allowed him to change his size and weight, and he shrank down to become the Atom, the world's smal est hero.

BLACK CANARY

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	5	MIND:	5
INFL:	6	AURA:	6	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:	75		

- **Powers:** Sonic Beam: 8
- **Skills:** Acrobatics: 6, Martial Artist: 8



- **Advantages:**
  Area Knowledge (Seattle); Connections: Green Arrow (High), Justice League International (High)
- **Drawbacks:**
  Secret Identity
- **Alter Ego:** Dinah Laurel Lance
- **Motivation:** Seeking Justice
- **Occupation:** Florist
- **Wealth:** 5
- **Background:**

Dinah Lance is the daughter of the original Golden Age Black Canary. Armed with a mysterious "canary cry," she followed in her mother's footsteps and joined the fledgling Justice League of America. She later joined Justice League International, but left the group to pursue her own interests.

GREEN ARROW

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	10	MIND:	7
INFL:	8	AURA:	6	SPIRIT:	8
INITIATIVE:	27	HERO POINTS:			100

- **Skills:**
  Acrobatics: 6, Charisma: 8, Detective: 6, Martial Artist: 9, Thief: 8, Weaponry: 12
- **Advantages:**
  Area Knowledge (Seattle); Connection: Black Canary (High); Lightning Reflexes; Sharp Eye
- **Drawbacks:**
  Secret Identity
- **Equipment:**

Bow
[STR: 8, BODY: 4]
Arrows (x20)
[BODY: 1, EV: 3]

- **Alter Ego:** Oliver Queen
- **Motivation:** Seeking Justice
- **Occupation:** Assistant Florist
- **Wealth:** 4
- **Background:**

To survive when shipwrecked on a deserted island, millionaire Oliver Queen developed a unique arsenal of trick arrows, which he used to fight crime as Green Arrow upon returning to civilization. He has recently given up the use of trick arrows and relies upon his skill as a hunter to battle the criminal element.

GREEN LANTERN

DEX:	8	STR:	4	BODY:	12 (4)
INT:	8	WILL:	25	MIND:	8
INFL:	6	AURA:	7	SPIRIT:	12
INITIATIVE:	24	HERO POINTS:			150

- **Skills:**
  Martial Artist: 5, Scientist: 4, Vehicles: 10
- **Advantages:**
  Connections: John Stewart (High), Justice League International (High); Iron Nerves
- **Drawbacks:**
  Secret Identity
- **Equipment:**

POWER RING
[INT: 10, BODY: 25, Comprehend Languages: 20, Flight: 40, Force Manipulation: 25, Recall: 20, Sealed Systems: 16, Invulnerability: 18, Life Sense: 40, Omni-Power: 12, Regeneration: 4, Skin Armor: 4, Spirit Travel: 50]
Bonus: Green Lantern's BODY is 12 while he is wearing the ring.
Limitations: The Power Ring's BODY is only 6 while it is not being worn; the Skin Armor Power does not have to be activated at its full AP value: Green Lantern loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lantern Corps.
Misc. Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery.

Power Battery
[BODY: 25, Energy Absorption: 18, Invisibility: 15, R#: 2]

- **Alter Ego:** Hal Jordan
- **Motivation:** Responsibility of Power
- **Occupation:** Test Pilot
- **Wealth:** 3
- **Background:**

Hal Jordan was inducted into the Green Lantern Corps by Abin Sur, the former Green Lantern of Sector 2814. Jordan has since won renown as one of the greatest Green Lanterns in history.

HAWKMAN

DEX:	9	STR:	6	BODY:	8
INT:	9	WILL:	8	MIND:	8
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	27	HERO POINTS:			100

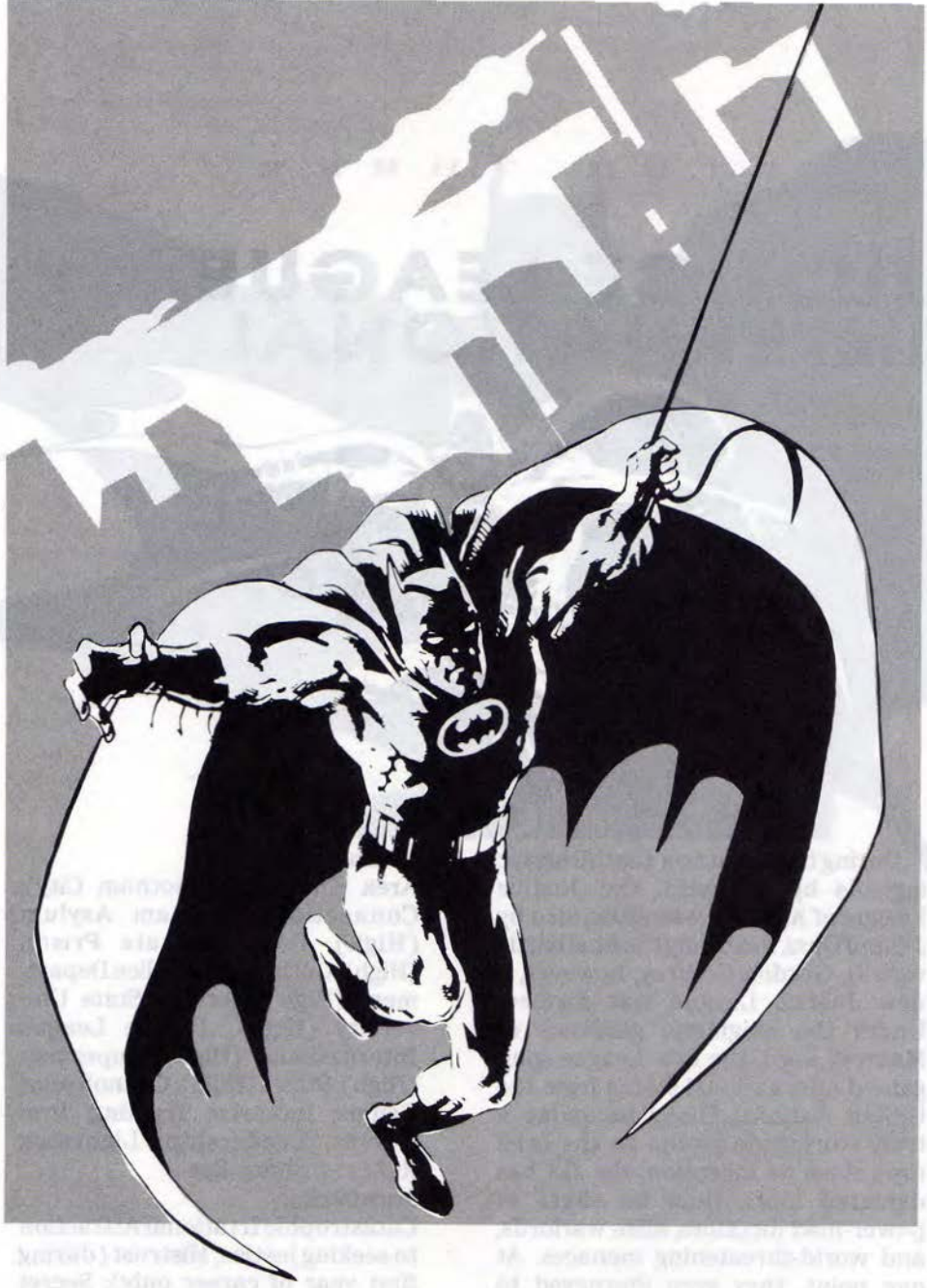
- **Powers:**
  Sealed Systems: 11, Skin Armor: 4, Speak With Animals: 5, Telescopic Vision: 4
- **Skills:**
  Detective: 7, Gadgetry: 12, Martial Artist: 9, Medicine: 10, Scientist: 7, Weaponry: 12
- **Limitations:**
  Speak With Animals only works on birds.
- **Advantages:**
  Connections: Justice League International (High), Midway City Police (High); Genius; Lightning Reflexes; Scholar (archeology, history)
- **Drawbacks:**
  Married

- **Equipment:**
ANTI-GRAVITY BELT
[Body: 10, Gravity Decrease: 7]
Limitation: Gravity Decrease only works on the wearer.
Misc. Drawback: The belt alone only allows the user to hover.
Wings
[Str: 6, Body: 10, Air Control: 4, Flight: 8]
Limitation: Flight only works if the user is wearing an anti-gravity belt.
Mace
[Body: 9, EV: 5]
- **Alter Ego:** Katar Hol
- **Motivation:** Upholding the Good
- **Occupation:** Archeologist
- **Wealth:** 4
- **Background:**
Katar Hol was sent to Earth in pursuit of Byth, a criminal from his home world of Thanagar. When Thanagar became a military dictatorship, Hol elected to remain on Earth, where he protects his adopted home as Hawkman.

HAWKWOMAN

Dex:	9	Str:	5	Body:	7
Int:	9	Will:	8	Mind:	8
Infl:	6	Aura:	6	Spirit:	6
Initiative:	28	HeroPoints:			100

- **Powers:**
Sealed Systems: 11, Skin Armor: 4, Speak With Animals: 5, Telescopic Vision: 4
- **Skills:**
Charisma: 7, Detective: 6, Martial Artist: 8, Gadgetry: 10, Medicine: 10, Scientist: 7, Weaponry: 11
- **Limitations:**
Speak With Animals only works on birds.
- **Advantages:**
Connections: Justice League International (High), Midway City Police (High); Genius; Lightning Reflexes; Scholar (archeology, history)
- **Drawbacks:**
Married
- **Equipment:**
ANTI-GRAVITY BELT
[Body: 10, Gravity Decrease: 7]
Limitation: Gravity Decrease only works on the wearer.
Misc. Drawback: The belt alone only allows the user to hover.
Wings
[Str: 6, Body: 10, Air Control: 4, Flight: 8]
Limitation: Flight only works if the user is wearing an anti-gravity belt.
Mace
[Body: 9, EV: 5]
- **Alter Ego:** Shayera Thal Hol
- **Motivation:** Upholding the Good



- **Occupation:** Archeologist
- **Wealth:** 4
- **Background:**
Shayera Thal Hol came to Earth with her husband Hawkman. She elected to remain with him when he foreswore his allegiance to their home planet of Thanagar.

ZATANNA

Dex:	6	Str:	3	Body:	5
Int:	9	Will:	5	Mind:	6
Infl:	8	Aura:	14	Spirit:	11
Initiative:	23	Hero Points:			75

- **Powers:** **Mystic Linked*
Air Control: 10*, Earth Control: 10*, Ice Control: 10*, Flame Project: 10*, Sorcery: 16, Water Control: 10*, Flame Control: 10*, Weather Control: 10, Plant Control: 10*
- **Skills:**
Occultist: 9
- **Limitations:**
Miscellaneous: Zatanna must speak all of her spells out loud and backwards.
- **Advantages:**
Connections: Mystical Community (High), John Constantine (Low)
- **Note:**
For a brief time in the middle of her career, Zatanna could not use her Sorcery Power. She regained this lost ability at a later time.
- **Alter Ego:** Zatanna Zatara
- **Motivation:** Upholding the Good
- **Occupation:** Sorceress
- **Wealth:** 4
- **Background:**
Zatanna Is the daughter of the famous magician Zatara and one of the homo magi, the magic using branch of the human race. To perform her spells, she must recite the words backwards.

CHAPTER THREE

JUSTICE LEAGUE INTERNATIONAL



During the assault on Earth's heroic legends by Darkseid, the Justice League of America was disbanded by J'Onn J'Onzz. Following the final battle with G. Gordon Godfrey, however, a new Justice League was formed. Under the enigmatic guidance of Maxwell Lord, the new League soon gained international status from the United Nations, finally becoming a truly worldwide group. In the brief time since its inception, the JLI has defeated more than its share of power-mad dictators, alien warlords, and world-threatening menaces. At one point, they even journeyed to Apokolips and confronted the hordes of Darkseid on his home turf.

After the massive invasion engineered by the Dominators, the JLI permanently relocated some of its members in Paris, France, where they act independently as Justice League Europe. For more information about the JLI, see the forthcoming *Justice League Sourcebook*.

THE BATMAN

DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:	36	HERO POINTS:			150

- **Skills:** **linked*
  Acrobatics: 10*, Artist (Actor): 8, Charisma: 12, Detective: 12*, Gadgetry: 12*, Martial Artist: 10*, Military Science: 12*, Thief: 10*, Scientist: 12*, Vehicles: 10*, Weaponry: 10*
- **Advantages:**
  Area Knowledge (Gotham City); Connections: Arkham Asylum (High), Gotham State Prison (High), Gotham City Police Department (High), Gotham State University (High), Justice League International (High), Superman (High), Street (High); Connoisseur; Genius; Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Sharp Eye
- **Drawbacks:**
  Catastrophic Irrational Attraction to seeking justice; Mistrust (during first year of career only); Secret Identity; Traumatic Flashbacks (Crime Alley)
- **Equipment:**

Batarang w/Rope
[STR: 7, BODY: 8, Gliding: 2]
The length of the batrope is 4 APs.

Bat-Shuriken (x8)
[BODY: 7, EV: 1, Gliding: 1]
Bonus: Batman can throw up to four shuriken in a single phase as one attack. He adds one to his final die roll (after rerolling doubles) for each shuriken past the first that he throws.

Batcall
[BODY: 3, Animal Summoning: 13, R#: 3]
Limitations: The Batcall only summons bats.

Infrared Flashlight and Goggles
[BODY: 3, Thermal Vision: 12, R#: 2]

Laser Bat-Torch
[BODY: 5, Heat Vision: 10, R#: 4]
Limitation: The Bat-Torch has a Range of 0 APs.

Micro-Cassette Bat-Recorder
[BODY: 3, Recall: 10, R#: 2]
Limitation: The Bat-Recorder only Recalls audio information.

Miniature Bat-Camera
[BODY: 3, Recall: 3, R#: 2]
Limitation: The Bat-Camera only Recalls visual information.

Plastic Bat-Explosives
[BODY: 1, Bomb: 8, R#: 3]

Bat-Rebreather
[BODY: 3, Sealed Systems: 9, R#: 2]

Bat-Smoke Capsules
[BODY: 1, Fog: 12]

For more information on Batman's equipment and its use, see page 42 of the *Rules Manual*.

- **Alter Ego:** Bruce Wayne
- **Motivation:** Seeking Justice
- **Occupation:** Billionaire Playboy
- **Wealth:** 20
- **Background:**
  After watching his parents' murder at the hands of a common criminal, young Bruce Wayne trained his mind and body to the peak of human perfection. Donning cape and cowl, the billionaire playboy became the Batman, dark avenger of Gotham City.

BIG BARDA

DEX:	9	STR:	11	BODY:	10
INT:	7	WILL:	8	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	8
INITIATIVE:	27	HERO POINTS:			100

- **Skills:**
  Charisma: 8, Gadgetry: 6, Martial Artist: 10, Military Science: 7, Vehicles: 6, Weaponry: 10
- **Advantages:**
  Area Knowledge (Apokolips); Connections: Apokolips Underground (Low), Justice League International (High); Instant-Change; Iron Nerves; Lightning Reflexes
- **Drawbacks:**
  Married
- **Equipment:**

BATTLE ARMOR
[BODY: 14]

Mega-Rod
[BODY: 15, Energy Blast: 16, Warp: 65, Flight: 8, Gravity Increase: 13, R#: 2]

- **Alter Ego:** Barda Free
- **Motivation:** Upholding the Good
- **Occupation:** Housewife
- **Wealth:** 4
- **Background:**
  Barda was formerly the leader of Darkseid's elite warriors known as

the Female Furies. She fell in love with Scott Free, and fled Apokolips with him after he assumed the role of Mister Miracle. Barda and Scott were later married, and now seek a normal suburban life for themselves, free from the tyranny of Darkseid.

BLUE BEETLE

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	23	HERO POINTS:			65

- **Skills:** *linked*
  Acrobatics: 8*, Charisma: 6*, Detective: 7*, Gadgetry: 9, Martial Artist: 6, Scientist: 7*, Thief: 8*, Vehicles: 8*, Weaponry: 8*
- **Advantages:**
  Connections: Justice League International (High), S.T.A.R. Labs (High); Genius; Intensive Training
- **Drawbacks:**
  Minor Irrational Attraction to attractive women; Secret Identity
- **Equipment:**

BB Gun
[BODY: 5, EV: 8, Flash: 8, Super Breath: 8, R#: 2]

THE BUG
[DEX: 5, STR: 10, BODY: 10, INT: 10, WILL: 3, MIND: 0, Directional Hearing: 10, Extended Hearing: 6, Flight: 11, Full Vision: 6, Lightning: 10, Sealed Systems: 15, Magnetic Control: 9, Radar Sense: 12, Recall: 20, Solar Sustenance: 20, Super Hearing: 12, Swimming: 6, Telescopic Vision: 5, Ultra Vision: 10, Thief (Stealth): 8, 6 AP ABC Omni-Gadget R#: 2]
Limitation: Magnetic Control can only magnetize the Bug's hull.

- **Alter Ego:** Ted Kord
- **Motivation:** Upholding the Good
- **Occupation:** Repo Man
- **Wealth:** 3
- **Background:**
  The protege of Dan Garrett, the original Blue Beetle, industrialist Ted Kord developed an amazing arsenal of high-tech weapons which he uses to carry on his deceased mentor's work as the new Blue Beetle.

BOOSTER GOLD

DEX:	6	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:			70

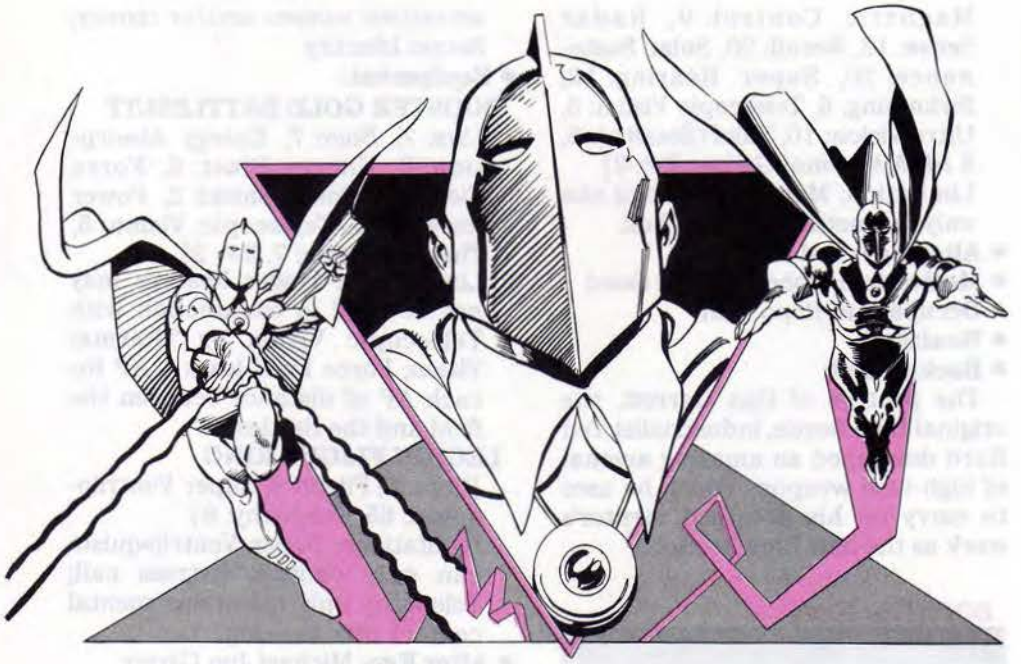
- **Skills:**
  Charisma: 7, Martial Artist: 5, Scientist: 4, Vehicles: 4
- **Advantages:**
  Connections: Justice League International (High), U.S. Government (Low), Network Television (Low); Popularity
- **Drawbacks:**
  Minor Irrational Attraction to attractive women and/or money; Secret Identity
- **Equipment:**

BOOSTER GOLD BATTLESUIT
[*STR: 7, BODY: 7,* Energy Absorption: 2, Energy Blast: 6, Force Field: 15, Force Shield: 2, Power Reserve: 6, Telescopic Vision: 5, Thermal Vision: 7, R#: 2]
Limitations: Power Reserve may not be used in conjunction with Telescopic Vision or Thermal Vision; Force Field loses 1 AP for each AP of distance between the field and the Battlesuit.

LEGION FLIGHT RING
[BODY: 5, Flight: 8, Super Ventriloquism: 65, Telepathy: 8]
Limitations: Super Ventriloquism can only emit a distress call; Telepathy only maintains mental contact with the ring.

- **Alter Ego:** Michael Jon Carter
- **Motivation:** Thrill of Adventure
- **Occupation:** Repo Man
- **Wealth:** 3
- **Background:**
  Michael Jon Carter will be a star quarterback for the Metropolis Meteors in the 25th Century, until he becomes involved in a gambling scandal. Stealing equipment from the Time Museum, he will journey back in time to the 20th Century, where he forges a name for himself as the hip, swinging hero called Booster Gold.





CAPTAIN MARVEL

DEX:	14	STR:	20	BODY:	14
INT:	4	WILL:	10	MIND:	7
INFL:	4	AURA:	7	SPIRIT:	7
INITIATIVE:	37	HERO POINTS:			85

- **Powers:**
  Flight: 14, Invulnerability: 18, Superspeed: 13, Systemic Antidote: 10

BILLY BATSON

DEX:	3	STR:	2	BODY:	3
INT:	4	WILL:	4	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	5
INITIATIVE:	10	HERO POINTS:			85

- **Skills:**
  Thief: 2
- **Advantages:** **Captain Marvel only*
  Connections: Justice League International (Low)*, KWHZ Television (High); Insta-Change; Lightning Reflexes*, Scholar (Magic Tricks)
- **Drawbacks:**
  Age (15); Secret Identity
- **Motivation:** Upholding the Good
- **Occupation:** Television Reporter
- **Wealth:** 4
- **Background:**

When Billy Batson says the name of the ancient wizard Shazam, he is transformed into Captain Marvel, the world's mightiest mortal. Marvel was a member of the new Justice League until it gained international status, when he left the group to gain more experience as a solo operator.

THE CREEPER

DEX:	9	STR:	6	BODY:	7
INT:	3	WILL:	4	MIND:	4
INFL:	9	AURA:	3	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:			40

- **Powers:**
  Jumping: 3, Regeneration: 5
- **Skills:**
  Acrobatics: 9, Charisma (Intimidation): 6, Martial Artist: 7
- **Advantages:**
  Connection: Justice League International (High); Insta-Change; Lightning Reflexes
- **Drawbacks:**
  Catastrophic Psychological Instability; Miscellaneous: The Creeper is completely irrational

JACK RYDER

DEX:	3	STR:	3	BODY:	4
INT:	6	WILL:	4	MIND:	4
INFL:	4	AURA:	5	SPIRIT:	3
INITIATIVE:	13	HERO POINTS:			40

- **Skills:**
  Detective: 4
- **Advantages:**
  Connection: Cable Television Networks (High); Insta-Change
- **Drawbacks:**
  Secret Identity
- **Motivation:** Thrill of Adventure
- **Occupation:** Talk Show Host
- **Wealth:** 7
- **Background:**

Television talk show host Jack Ryder wages a one-man war against heroes, except when he activates his transducer and becomes the Creeper, the somewhat schizophrenic hero.

DOCTOR FATE

DEX:	7	STR:	4	BODY:	9
INT:	10	WILL:	17	MIND:	12
INFL:	11	AURA:	16	SPIRIT:	13
INITIATIVE:	28	HERO POINTS:			65

- **Powers:** **Mystic Linked*
  Awareness: 8, Flight: 12*, Invulnerability: 15*, Magic Sense: 10, Sorcery: 20
- **Skills:**
  Occultist: 10
- **Advantages:**
  Connections: Justice League International (High), Lords of Order (Low); Insta-Change; Pet (Petey the Demon)
- **Drawbacks:**
  Miscellaneous: Doctor Fate is a composite alter-ego made up of Eric and Linda Strauss; the Strausses disappear when Fate is formed.
- **Alter Ego:** Eric Strauss/Linda Strauss
- **Motivation:** Responsibility of Power
- **Occupation:** Foe of Chaos
- **Wealth:** 4
- **Background:**

The new Doctor Fate is a being composed of the combined essences of Eric and Linda Strauss. Although they have potentially greater power than their predecessor Kent Nelson, they lack his experience. Until he has gained a greater mastery over his powers, Doctor Fate remains a reserve member of the JLI.

FIRE

DEX:	5	STR:	3	BODY:	4
INT:	6	WILL:	5	MIND:	5
INFL:	6	AURA:	6	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:			35

- **Powers:**
  Flame Being: 5, Flame Project: 8, Flight: 8
- **Skills:**
  Charisma: 8, Martial Artist: 6, Thief: 4, Weaponry: 4
- **Limitations:**
  Serious Power Burnout on all Powers
- **Advantages:**
  Attractive; Connection: Justice League International (High)
- **Alter Ego:** Beatriz DaCosta
- **Motivation:** Thrill of Adventure
- **Occupation:** Fashion Model
- **Wealth:** 5
- **Background:**

Beatriz daCosta is a native of Brazil who gained the power to project a flame from her mouth during a mission for the Brazilian government. Naming herself the Green Flame, daCosta joined the Global Guardians,

and later the JLI. She and her friend Icemaiden recently redubbed themselves "Fire and Ice."

GNORT

DEX:	5	STR:	2	BODY:	12 (3)
INT:	1	WILL:	12	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	9		HERO POINTS:		35

- **Advantages:**
  Connection: Justice League International (High)
- **Drawbacks:**
  Serious Irrational Attraction to stupidity
- **Equipment:**
  POWER RING
  [BODY: 12, INT: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 12, Recall: 20, Invulnerability: 18, Life Sense: 40, Omni-Power: 6, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50]
  Bonus: Gnort's BODY is 12 while he is wearing the ring.
  Limitations: The Power Ring's Skin Armor Power does not have to be activated at its full AP level: for every AP of Skin Armor being used, Force Manipulation and Omni-Power are each reduced by 1 AP; Life Sense can only be used to detect other Green Lanterns.
  Misc. Drawbacks: The Power Ring is completely useless against the color yellow; the ring must be charged once every twenty-four hours with the Power Battery; the ring's BODY is only 6 when Gnort is not wearing it.
  Power Battery
  [BODY: 25, Energy Absorption: 18, Invisibility: 15, R#: 2]
- **Alter Ego:** Gnort Esplanade Gneesmacher
- **Motivation:** Responsibility of . . . Huh?
- **Occupation:** Green Lantern
- **Wealth:** 0
- **Background:**
  Gnort Gneesmacher's uncle was a renowned Green Lantern who used his influence to have Gnort made a Green Lantern, even though Gnort was not up to the Guardian's usual standards. Gnort first met the JLI on the Manhunters' home world, and later followed the heroes to Earth, where he has been pestering them ever since. What he lacks in intelligence, Gnort makes up for in stupidity.

GUY GARDNER

DEX:	7	STR:	4	BODY:	12 (5)
INT:	3	WILL:	18	MIND:	6
INFL:	8	AURA:	3	SPIRIT:	8
INITIATIVE:	18		HERO POINTS:		70

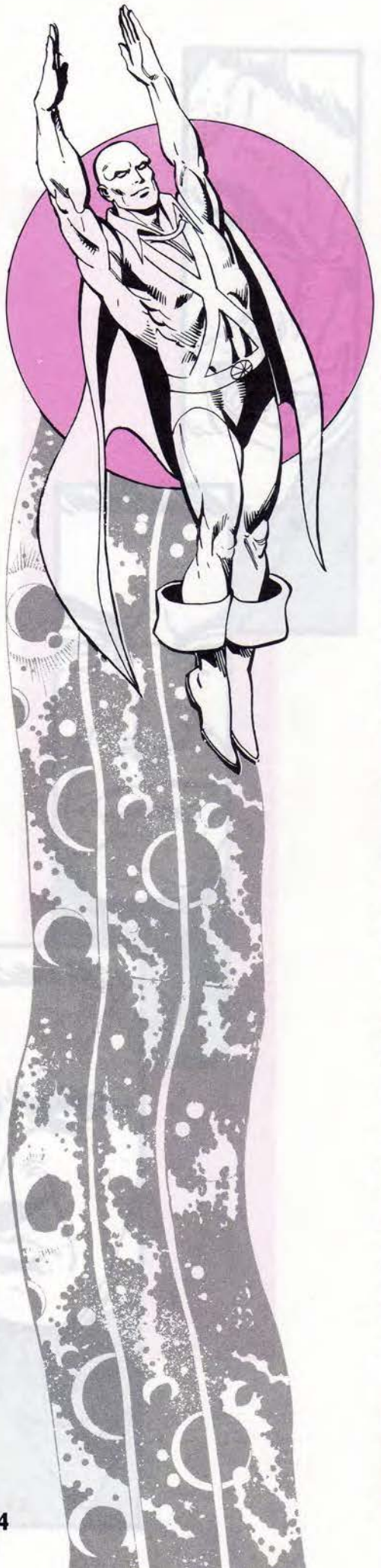
- **Advantages:**
  Connections: Hal Jordan (Low), Justice League International (High); Iron Nerves
- **Drawbacks:**
  Serious Rage
- **Equipment:**
  POWER RING
  [BODY: 18, INT: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 18, Recall: 20, Invulnerability: 18, Life Sense: 40, Omni-Power: 9, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50]
  Bonus: Guy's BODY is 12 while he is wearing the ring.
  Limitations: The Power Ring's Skin Armor Power does not have to be activated at its full AP level: for every AP of Skin Armor being used, Force Manipulation and Omni-Power are each reduced by 1 AP; Life Sense can only be used to detect other Green Lanterns.
  Misc. Drawbacks: The Power Ring is completely useless against the color yellow; the ring must be charged once every twenty-four hours with the Power Battery; the ring's BODY is only 6 when Guy is not wearing it.
  Power Battery
  [BODY: 25, Energy Absorption: 18, Invisibility: 15, R#: 2]
- **Alter Ego:** Guy Gardner
- **Motivation:** Thrill of Adventure
- **Occupation:** Former Gym Teacher
- **Wealth:** 4
- **Background:**
  During the great Crisis, Guy Gardner was given a Power Ring and battery by a group of Guardians who believed that evil should be destroyed rather than subdued. A devotee of machismo, Gardner considers himself the last "true" Green Lantern.

THE HUNTRESS

DEX:	7	STR:	3	BODY:	4
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	21		HERO POINTS:		35

- **Skills:** *linked*
  Acrobatics: 7*, Detective: 5*, Martial Artist: 7*, Thief: 7*, Weaponry: 7*





- **Advantages:**
  Connections: Justice League International (High), Organized Crime (Low); Intensive Training; Lightning Reflexes
- **Drawbacks:**
  Secret Identity
- **Equipment:**
  Crossbow Pistol
  [Body: 5, EV: 5, Ammo: 3, R#: 2]
  Knives
  [Body: 3, EV: 3]
  Bonus: The Huntress' knives are balanced for throwing.
- **Alter Ego:** Helena Bertinelli
- **Motivation:** Seeking Justice
- **Occupation:** Vigilante
- **Wealth:** 9
- **Background:**

Helena Bertinelli is a "mafia princess," and the sole survivor of a mob hit that claimed the life of her family. Being hunted by the killer who slew her loved ones, Helena decided to turn the tables and fight back by training herself to become the Huntress. During the course of her quest to find the murderer who killed her relatives, she crossed paths with the JLI, eventually joining the team permanently.

ICE

Dex:	6	Str:	3	Body:	6
Int:	4	Will:	5	Mind:	5
Infl:	4	Aura:	4	Spirit:	4
Initiative:	14	Hero Points:			35

- **Powers:**
  Ice Production: 9
- **Advantages:**
  Attractive; Connection: Justice League International (High)
- **Alter Ego:** Tora Olafsdotter
- **Motivation:** Upholding the Good
- **Occupation:** Fashion Model
- **Wealth:** 6
- **Background:**

An exploratory expedition discovered a race of people in Norway who had amazing ice powers. The chief's daughter, Tora, decided to leave with the expedition and eventually joined the Global Guardians as Icemaiden. When the Global Guardians disbanded, Icemaiden reluctantly joined her friend Green Flame in foisting themselves upon the JLI. Since then, the duo have become known as "Fire and Ice."

THE MARTIAN MANHUNTER

Dex:	7	Str:	18	Body:	15
Int:	9	Will:	9	Mind:	8
Infl:	7	Aura:	7	Spirit:	6
Initiative:	23	Hero Points:			145

- **Powers:**
  Chameleon: 10, Flight: 13, Mind Probe: 6, Invisibility: 10, Super Breath: 10, Stretching: 6, X-Ray Vision: 8, Telepathy: 6, Telescopic Vision: 8
- **Skills:**
  Scientist: 6, Vehicles: 8, Weaponry: 5
- **Advantages:**
  Connection: Justice League International (High); Leadership; Scholar (Mars)
- **Drawbacks:**
  Serious Irrational Fear of Fire; Loss Vulnerability: Fire, Range 1 AP
- **Alter Ego:** J'Onn J'Onzz/John Jones
- **Motivation:** Upholding the Good
- **Occupation:** Leader of JLI
- **Wealth:** 4
- **Background:**

J'Onn J'Onzz was summoned across time and space by the famous Dr. Erdel in the mid-1950's. As the Martian Manhunter, J'Onzz kept his existence a secret from the world until he joined the original Justice League of America. He now serves as the chairman of the JLI.

MISTER MIRACLE

Dex:	11	Str:	4	Body:	6
Int:	10	Will:	7	Mind:	8
Infl:	6	Aura:	6	Spirit:	10
Initiative:	31	HeroPoints:			120

- **Skills:**
  Acrobatics: 11, Gadgetry: 14, MartialArtist: 6, MilitaryScience: 7, Thief: 13, Vehicles: 11
- **Advantages:**
  Connections: Justice League International (High), New Genesis (High); Genius; Insta-Change; Iron Nerves; Lightning Reflexes; Luck; Scholar (military hardware, restraints)
- **Drawbacks:**
  Married; Secret Identity
- **Equipment:**
  Flight Discs
  [Body: 12, Flight: 12]
  11 AP ABCD Omni-Gadget (x5)
- **Alter Ego:** Scott Free
- **Motivation:** Thrill of Adventure
- **Occupation:** Escape Artist
- **Wealth:** 5
- **Background:**

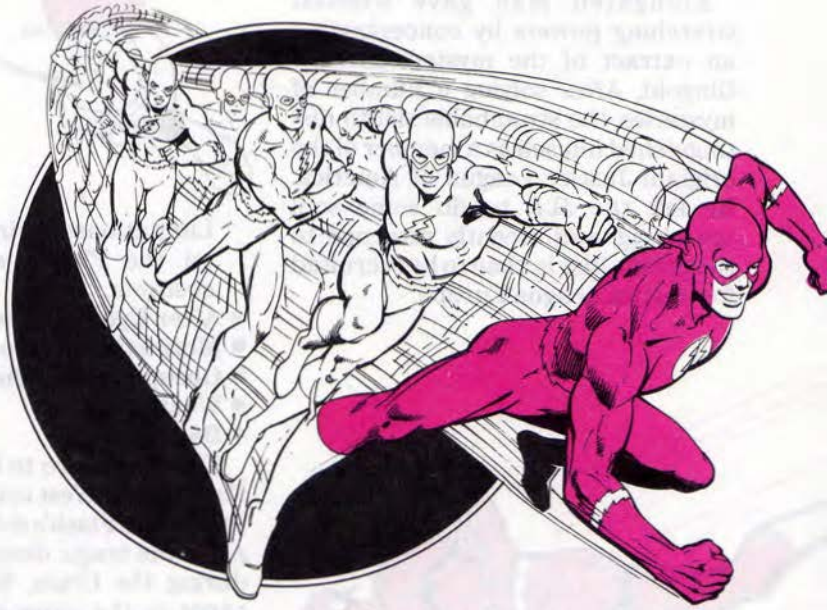
The son of Izaya the Inheritor, Scott Free was raised on Apokolips as part of the Highfather's pact with Darkseid. Escaping from Granny Goodness' Happiness Home, Scott traveled to Earth, where he took on the mantle of Mister Miracle, the world's greatest escape artist.

CHAPTER FOUR

JUSTICE LEAGUE EUROPE

After the invasion of Earth masterminded by the Dominators had been successfully repulsed by the combined forces of Earth's heroes, the membership of Justice League International swelled to an unmanageable size. A gang of Khunds left behind by the invaders appeared at a JLI meeting, and the heroes were so busy tripping over each other's feet that the Khunds were able to reach the embassy's teleporters and beam themselves into a mass of quickly-scattering atoms. You see, the teleporter was still set for the Australian embassy, which no longer existed, so the Khunds were teleported . . . nowhere. Yucko.

Anyway, the incident with the Khunds made it clear that too many heroes could be almost as much of a problem as too few. Luckily, JLI beneficiary Maxwell Lord came up with a solution. Half of the group would remain at the New York embassy, while the other half would remove itself to the League's embassy in Paris, France. This splinter group would be known as Justice League Europe. The new JLE will also be featured in the upcoming *Justice League Sourcebook*.



ANIMAL-MAN

DEX:	6	STR:	4	BODY:	5
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:			45

- **Powers:**
  Animal Mimicry: 13
- **Limitations:**
  Animal-Man can only mimic the Abilities of animals that are within 8 APs distance.
- **Advantages:**
  Connection: Justice League Europe (High)
- **Drawbacks:**
  Married; Secret Identity
- **Alter Ego:** Buddy Baker
- **Motivation:** Upholding the Good
- **Occupation:** Movie Stuntman
- **Wealth:** 4
- **Background:**

Movie stuntman Buddy Baker was walking in the woods one day when he saw a spaceship crash. Bathed in strange radiation from the craft, Buddy didn't get radiation poisoning or cancer or anything; rather, he gained the power to absorb the powers of nearby animals. He became Animal-Man, and later joined the Forgotten Heroes. After a period of semi-retirement, he has recently become one of Earth's foremost heroes.

CAPTAIN ATOM

DEX:	7	STR:	22	BODY:	10
INT:	5	WILL:	6	MIND:	6
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:			100

- **Powers:**
  Reflection/Deflection: 9, Energy Absorption: 12, Energy Blast: 16, Flight: 13, Sealed Systems: 20, Skin Armor: 5
- **Skills:**
  Martial Artist: 4, Vehicles: 6, Military Science: 5, Weaponry: 5
- **Limitations:**
  Miscellaneous: Energy Absorption is actually unlimited: however, if Captain Atom chooses to absorb more than 12 APs of energy, he is instantly transported forward in time a number of APs equal to the number of APs of energy he absorbed.
- **Advantages:**
  Connections: Justice League Europe (High), U.S. Air Force (Low); Insta-Change; Scholar (1960's trivia)
- **Drawbacks:**
  Dark Secret (his true origin); Secret Identity
- **Alter Ego:** Nathaniel Adam/ Cameron Scott
- **Motivation:** Unwanted Power
- **Occupation:** Air Force Major
- **Wealth:** 3
- **Background:**

Nathaniel Adam gained his powers due to an experiment performed by the Air Force in 1967. Blown twenty years into the future, Adam was given the code name Captain Atom and used as the government's top secret agent. When the JLI received international status, Captain Atom was inducted to act as a spy for the U.S. Captain Atom has since renounced his government ties and joined the JLE in order to prove himself.

ELONGATED MAN

DEX:	12	STR:	4	BODY:	8
INT:	5	WILL:	6	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	23	HERO POINTS:			70

- **Powers:**
  Danger Sense: 6, Stretching: 8
- **Skills:**
  Detective: 6, Gadgetry: 4
- **Advantages:**
  Connection: Justice League Europe (High); Sharp Eye
- **Drawbacks:**
  Married; Public Identity; Loss Vulnerability: Elongated Man must

drink Gingold extract in order to maintain his Powers: if he goes an entire week without drinking any Gingold, he loses his Stretching Power, and his DEX and BODY are reduced to 4 APs until he is able to drink some of the extract.

- **Alter Ego:** Ralph Dibny
- **Motivation:** Thrill of Adventure
- **Occupation:** Detective
- **Wealth:** 5
- **Background:**

Elongated Man gave himself stretching powers by concentrating an extract of the mysterious fruit Gingold. After solving a number of mysteries, the stretchable sleuth distinguished himself as a member of the original Justice League of America. He left the JLA to do some soul searching, and recently returned to the group, just in time to be recruited for Justice League Europe.



THE FLASH

DEX:	7	STR:	4	BODY:	7
INT:	5	WILL:	5	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	29	HERO POINTS:			55

- **Powers:**
  Superspeed: 10
- **Skills:**
  Scientist: 2, Vehicles: 6
- **Limitations:**
  Superspeed cannot be Pushed.
- **Advantages:**
  Connections: Justice League Europe (High), New Titans (High); Lightning Reflexes
- **Drawbacks:**
  Serious Irrational Attraction to food after using Superspeed for 4 or more consecutive phases.
- **Equipment:**
  COSTUME STORAGE RING
  [BODY: 1, Shrinking: 10]



Limitations: Shrinking only works on the Flash's specially-treated costume.

- **Alter Ego:** Wallace West
- **Motivation:** Responsibility of Power
- **Occupation:** Unemployed
- **Wealth:** 3
- **Background:**

The third hero to be known as the Flash, Wally West originally served as the second Flash's sidekick, Kid Flash. After the tragic death of Barry Allen during the Crisis, Wally decided to carry on the name of his mentor so that the Flash would live on. His speed powers have a tendency to come and go, but his heroic determination never wavers.

METAMORPHO

DEX:	6	STR:	10	BODY:	11
INT:	5	WILL:	6	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:			90

- **Powers:**
  Molecular Chameleon: 12, Omni-Arm: 8, Self Manipulation: 15
- **Skills:**
  Charisma: 6
- **Bonuses:**
  Metamorpho does not have to touch a substance to use his Molecular Chameleon Power to duplicate it.
- **Advantages:**
  Connections: Justice League Europe (High), Stagg Industries (High); Rich Family (Simon & Sapphire Stagg)
- **Drawbacks:**
  Married; Secret Identity; Strange Appearance
- **Alter Ego:** Rex Mason
- **Motivation:** Unwanted Power
- **Occupation:** Element Man
- **Wealth:** 5
- **Background:**

Rex Mason was trapped in a pyramid and bathed in the mysterious rays of the Orb of Ra. To his horror, the Orb transformed him into Metamorpho, the Element Man. Metamorpho was killed in the final battle of the Outsiders during the Millenium affair, but the Dominion gene-bomb somehow revived him. Metamorpho was accepted into the League on Batman's recommendation.

POWER GIRL

DEX:	13	STR:	22	BODY:	15
INT:	9	WILL:	11	MIND:	10
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	42	HERO POINTS:			100

- **Powers:**
  Directional Hearing: 8, Extended Hearing: 8, Flight: 13, Recall: 18, Heat Vision: 13, Invulnerability: 15, Microscopic Vision: 13, Sealed Systems: 9, Super Breath: 10, Super Hearing: 8, Superspeed: 12, X-Ray Vision: 12, Thermal Vision: 12, Systemic Antidote: 15, Telescopic Vision: 12
- **Skills:**
  Gadgetry: 6, Scientist: 9
- **Advantages:**
  Connections: Justice League Europe (High), Doom Patrol (Low); Scholar (computers, magic)
- **Drawbacks:**
  Secret Identity; Uncertainty; Loss Vulnerability: Magic, Range of 0 APs
- **Alter Ego:** Kara/Karen Starr
- **Motivation:** Upholding the Good
- **Occupation:** Computer Software Designer/Owner of StarrWare Inc.
- **Wealth:** 7
- **Background:**

Power Girl is the granddaughter of the legendary Atlantean mage, Arion.

She was given remarkable powers and sent to the future to protect her from Arion's evil brother Darn Ganuuth. For a time, her powers led her to believe that she was Superman's cousin, but eventually the spirit of Arion visited her with the truth. As Karen Starr, she operates StarrWare, a successful computer software company.

ROCKET RED

DEX:	7	STR:	5	BODY:	6
INT:	4	WILL:	5	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HEROPOINTS:			60

- **Skills:**
  Gadgetry: 4, Military Science: 4, Weaponry: 5
- **Advantages:**
  Connections: Justice League Europe (High), Soviet Government (High)
- **Drawbacks:**
  Married
- **Equipment:**

APOKOLIPS BATTLESUIT
[*STR: 7, BODY: 10*, Energy Absorption: 4, Energy Blast: 16, Flight: 15, Force Field: 4, Skin Armor: 2, R#: 4]
Limitations: Force Field will only protect the wearer of the suit.
Misc. Drawbacks: The suit may have other abilities that Dmitri is not yet aware of.

- **Alter Ego:** Dmitri Pushkin Gorki
- **Motivation:** Responsibility of Power
- **Occupation:** Soviet Soldier
- **Wealth:** 4
- **Background:**

When Justice League International was sanctioned by the U.N., the Soviet Union placed one of their Rocket Red Brigade in the League to counter the United State's inclusion of Captain Atom. When the first Rocket Red proved to be an android Manhunter, he was replaced by Dmitri Pushkin Gorki, Rocket Red #13. Dmitri's battlesuit was dismantled during a mission in outer space, but he got a replacement on Apokolips from some friends of Big Barda. He volunteered for Justice League Europe to be closer to his family in the U.S.S.R.

WONDER WOMAN

DEX:	13	STR:	16	BODY:	13
INT:	9	WILL:	12	MIND:	10
INFL:	10	AURA:	9	SPIRIT:	10
INITIATIVE:	36	HERO POINTS:			150

- **Powers:**
  Directional Hearing: 4, Flight: 14, Running: 7, Telescopic Vision: 3, Swimming: 6
- **Skills:**
  Acrobatics: 11, Animal Handling: 8, Charisma (Persuasion): 12, Martial Artist: 12, Military Science (Tracking): 10, Weaponry: 13
- **Advantages:**
  Area Knowledge (Themyscira); Attractive; Connections: Gods of Olympus (Low), Justice League Europe (High), Superman (High), Themyscira (High), United Nations (Low), U.S. Army (Low); Iron Nerves; Lightning Reflexes; Scholar (ancient Greek and Themysciran languages, Greek mythology)
- **Drawbacks:**
  Public Identity; Miscellaneous: Diana still does not fully understand the world outside Paradise Island; Miscellaneous: Diana's RV against Physical Killing Combat is 4, but she may use her Martial Artist Skill to augment it as normal.
- **Equipment:**

Lasso of Truth
[STR: 15, BODY: 35, Control: 15, Animal Control: 15]
Limitations: Animal Control may only be used to ward off beasts; Control only allows Diana to force a lassoed target to tell the truth or to sleep.
The Lasso is 4 APs long.

BRACELETS
[BODY: 30]

SANDALS OF HERMES
[STR: 8, BODY: 8, Teleportation: 23]
Limitation: The Sandals can only transport their wearer to Paradise Island and back.

Tiara
[BODY: 12, EV: 7, Gliding: 1]
Misc. Drawbacks: Diana automatically enters Killing Combat if she throws her razor sharp tiara at a living target.

- **Alter Ego:** Princess Diana of Themyscira
- **Motivation:** Upholding the Good
- **Occupation:** Ambassador
- **Wealth:** 5
- **Background:**

Princess Diana of Themyscira was sent to "Man's World" by the gods of Olympus to teach mankind the Amazon ways of peace and love. Dubbed Wonder Woman by the American press, Diana continues to spread her message of worldwide harmony. At this time, she is only a part-time member of the JLE.



CHAPTER FIVE

NEW TITANS



The Teen Titans was originally formed by Robin, Aqualad, and Kid Flash. The group considered itself something of a junior Justice League, and most of its cases involved helping out teenagers with their problems. The roster of the group expanded, as the original trio was joined by such heroes as Wonder Girl, Mal, the Bumblebee, Beast Boy, the Harlequin, and others. As the team's members got older, they began to drift apart and went their separate ways. The Teen Titans were disbanded.

A short time after the Teen Titans broke up, some of its members were visited by the enigmatic empath called Raven. She convinced Robin, Kid Flash, Wonder Girl, and Beast Boy (now insisting on being called Changeling) that a threat was menacing Earth that only the formation of a new Titans could defeat. The quartet was joined by Princess Koriand'r of Tamaran, called Starfire, and Vic Stone, the half-man, half-robotic Cyborg. Together, the new Teen Titans repulsed an attack on Earth by Raven's father, the demonic Trigon the Terrible.

Electing to stay together after Trigon was defeated, the Titans have remained a formidable force for justice, despite many personal and public crises. Most notable among these was the group's infiltration by Tara Markov, codenamed Terra, who was secretly working for the Titan's archenemy, Deathstroke the Terminator. During this period, Dick Grayson abandoned his Robin identity and became known as Nightwing, while Jericho, the Terminator's son, joined the group. Another new member, Kole, was killed during the great Crisis, but her place was later filled by youthful Danny Chase. Eventually, the Titans dropped the "Teen" from their title, and became known simply as "the New Titans."

CHANGELING

DEX:	6	STR:	3	BODY:	8
INT:	5	WILL:	5	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:			60

- **Powers:**
  Shape Change: 8
- **Skills:**
  Charisma: 6
- **Limitations:**
  Miscellaneous: Changeling can only Shape Change into all-green animals.
- **Advantages:**
  Connections: Dayton Industries (High), Robotman (High), Television Industry (Low), New Titans (High); Rich Family (Steve Dayton)
- **Drawbacks:**
  Public Identity
- **Alter Ego:** Garfield Logan
- **Motivation:** Thrill of Adventure
- **Occupation:** Former TV Actor
- **Wealth:** 18
- **Background:**
  Garfield Logan was treated with a special process by his scientist father when he contracted a deadly disease that only animals could survive. The process cured the disease, but with two side effects. Garfield's skin and hair were permanently turned green, and he could transform himself into any kind of animal. When his parents died, Garfield came to America and joined the Doom Patrol, and later the Teen Titans, using the codename Beast Boy. His public relations people later devised the name Changeling, which he prefers.

CYBORG

DEX:	6	STR:	8	BODY:	5
INT:	6	WILL:	6	MIND:	4
INFL:	7	AURA:	5	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:			60

- **Powers:**
  Cling: 7, Directional Hearing: 6, Extended Hearing: 6, Jumping: 7, Lightning: 7, Running: 5, Skin Armor: 6, Stretching: 1, Super Hearing: 6, Telepathy: 1, Telescopic Vision: 5, Ultra Vision: 12
- **Skills:**
  Vehicles: 7, Charisma (Intimidation): 7, Gadgetry: 7, Scientist: 6
- **Limitations:**
  Cyborg can only Stretch his hands; Telepathy only works on computers.
- **Advantages:**
  Area Knowledge (New York City); Connections: S.T.A.R. Labs (High), New Titans (High)
- **Drawbacks:**
  Minor Irrational Fear of his mechanical side causing him to lose his value as a human being; Public Identity
- **Equipment:**
  (All of Cyborg's Gadgets require a simple action to plug into his mechanical body.)

LASER ATTACHMENT
[BODY: 6, Heat Vision: 7, R#: 3]

GRAPPLING HOOK & WINCH
[STR: 9, BODY: 6]
The line attached to the winch is 5 APs long.

WHITE SOUND GENERATOR
[BODY: 6, Sonic Beam: 10, R#: 4]

10 AP Repair Kit

- **Alter Ego:** Victor Stone
- **Motivation:** Unwanted Power
- **Occupation:** Former Athlete
- **Wealth:** 6
- **Background:**
  Vic Stone was seriously injured during a dimensional experiment in his father's laboratory. To save Vic's life, his father grafted an experimental cybernetic system to Vic's body, which gave him phenomenal power. For a long time, Vic resented what he considered the loss of his humanity, but has since come to terms with himself and his abilities.

DANNY CHASE

DEX:	5	STR:	2	BODY:	4
INT:	6	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:			35

- **Powers:**
  Recall: 8, Telekinesis: 12
- **Skills:**
  Charisma: 6, Thief: 3
- **Advantages:**
  Connections: New Titans (High), U.S. Intelligence (Low); Scholar (computers)
- **Drawbacks:**
  Age (15); Minor Physical Restriction: near-sighted
- **Alter Ego:** Daniel Chase
- **Motivation:** Thrill of Adventure
- **Occupation:** Student
- **Wealth:** 5
- **Background:**
  Danny Chase is the son of John and Marie Chase, operatives working for the Central Bureau of Intelligence (C.B.I.). Danny lured the Titans into helping him rescue his parents when they had been captured by Godiva, a freelance mercenary. During the course of rescuing Danny's parents, Danny displayed telekinetic powers, and later joined the Titans for a short stint as a full time member.

DOVE

DEX:	8	STR:	4	BODY:	5
INT:	5	WILL:	6	MIND:	6
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:			45

- **Powers:**
  Danger Sense: 5
- **Skills:**
  Acrobatics: 9, Charisma: 6, Martial Artist: 5, Thief: 7
- **Advantages:**
  Connection: Hawk (High); Insta-Change; Lightning Reflexes

- **Drawbacks:**
  Secret Identity; Loss Vulnerability: all Powers and Skills are reduced to 0 APs when no injustice is present.
- **Alter Ego:** Dawn Grainger
- **Motivation:** Responsibility of Power
- **Occupation:** College Student
- **Wealth:** 3
- **Background:**
  Dawn Grainger was approached by the Lords of Order during the Crisis and given remarkable powers similar to those possessed by the original Dove, Don Hall. Dawn transferred to the university that Don Hall's brother Hank attended, where she confronted Hank in his Hawk identity. After an initial period of resistance, Hawk finally accepted the new Dove as his partner.

HAWK

DEX:	7	STR:	6 (4)	BODY:	6 (4)
INT:	3	WILL:	6	MIND:	5
INFL:	6	AURA:	3	SPIRIT:	6
INITIATIVE:	20	HERO POINTS:			50

- **Skills:**
  Acrobatics: 4, Martial Artist: 7, Thief: 7, Vehicles: 6, Military Science: 7, Weaponry: 6
- **Advantages:**
  Connections: New Titans (Low), U.S. Intelligence (Low); Insta-Change; Iron Nerves; Lightning Reflexes
- **Drawbacks:**
  Serious Rage; Secret Identity; Loss Vulnerability: all Skills drop to 0 APs, and STR and BODY each drop to 4 APs when no injustice is present.
- **Alter Ego:** Henry Hall
- **Motivation:** Seeking Justice
- **Occupation:** College Student
- **Wealth:** 4
- **Background:**
  Hank and Don Hall were given the powers of Hawk and Dove when they were in high school. Where Hawk was aggressive, Dove tried to find peaceful solutions. The duo served briefly with the Teen Titans, but mostly operated on their own. After Don was killed in the Crisis, Hawk fought crime on his own, becoming increasingly violent until he was confronted by a new Dove. He refused to accept the new Dove at first, but eventually realized that Hawk needed Dove to prevent him from going over the edge into chaos.



JERICHO

DEX:	6	STR:	3	BODY:	5
INT:	6	WILL:	6	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:			60

- **Powers:**
  Mind Probe: 6, Personality Transfer: 12
- **Skills:**
  Artist: 5, Charisma: 7, Martial Artist: 6
- **Limitations:**
  Jericho must make eye contact to use his Personality Transfer: if the target is aware of this Limitation, use Jericho's DEX as the AV rather than his APs of the Power; Personality Transfer does not allow Jericho to control the vocal chords of his victim unless he transfers into him/her after s/he is already unconscious; Mind Probe only works on subjects that Jericho is currently controlling via Personality Transfer.
- **Advantages:**
  Connections: Mercenaries (High), New Titans (Low); Rich Family (Madeline Wilson)
- **Drawbacks:**
  Serious Irrational Attraction to art; Serious Physical Restriction: mute
- **Alter Ego:** Joseph Wilson
- **Motivation:** Upholding the Good
- **Occupation:** Artist
- **Wealth:** 5
- **Background:**
  Joey Wilson's power to take over people's bodies is the result of the same experiments that tranformed Slade Wilson into the Terminator. Joey's mother kept the boy's mutant powers a secret from his father. When Deathstroke captured most of the Titans and turned them over to the H.I.V.E., Joey accompanied Nightwing in a rescue attempt. As Jericho, he has become a vital member of the Titans.

NIGHTWING

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

- **Skills:** *linked*
  Acrobatics: 10, Charisma: 9, Detective: 8*, Gadgetry: 8*, Martial Artist: 8*, Military Science: 8*, Thief: 8*, Vehicles: 8*, Weaponry: 8*
- **Advantages:**
  Area Knowledge (New York City, Gotham City); Connections: Batman (High), New York Police Department (High), New Titans (High); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Rich Friend (Bruce Wayne); Sharp Eye
- **Drawbacks:**
  Secret Identity
- **Equipment:**

Combat Disk
[BODY: 7, Gliding: 3]

Gas Mask
[BODY: 2, Systemic Antidote: 8]
Misc. Drawbacks: The gas mask only works against gas attacks.

Stun Bomb (x5)
[BODY: 1, Bomb: 5]

WRIST ROCKETS
[STR: 5, BODY: 5, EV: 5]
Misc. Drawbacks: Nightwing automatically enters Killing Combat if he fires a wrist rocket at a living target.
Attached to the rockets are swing lines 4 APs long.

5 AP ACD Omni-Gadgets (x2)

- **Alter Ego:** Richard Grayson
- **Motivation:** Seeking Justice
- **Occupation:** Detective
- **Wealth:** 9
- **Background:**

Dick Grayson was the original Robin the Boy Wonder, partner of Batman. As he grew older and his role as leader of the Titans became more important to him, Grayson felt as though the shadow of the Caped Crusader was preventing him from becoming his own man. He turned the role of Robin over to Jason Todd and became Nightwing, joining the Titans full-time.

RAVEN

DEX:	4	STR:	2	BODY:	6
INT:	5	WILL:	16	MIND:	11
INFL:	8	AURA:	13	SPIRIT:	8
INITIATIVE:	17	HERO POINTS:			60

- **Powers:** *Soul Self*
  Broadcast Empathy: 7, Damage Transference: 20, Dimension Travel: 12, Empathy: 15, Fog: 8, Mental Blast: 12, Regeneration: 8, Teleportation: 20, ForceField: 15*, Phobia: 12*, Spirit Travel: 6*
- **Advantages:**
  Area Knowledge (Azarath); Scholar (Trigon)
- **Motivation:** Upholding the Good
- **Occupation:** Healer
- **Wealth:** 4
- **Background:**

Raven is the daughter of Trigon the Terrible, a powerful extradimensional being. She was raised on Azarath, where she learned to contain the evil within her. When Trigon began planning to invade the Earth dimension, Raven formed the New Titans to oppose him. When he attacked again, Raven was consumed by Trigon's evil, but managed to cleanse herself of his dark influence and undo the effects of his power.

RED STAR

DEX:	9	STR:	10	BODY:	9
INT:	5	WILL:	6	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:			55

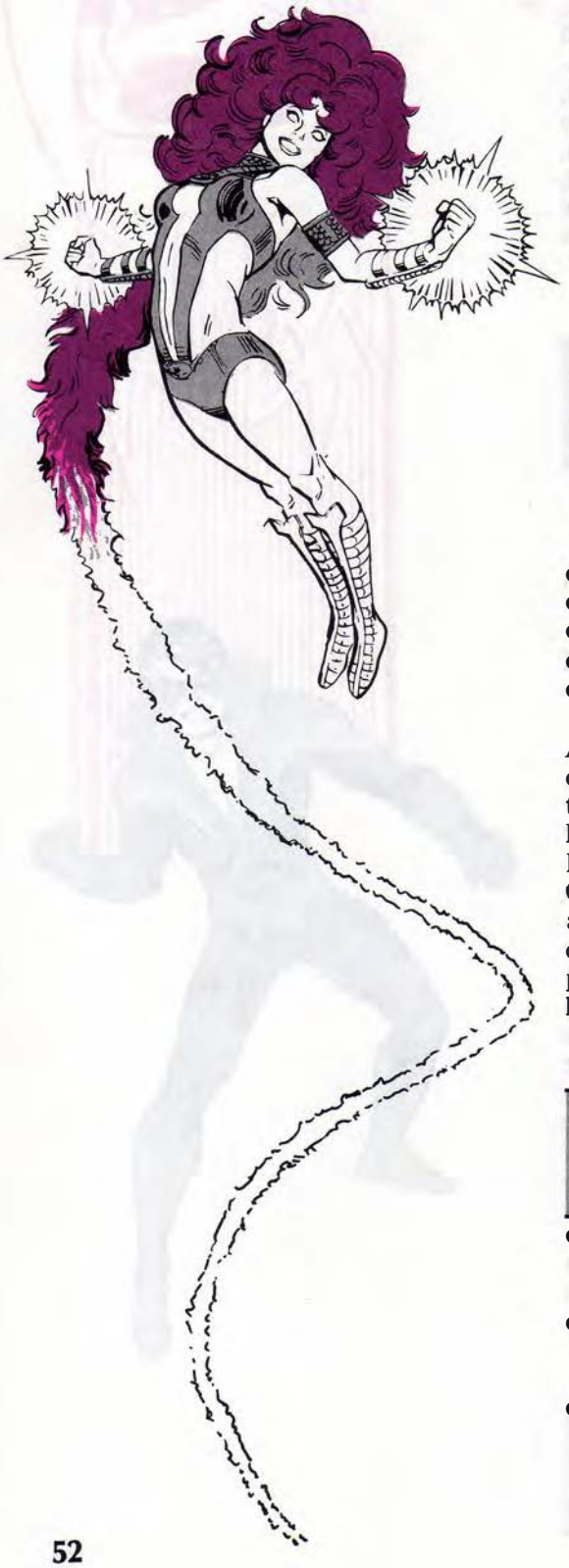
- **Powers:**
  Running: 6
- **Skills:**
  Acrobatics: 9, Military Science: 5, Thief: 9, Weaponry: 6
- **Advantages:**
  Connections: Soviet Government (Low), New Titans (High); Lightning Reflexes
- **Drawbacks:**
  Forced Exile
- **Alter Ego:** Leonid Kovar
- **Motivation:** Responsibility of Power
- **Occupation:** Former Soviet Hero
- **Wealth:** 3
- **Background:**

Leonid Kovar gained immense power when he was exposed to an alien spaceship which crashed in Siberia. For years, he served as the Soviet Union's premiere hero under the name Starfire (English translation). During this time, he met the original Teen Titans and worked together with them on a case before returning to the U.S.S.R. Recently, circumstances forced Kovar, now known as Red Star, to leave his home country and resettle permanently in the United States.

SPEEDY

DEX:	6	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:			50





- **Skills:** Acrobatics: 5, Artist (Musician): 3, Detective: 5, Gadgetry: 5, Martial Artist: 6, Weaponry: 9
- **Advantages:** Connections: U.S. Intelligence (High), New Titans (High); Lightning Reflexes
- **Drawbacks:** Public Identity
- **Equipment:**

Bow
[STR: 7, BODY: 4]
Ordinary Arrows (x5)
[BODY: 1, EV: 3]
Bola Arrows (x2)
[STR: 7, BODY: 7, R#: 2]
Explosive Arrow
[BODY: 1, Bomb: 8, R#: 2]
Stun Arrows (x5)
[STR: 8, BODY: 1, R#: 2]
Grappling Hook Arrows (x2)
[STR: 7, BODY: 5]
Each arrow is connected to a line that is 5 APs long.
Net Arrows (x2)
[STR: 7, BODY: 7, R#: 2]
Handcuff Arrow
[STR: 7, BODY: 7, R#: 2]
Parachute Arrow
[STR: 4, BODY: 1, Gliding: 2]
6 AP AC Omni-Arrows (x2)

- **Alter Ego:** Roy Harper
- **Motivation:** Seeking Justice
- **Occupation:** Narcotics Agent
- **Wealth:** 5
- **Background:**

Roy Harper is the protege of Green Arrow and was a member of the original Teen Titans. During his troubled teen years, Harper became a heroin addict, but managed to kick his habit with the help of Black Canary. He now battles primarily against drug pushers and suppliers, occasionally teaming up with his old partners in the Titans. Roy recently learned that he has a baby daughter.

STARFIRE

DEX:	7	STR:	6	BODY:	7
INT:	5	WILL:	6	MIND:	8
INFL:	7	AURA:	5	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:			65

- **Powers:** Energy Blast: 9, Flight: 12, Solar Sustenance: 15
- **Skills:** Charisma: 7, Martial Artist: 10, Weaponry: 10
- **Advantages:** Area Knowledge (Tamaran); Attractive; Connections: Fashion Industry (Low), New Titans (High); Lightning Reflexes
- **Drawbacks:** Minor Rage
- **Alter Ego:** Princess Koriand'r/ Kory Anders
- **Motivation:** Upholding the Good
- **Occupation:** Fashion Model
- **Wealth:** 6
- **Background:**

Princess Koriand'r of Tamaran was given to Gordanian slavers in order to spare her planet from the tyrants of the Citadel. She escaped and found her way to Earth where Raven was organizing the new Teen Titans. The fledgling group managed to save Koriand'r from her Gordanian pursuers, and she has remained a steadfast member of the Titans ever since. She returned to Tamaran, only to find that her evil sister Blackfire had become the ruler of her people, so Starfire returned to Earth with the Titans.

TROIA

DEX:	9	STR:	12	BODY:	7
INT:	6	WILL:	5	MIND:	5
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	24	HERO POINTS:			65

- **Powers:** Flight: 9, Force Field: 12, Jumping: 6
- **Skills:** Artist (Photographer): 3, Martial Artist: 8, Charisma: 6, Vehicles: 6, Weaponry: 8
- **Bonuses:** Force Field does not have to be centered on Troia and may be projected up to 5 APs of distance.
- **Advantages:** Attractive; Connection: New Titans (High); Lightning Reflexes; Scholar (history, mythology)
- **Drawbacks:** Married
- **Alter Ego:** Donna Troy
- **Motivation:** Upholding the Good
- **Occupation:** Photographer
- **Wealth:** 5
- **Background:**

Rescued from a burning building by one of the Titans of myth, Donna Troy was transported across the universe to New Chronos, where she was given the powers of the Titans and trained in their use. When she reached adolescence, she was returned to Earth with no memory of her experiences on New Chronos. Donna named herself Wonder Girl, and was a longtime member of the original Teen Titans. Wonder Girl recently learned her true origins, and renamed herself Troia in honor of her ties to the mythological Titans.

CHAPTER SIX

SUICIDE SQUAD

The Suicide Squad is a branch of the U.S. government whose function is to perform missions that are deemed too dangerous for normal operatives. Its origins date back to World War II, when the Squad was composed of misfit and mildly psychopathic soldiers. Under the command of Rick Flag, Sr., the Squad completed many deadly operations during World War II and afterwards.

Known as Task Force X during the 1950's and 1960's, the Suicide Squad became an espionage rather than a military unit. Rick Flag, Jr. was its commander, and it accomplished a great deal until a disastrous incident in the Himalayas cost two members of the Squad their lives.

The Squad was revived during Darkseid's assault on Earth's legends by Amanda Waller, who had a new concept for the team. Incarcerated villains would be offered clemency in exchange for their services on top secret missions. The hastily-assembled group was dispatched to destroy the monstrous behemoth Brimstone and succeeded in destroying it, despite the death of Blockbuster.

Operating out of Belle Reve Federal Penitentiary in Terrebonne Parish, Louisiana, the Squad had some success and some failure, until they were exposed by crooked politician Derek Tolliver. Amanda Waller managed to salvage the Squad by unleashing them against the Dominator's alien alliance, but the secrecy of the Squad was ruined. During the shake up of all of America's secret agencies during the so-called Janus Directive, the Squad was made an independent agency and Task Force X was dissolved. Waller remains as commander of the Suicide Squad.

The individuals in this chapter, some heroes and some villains, are or have been the Squad's core operatives.



BRONZE TIGER

DEX:	10	STR:	4	BODY:	6
INT:	7	WILL:	8	MIND:	7
INFL:	7	AURA:	5	SPIRIT:	7
INITIATIVE:	28	HERO POINTS:			60

- **Skills:** *linked*
  Acrobatics: 10*, Charisma: 7*, Martial Artist: 10*, Military Science (Tracking, Camoflage): 7*, Thief: 10*
- **Advantages:**
  Connections: Lady Shiva (Low), Richard Dragon (High), Suicide Squad (High); Intensive Training; Iron Nerves; Lightning Reflexes
- **Drawbacks:**
  Minor Psychological Instability: partial amnesia
- **Alter Ego:** Benjamin Turner
- **Motivation:** Responsibility of Power
- **Occupation:** Kung-Fu Fighter/Field Commander of the Suicide Squad
- **Wealth:** 5
- **Background:**
  Ben Turner is the former partner of Richard Dragon, Kung-Fu Fighter. Turner was kidnapped and brainwashed by the League of Assassins, becoming the dreaded assassin known as the Bronze Tiger. Dragon managed to break the League's hold on his friend, but when Dragon mysteriously disappeared, Ben turned to the U.S. government for assistance in making sure that his brainwashing was truly cured. He has become the Field Commander of the Squad since Colonel Rick Flag, Jr. went A.W.O.L.



CAPTAIN BOOMERANG

DEX:	8	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	6	AURA:	3	SPIRIT:	3
INITIATIVE:	18		HERO POINTS:		50

- **Skills:**
  Gadgetry: 4, Weaponry (Exotic): 11
- **Advantages:**
  Connections: Flash's Rogues' Gallery (Low), Suicide Squad (High), Underworld (Low); Scholar (boomerang construction)
- **Drawbacks:**
  Unluck
- **Equipment:**

Boomerangs (x5)
[BODY: 5, EV: 3, Gliding: 3]

Razorang
[BODY: 5, EV: 6, Gliding: 3]
Misc. Drawbacks: Attacking with the razorang automatically places Captain Boomerang in Killing Combat.

Smokarangs (x3)
[BODY: 5, EV: 3, Gliding: 3, Fog: 12, R#: 2]

Bafflerangs (x2)
[BODY: 5, EV: 3, Gliding: 3, Flash: 7, R#: 2]

Sonic Boomerangs (x2)
[BODY: 5, EV: 3, Gliding: 3, Sonic Beam: 7, R#: 2]

7 AP AC Omni-Boomerangs (x2)

- **Alter Ego:** George "Digger" Harkness
- **Motivation:** Mercenary
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**

George "Digger" Harkness, Captain Boomerang, is easily the most offensive and abrasive member of the Suicide Squad. Originally from Sydney, Australia, he battled the original Flash many times before his recruitment by Amanda Waller. Despite his obnoxiousness, his prowess with his boomerangs has kept Harkness on the team.

COUNT VERTIGO

DEX:	6	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	18		HERO POINTS:		45

- **Powers:**
  Illusion: 10
- **Skills:**
  Martial Artist: 5, Thief: 6
- **Limitations:**
  Illusion Power can only be used to disorient opponents: make an Action Check against an OV/RV equal to the target's INT/MIND and subtract the RAPs from the target's DEX *and* INT for a number of phases equal to the RAPs earned.
- **Advantages:**
  Connections: Suicide Squad (High), Vlatava (High)
- **Alter Ego:** Werner Vertigo
- **Motivation:** Psychopath
- **Occupation:** Criminal
- **Wealth:** 10
- **Background:**

The last of the royal bloodline of a small European country, Count Vertigo came to the United States in an attempt to steal his family's crown jewels, which his parents had sold during World War II. He constructed a device that allows him to disrupt the inner ear of opponents, causing them to lose their balance. He was defeated several times by Green Arrow and Black Canary before joining the Suicide Squad.

DEADSHOT

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



- **Skills:**
  Gadgetry: 4, Martial Artist: 6, Thief: 7, Weaponry (Firearms): 12
- **Advantages:**
  Connections: Suicide Squad (High), Underworld (High); Iron Nerves; Lightning Reflexes; Scholar (firearm construction)
- **Drawbacks:**
  Minor Irrational Attraction to entering Killing Combat; Minor Irrational Attraction to dying; Serious Irrational Attraction to using Trick Shots in combat
- **Equipment:**

SILENT WRIST MAGNUMS (2x)
[Body: 5, EV: 5, Thief (Stealth): 7, R#: 2, Ammo: 8]
Limitation: The guns' Stealth Subskill is the OV/RV of a Perception Check necessary to hear the guns when they are fired.

EYE SCOPE
[Body: 3, Telescopic Vision: 9, Thermal Vision: 7]

- **Alter Ego:** Floyd Lawton
- **Motivation:** Psychopath
- **Occupation:** Hit Man
- **Wealth:** 4
- **Background:**

Floyd Lawton came from a rich family whose deceit and intrigue finally resulted in the death of Floyd's beloved brother Ed. Driven by somewhat suicidal tendencies, Lawton became Deadshot and challenged Gotham City's costumed crimefighter, the Batman. Batman exposed Deadshot and sent him to prison several times. On one such occasion, Lawton was approached by Rick Flag, Jr. and offered membership in the Squad. Motivated by his death wish, Lawton accepted and became one of the group's core members.

DOCTOR LIGHT

Dex:	5	Str:	2	Body:	5
Int:	8	Will:	3	Mind:	4
Infl:	5	Aura:	4	Spirit:	4
Initiative:	18	Hero Points:			75

- **Skills:**
  Charisma: 5, Gadgetry: 7, Weaponry: 5, Scientist: 6
- **Advantages:**
  Connections: Suicide Squad (High), Underworld (Low); Genius; Scholar (optics, quantum physics)
- **Equipment:**

COSTUME
[*Body: 6*, Energy Blast: 7, Flash: 9, Force Field: 8, Force Manipulation: 8, Flight: 8, R#: 5]

10 AP ABC Omni-Gadgets (x2)

- **Alter Ego:** Arthur Light
- **Motivation:** Power Lust
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**

One of the biggest losers in the villain community, Doctor Light has been beaten in the past by the Atom, Hawkman, the Justice League of America, and the Teen Titans. Doctor Light once recruited an organization of bad guys called the Fearsome Five to assist him in his nefarious plans, but they eventually deserted Light in hopes of meeting with better success on their own. After an embarrassing defeat at the hands of Little Boy Blue and the Blue Boys, Doctor Light was transferred to Belle Reve, where he was inducted into the Suicide Squad.

DUCHESS

Dex:	9	Str:	9	Body:	8
Int:	6	Will:	7	Mind:	6
Infl:	6	Aura:	4	Spirit:	7
Initiative:	25	Hero Points:			60

- **Skills:**
  Gadgetry: 8, Martial Artist: 9, Military Science: 8, Thief: 8, Vehicles: 7, Weaponry: 10
- **Advantages:**
  Area Knowledge (Apokolips); Connections: Female Furies (High), Suicide Squad (High); Lightning Reflexes
- **Drawbacks:**
  Dark Secret (Apokolips origins)
- **Equipment:**

Mega-Gun
[Body: 7, EV: 8, Bomb: 9, R#: 2]

- **Alter Ego:** Lashina
- **Motivation:** Thrill Seeker
- **Occupation:** Female Fury
- **Wealth:** 4
- **Background:**

Only Amanda Waller seems to know that Duchess is in fact Lashina, leader of Darkseid's Female Furies. Feigning amnesia, Duchess seems to have some reason for infiltrating the Squad, but what her purpose is remains unknown. Waller seems to be playing a waiting game with the Apokolipsian warrior, making use of Duchess' talents until such time as she decides to reveal her true intentions.

NEMESIS

Dex:	7	Str:	4	Body:	5
Int:	9	Will:	6	Mind:	6
Infl:	6	Aura:	4	Spirit:	7
Initiative:	26	Hero Points:			65

- **Skills:** *linked*
  Artist (Actor): 6*, Acrobatics: 7*, Charisma: 6*, Martial Artist: 7*, Military Science: 9*, Thief: 7*, Vehicles: 7*, Weaponry: 7*
- **Advantages:**
  Connections: Suicide Squad (High), U.S. Intelligence (Low); Connoisseur; Intensive Training; Lightning Reflexes; Scholar (disguise)
- **Equipment:**

Tranquilizer Gun
[Body: 4, EV: 4, Poison Touch: 6, R#: 2]

Concussion Gun
[Body: 3, EV: 7, Super Breath: 5, R#: 3]

Quick Change Masks
[Body: 1, Chameleon: 10]

- **Alter Ego:** Thomas Tresser
- **Motivation:** Seeking Justice
- **Occupation:** Secret Agent
- **Wealth:** 6
- **Background:**

Thomas Tresser began his quest for justice when his brother Craig was branded a traitor and killed by government agents. After being gravely injured in a helicopter crash, Nemesis was nursed back to health by a government agency, whom he repaid by joining the Suicide Squad. Nemesis recently resigned from the Squad due to his frustration with Amanda Waller's handling of the Squad.



NIGHTSHADE

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	4
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE:	22	HERO POINTS:			50

- **Powers:**
  Darkness: 7, Dimension Travel: 7, Two-Dimensional: 6, Warp: 11
- **Skills:** *linked*
  Acrobatics: 7*, Charisma: 7*, MartialArtist: 7*, Thief(Stealth): 7*
- **Limitations:**
  Dimension Travel Power can only be used to go to and from the Nightshade dimension (Travel Value: 7); Warp cannot be used to attack
- **Advantages:**
  Connections: Captain Atom (Low), Suicide Squad (High), U.S. Intelligence (High); Rich Family (Warren Eden)
- **Drawbacks:**
  Guilt (failure to rescue her brother); Serious Irrational Fear of using her Warp Power; Secret Identity; Uncertainty
- **Alter Ego:** Eve Eden
- **Motivation:** Unwanted Power
- **Occupation:** Debutante
- **Wealth:** 6
- **Background:**

Eve Eden is the half-breed daughter of a princess from the mysterious Nightshade dimension. After a brief trip to the Nightshade dimension which resulted in the death of her mother and the capture of her brother, Eve trained herself in the use of her powers and named herself after her home dimension. Eve joined the Squad when they promised to help her rescue her brother, a mission that ended disastrously.

SHADE THE CHANGING MAN

DEX:	6	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:			50

- **Skills:**
  Detective: 4, Gadgetry: 6, Martial Artist: 6, Military Science: 6, Vehicles: 3, Weaponry: 6
- **Advantages:**
  Area Knowledge (Meta-Zone, Zero-Zone); Connections: Suicide Squad (High)
- **Drawbacks:**
  Forced Exile
- **Equipment:**

MIRACO VEST

[*BODY*: 7, Aura of Fear: 6, Dimension Travel: 12, Flight: 6, Force Field: 8, R#: 3]
Bonus: The M-Vest distorts Shade's features, projecting an image drawn from the subconscious of the viewer.
Limitation: Force Field only protects the wearer of the M-Vest, but Physical Attacks can be made out of the field by the wearer.
Misc. Drawback: The M-Vest's Dimension Travel Power is currently malfunctioning, stranding Shade in the Earth-Zone.

- **Alter Ego:** Rac Shade
- **Motivation:** Seeking Justice
- **Occupation:** Security Agent
- **Wealth:** 4
- **Background:**

Rac Shade was a security agent for the governing body of the Meta-Zone, an otherdimensional world. He was accused of a crime he did not commit, and was forced to flee to Earth. The Squad found him floating in the mysterious Zero-Zone while they were escaping from the Nightshade dimension. Shade now works with the Squad while its scientists attempt to discover a way to repair his Miraco-Vest, which is no longer capable of transporting Shade between the Zones.

VIXEN

DEX:	8	STR:	4	BODY:	5
INT:	5	WILL:	6	MIND:	5
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:			60

- **Skills:**
  Acrobatics: 8, Martial Artist: 6, Thief (Stealth): 8
- **Advantages:**
  Attractive; Connections: Martian Manhunter (High), Suicide Squad (High); Lightning Reflexes
- **Drawbacks:**
  Minor Irrational Fear of the Tantu Totem brings out her "animal side;" Secret Identity
- **Equipment:**

Tantu Totem

[BODY: 6, SPIRIT: 6, Danger Sense: 6, Animal Mimicry: 12]
Misc. Drawbacks: The Totem can only be used by a member of the Jiwe family; use of the Totem causes the user to develop the Serious Rage Drawback.

- **Alter Ego:** Mari Jiwe Macabe
- **Motivation:** Seeking Justice
- **Occupation:** Fashion Model
- **Wealth:** 8
- **Background:**

Vixen was a member of the Justice League of America when that group was disbanded by the Martian Manhunter. Returning to her career as a model, she was the only member of a photography shoot to survive a vicious attack by drug smugglers. She assisted the Squad when they undertook an operation against the drug kingpin who had murdered her friends, then opted to stay with the Squad to get help for the psychological problems caused by her use of the Tantu Totem.

CHAPTER SEVEN

INFINITY, INC.

Infinity Inc. is a group comprised mostly of the children and heirs of the Justice Society of America. In 1984, a quartet of young heroes crashed a J.S.A. meeting, offering themselves for membership. The Silver Scarab, Fury, Northwind, and Nuklon were rapidly followed by Jade and Obsidian, but all six were rejected by the J.S.A. due to their youth and inexperience. Just as the dejected youngsters were leaving J.S.A. headquarters, they were kidnapped by the Ultra-Humanite, brainwashed, and transported through time to 1941, where they came into conflict with the All-Star Squadron. The effects of the brainwashing soon wore off, and with the aid of Brainwave Jr., the young heroes managed to thwart the plans of the Ultra-Humanite and return to their own time.

Back in their own time, the future Infinitors were approached by the Star-Spangled Kid, who confessed that he had been considering leaving the J.S.A. and forming his own group. Having formed bonds of comradeship during their adventures in the past era, the seven heroes agreed to join the Star-Spangled Kid's team, and Infinity Inc. was born. They moved to Los Angeles, where they took up residence as the city's official heroes.

Over the next few years, Infinity Inc. met with a mixture of successes and failures. Several new members joined the organization, including Dr. Midnight, the new Hourman, the second Wildcat, and the former villain Mr. Bones. After several years together, however, Infinity Inc. suffered from a series of tragedies which altered them permanently. First, the Justice Society was snatched away by arcane forces, leaving the Infinitors totally cut off from their forebears. The group was then rocked when the Silver Scarab mutated into a savage inhuman entity and attacked its former teammates. The Infinitors later learned that the soul of Hector Hall had been cast into the Dream Stream, where he became known as the Sandman. His fate since the return of Morpheus, ruler of the Dream Dimension, is unknown. Finally, Infinity Inc. was stunned by the loss of the Star-Spangled Kid, now known as Skyman, who was killed battling Injustice Unlimited. Bereft of their leader and headquarters, the ultimate destiny of Infinity Inc. remains to be told.





BRAINWAVE

DEX:	6	STR:	4	BODY:	5
INT:	7	WILL:	8	MIND:	8
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	20	HERO POINTS:			50

- **Powers:**
  Hynotism: 5, Illusion: 7, Mental Blast: 8, Mental Shield: 5, Mind Probe: 7, Telekinesis: 7, Telepathy: 12
- **Skills:**
  Martial Artist: 5
- **Advantages:**
  Connection: Infinity Inc. (High)
- **Drawbacks:**
  Public Identity; Traumatic Flashbacks (set off by extreme stress)
- **Alter Ego:** Henry Hall
- **Motivation:** Responsibility of Power
- **Occupation:** Adventurer
- **Wealth:** 4
- **Background:**

Hank Hall is the son of the original Brain Wave, a villain who fought the Justice Society many times. Inheriting his father's mental powers, but not his penchant for evil, Hank chose to use his abilities to fight for justice instead of against it. For a time, he called himself Brainwave Jr., but later dropped the "Junior" in order to be taken more seriously as a hero.

DOCTOR MIDNIGHT

DEX:	6	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:			50

- **Powers:**
  Ultra Vision: 9
- **Skills:**
  Acrobatics: 4, Medicine: 7
- **Advantages:**
  Connections: Infinity Inc. (High), Sunset Medical Center (High)
- **Drawbacks:**
  Catastrophic Physical Restriction: Doctor Midnight is blind in normal daylight.
- **Equipment:**

GOGGLES
[BODY: 1]
Doctor Midnight wears these special goggles to allow her to overcome her handicap and see in daylight.

Blackout Bombs (x5)
[BODY: 1, Darkness: 5, Fog: 10]
The Blackout Bombs fill a volume of 10 APs with 5 APs of Darkness.

- **Alter Ego:** Dr. Beth Chapel
- **Motivation:** Unwanted Power
- **Occupation:** Physician
- **Wealth:** 7
- **Background:**

Beth Chapel is the protoge of Charles McNider, the original Dr. Mid-Nite. A brilliant surgeon, she was blinded in an accident similar to the one which blinded McNider in the 1930's. Like her predecessor, she can see in the dark but not in the light. Dr. Midnight acts as Infinity Inc.'s official physician in addition to participating in the group's exploits.

FURY

DEX:	7	STR:	10	BODY:	9
INT:	5	WILL:	5	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:			50

- **Powers:**
  Jumping: 3, Running: 6
- **Skills:**
  Animal Handling: 3, Martial Artist: 8
- **Advantages:**
  Connection: Infinity Inc. (High); Lightning Reflexes
- **Drawbacks:**
  Married; Public Identity
- **Alter Ego:** Lyta Trevor
- **Motivation:** Thrill of Adventure
- **Occupation:** Adventurer
- **Wealth:** 4
- **Background:**

Fury is the daughter of the 1940's heroine of the same name. She was raised by adoptive parents, unaware of her true origins until she reached her early twenties. She was romantically involved with Hector Hall (the Silver Scarab), and joined him in the Dream Stream when she learned he had become the Sandman. The couple was expecting a child when they were last seen.

HOURMAN

DEX:	6	STR:	3	BODY:	4
INT:	5	WILL:	4	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:			35

- **Skills:**
  Artist (Painter): 3
- **Advantages:**
  Connections: Infinity Inc. (High), Tyler Chemical Co. (High); Scholar (art, chemistry)

- **Drawbacks:**
  Secret Identity
- **Equipment:**
  MIRACLO TABS
  [*Str: 9, Body: 9*, Running: 7, R#: 3]
  Limitations: Each tab's effect lasts for one hour. After the effects of one tab wear off, Hourman must wait one hour before activating another.
- **Alter Ego:** Richard Tyler
- **Motivation:** Responsibility of Power
- **Occupation:** Artist
- **Wealth:** 4
- **Background:**

Rick Tyler is the son of the original hero to bear the name Hourman. Against his father's wishes, Rick became an artist despite his talent for chemistry. During the Crisis, Rick first took doses of his father's invention, Miraclo, and became the new Hourman. Since the disappearance of the Justice Society, the new Hourman has begun wearing a costume based on his father's.

JADE

Dex:	6	Str:	3	Body:	10
Int:	4	Will:	16	Mind:	10
Infl:	6	Aura:	5	Spirit:	6
Initiative:	16	Hero Points:			55

- **Powers:**
  Dispersal: 9, Flight: 14, Force Manipulation: 16, Sealed Systems: 14, Skin Armor: 3, Telepathy: 20
- **Skills:**
  Artist (Actor): 3
- **Advantages:**
  Connection: Infinity Inc. (High); Insta-Change
- **Alter Ego:** Jennie-Lynn Hayden
- **Motivation:** Thrill of Adventure
- **Occupation:** Actress
- **Wealth:** 4
- **Background:**

Jade is the daughter of Alan Scott, the Golden Age Green Lantern, and the sister of Infinity Inc. member Obsidian. Her powers are directed through a strange birthmark on her left palm which she refers to as her "power pulse." Jade is the subject of a strange obsession on the part of the man-monster Solomon Grundy, who obeys her implicitly.

MISTER BONES

Dex:	5	Str:	8	Body:	7
Int:	5	Will:	5	Mind:	6
Infl:	6	Aura:	3	Spirit:	5
Initiative:	16	Hero Points:			45

- **Powers:**
  Poison Touch: 8
- **Skills:**
  Charisma: 6, Thief: 4
- **Limitations:**
  Poison Touch is Always On. Mister Bones must wear special clothing to avoid harming everyone he touches.
- **Advantages:**
  Connections: Helix (High), Infinity Inc. (High)
- **Drawbacks:**
  Catastrophic Irrational Attraction to speaking in rhyme; Strange Appearance; Minor Physical Restriction: Mister Bones has a mechanical leg which restricts his movement rate to 3 APs per phase.
- **Motivation:** Unwanted Power
- **Occupation:** Adventurer
- **Wealth:** 3
- **Background:**

Mister Bones was one of a group known as the Helix, all of whom were genomorphs, genetically altered children created by the mysterious Dr. Love. Helix misguidedly attacked Infinity Inc., but were defeated by the heroes. In the wake of the battle, a court of law remanded Mr. Bones into the custody of the Infinitors, where he assisted them in several cases. On one occasion, Mr. Bones' left leg was severed by the villain Carcharo, which has since been replaced by a cybernetic limb.

NUKLON

Dex:	7	Str:	8	Body:	9
Int:	6	Will:	5	Mind:	5
Infl:	4	Aura:	4	Spirit:	5
Initiative:	19	Hero Points:			65

- **Powers:**
  Density Increase: 2, Dispersal: 10, Growth: 2
- **Skills:**
  Gadgetry: 6, Vehicles: 7
- **Advantages:**
  Connections: Infinity Inc. (High), N.A.S.A. (High); Lightning Reflexes
- **Drawbacks:**
  Public Identity
- **Alter Ego:** Albert Rothstein
- **Motivation:** Upholding the Good
- **Occupation:** Mechanic
- **Wealth:** 4
- **Background:**

Nuklon is the son of the reluctant wartime era villain Cyclotron, and was raised by Al Pratt, the original Atom. Due to his father's repeated exposures to radiation, Nuklon grew to a height of over seven feet and possessed superior strength. Nuklon has been romantically linked to Jade in the past, but their relationship seems to have grown more platonic.

OBSIDIAN

Dex:	6	Str:	6	Body:	7
Int:	4	Will:	5	Mind:	5
Infl:	5	Aura:	4	Spirit:	6
Initiative:	17	Hero Points:			65

- **Powers:**
  Dispersal: 12, Phobia: 7, Energy Absorption: 8, Flight: 4, Growth: 3, Two-Dimensional: 6, Telepathy: 15
- **Skills:**
  Thief (Stealth): 8
- **Limitations:**
  Telepathy can only be used to communicate with Jade.
- **Advantages:**
  Connection: Infinity Inc. (High); Lightning Reflexes
- **Drawbacks:**
  Loss Vulnerability: Obsidian loses 1 AP of all of his Powers and Skills in bright light; Public Identity
- **Alter Ego:** Todd Rice
- **Motivation:** Thrill of Adventure
- **Occupation:** Broadcasting Executive
- **Wealth:** 5
- **Background:**

Obsidian is Jade's twin brother. The origin of his shadow powers and ability to travel between shadowed areas is unknown. Obsidian was one of the first heroes recruited by Harbinger to join the Monitor's battle against the Anti-Monitor during the Crisis.

WILDCAT

Dex:	8	Str:	4	Body:	5
Int:	5	Will:	5	Mind:	5
Infl:	6	Aura:	5	Spirit:	5
Initiative:	23	Hero Points:			45

- **Powers:**
  Claws: 7, Cling: 4
- **Skills:**
  Acrobatics: 9, Artist (Writer): 2, Martial Artist: 6, Military Science (Tracking): 4, Thief: 8
- **Advantages:**
  Connections: Infinity Inc. (High), Music Industry (Low); Lightning Reflexes; Scholar (rock & roll)
- **Alter Ego:** Yolanda Montez
- **Motivation:** Responsibility of Power
- **Occupation:** Journalist
- **Wealth:** 5
- **Background:**

Yolanda Montez was a longtime admirer of Ted Grant, the Golden Age Wildcat. When Grant was paralyzed saving a child during the Crisis, Yolanda decided to carry on his name as the new Wildcat. Wildcat's most closely guarded secret is her relationship to the villainous Carcharo, a sharklike being who has plagued Infinity Inc. on several occasions.

CHAPTER EIGHT

HERO HOTLINE



Superman is battling villains in Metropolis. The Batman is tracking down a costumed crook in Gotham. The Justice League is in outer space. The Teen Titans are in another dimension. The Suicide Squad isn't answering their phone. Infinity Inc. doesn't have a phone. So where can you turn to get your cat out of a tree? Don't panic! Just call 1-800-555-HERO and let Hero Hotline take care of your problems!

Hero Hotline is an organization of little-known heroes organized by a person known only as the Coordinator, whose purpose is to provide superpowered assistance to the public at large. Most of the calls that come into the Hero Hotline offices are directed to the police, fire, or social services departments by H.H.'s large staff, but there are frequently calls which the Coordinator feels deserve the personal attention of one of the on-call heroes.

In addition to the day crew who work from nine to five, Hero Hotline has a night shift that comes in to handle any crises that come up during the evening hours. Members of the night shift include Zeep the Living Sponge, Chlorino, Marie the Talking Turtle, and Thunderhead. The individuals that follow are the members of the day crew, who are listed simply because we don't know much about the night crew except for their names.

SOOZ-Q

DEX:	5	STR:	1	BODY:	5
INT:	7	WILL:	4	MIND:	3
INFL:	5	AURA:	5	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:			30

- **Powers:**
  Remote Sensing: 12, Recall: 16, Super Hearing: 16, Flight: 4
- **Skills:**
  Detective (Police Procedures): 7, Charisma: 7
- **Limitations:**
  Remote Sensing can only be used to monitor the activities of Hero Hotline employees.
- **Advantages:**
  Connection: Hero Hotline (High)
- **Drawbacks:**
  Serious Physical Restriction: Sooz has no manipulative appendages.
- **Equipment:**
  SLEEP GAS
  [BODY: 0, AV: 6, EV: 6, Fog: 6]
  DEFENSIVE BLASTER
  [BODY: 3, AV: 4, EV: 5, R#: 3]
  5 AP ACD Omni-Gadget
- **Alter Ego:** Soozie-Q/Sooz
- **Motivation:** Responsibility of Power
- **Occupation:** Floor Manager of Hero Hotline
- **Background:**
  Soozie-Q was either built or acquired by the Coordinator when he set up Hero Hotline. Sooz is a multipurpose robot with a variety of television monitors which allow her to keep track of members of H.H. in the field. She acts as the floor manager of Hero Hotline, and it is her responsibility to make sure that the organization's employees act in a professional and heroic manner.

DIAMONDETTE

DEX:	5	STR:	3	BODY:	4
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	14	HERO POINTS:			35

- **Powers:**
  Claws: 8
- **Skills:**
  Medicine: 3

- **Advantages:**
  Connection: Hero Hotline (High)
- **Alter Ego:** Diana Theotocopoulos
- **Motivation:** Upholding the Good
- **Occupation:** Medical Student
- **Wealth:** 4
- **Background:**

Diana Theotocopoulos took a job with Hero Hotline in order to pay her way through medical school. Her biggest goal in life is to be the first surgeon to operate without using a scalpel. She is frequently pestered by Hotshot, who has a crush on her.

HOTSHOT

DEX:	5	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:			35

- **Powers:**
  Flame Project: 8
- **Advantages:**
  Connection: Hero Hotline (High)
- **Drawbacks:**
  Uncertainty
- **Alter Ego:** William "Billy" Lefferts
- **Motivation:** Unwanted Power
- **Occupation:** Hero
- **Wealth:** 4
- **Background:**

Hotshot was pressured into getting a job at Hero Hotline by his mother, who expects him to save the world several times a day. He has a tendency to be somewhat careless with his power to shoot fireballs from his fingertips, a quality which does not endear him to his fellow employees. Hotshot has a crush on Diamondette.

MICROWAVABELLE

DEX:	4	STR:	3	BODY:	3
INT:	7	WILL:	5	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:			35

- **Skills:**
  Gadgetry: 6
- **Advantages:**
  Connection: Hero Hotline (High); Genius
- **Equipment:**
  MICROWAVE SUIT
  [BODY: 3, Heat Vision: 7, Flight: 7, R#: 3]
  Limitations: If Heat Vision is used on metal or metallic objects, it is subject to Power Burnout.
- **Alter Ego:** Belle Jackson
- **Motivation:** Responsibility of Power
- **Occupation:** Mom
- **Wealth:** 4
- **Background:**

Most of the members of the Hero Hotline team refer to Belle as Microwave Mom. She became a hero after her husband was shot in a liquor store robbery and she needed to support her family. She has three children in elementary school: daughters Naomi and Ruthie, and son Dwight.

MISTER MUSCLE

DEX:	5	STR:	7	BODY:	6
INT:	2	WILL:	3	MIND:	3
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	13	HERO POINTS:			40

- **Skills:**
  Martial Artist: 6
- **Advantages:**
  Connection: Hero Hotline (High)
- **Drawbacks:**
  Minor Irrational Attraction to changing his heroic codename; Miscellaneous: Sturgis is very self-conscious of his heroic image.
- **Alter Ego:** Sturgis Butterfield
- **Motivation:** Upholding the Good
- **Occupation:** Body Builder
- **Wealth:** 4
- **Background:**

Sturgis Butterfield is the quintessential bodybuilder: he is so pumped up that if he ever stopped exercising, his muscles would first stiffen up and then turn into blobs of flab. Terribly self-conscious about his heroic posture, Sturgis changes his codename at least once a week. In the past, he's been called Brother Bicep, Flex, Mister Mighty, and other names not so flattering.

PRIVATE EYES

DEX:	2	STR:	2	BODY:	2
INT:	8	WILL:	6	MIND:	5
INFL:	2	AURA:	2	SPIRIT:	4
INITIATIVE:	12	HERO POINTS:			35

- **Skills:**
  Detective: 7, Gadgetry: 6
- **Advantages:**
  Connection: Hero Hotline (High)
- **Drawbacks:**
  Miscellaneous: Les is rather absentminded.
- **Equipment:**
  LENSES
  [BODY: 4, X-Ray Vision: 9, Telescopic Vision: 9, Thermal Vision: 9, Full Vision: 9, Microscopic Vision: 9, R#: 2]
- **Alter Ego:** Lester Lee
- **Motivation:** Upholding the Good
- **Occupation:** Detective
- **Wealth:** 4
- **Background:**

Lester Lee is a very cerebral fellow, who often gets so wrapped up in observing the microcosm of the universe that he forgets what is going on around him. He is engaged to Melanie Boulder, a famous country & western singer whom he rescued from a meat locker. Lester is not much use in fighting situations.

STRETCH

DEX:	9	STR:	3	BODY:	7
INT:	5	WILL:	4	MIND:	5
INFL:	3	AURA:	2	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:			35

- **Powers:**
  Stretching: 8
- **Advantages:**
  Connection: Hero Hotline (High)
- **Drawbacks:**
  Uncertainty
- **Alter Ego:** Thomas Longacre
- **Motivation:** Unwanted Power
- **Occupation:** Circus Attraction
- **Wealth:** 4
- **Background:**

Thomas Longacre was using Gingold to contort his body long before the Elongated Man discovered it, but he never bothered to become involved in heroics. He decided to give up his career in the circus when his wife ran away with a clown and he found himself being billed as "the Human Worm." He seems to know the Coordinator better than the other team members, and refers to the boss as Harry.

VOICE-OVER

DEX:	4	STR:	2	BODY:	2
INT:	6	WILL:	4	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:			35

- **Skills:**
  Gadgetry: 3
- **Advantages:**
  Connection: Hero Hotline (High)
- **Equipment:**
  COSTUME
  [*BODY: 3*, Super Ventriloquism: 6, Chameleon: 8, Sonic Beam: 8]
  Limitations: Chameleon can only impersonate sounds.
- **Alter Ego:** Andrew P. Greenwald
- **Motivation:** Thrill of Adventure
- **Occupation:** Hero
- **Wealth:** 4
- **Background:**

Despite his Hero Hotline salary, Andy always seems to be short on cash. He has a passion for beautiful women, most of whom find him an incredible bore. Voice-Over's best friend is Fred, an invisible, intangible entity who may only be one of Andy's vocal creations. Or he may not be . . .

CHAPTER NINE

OTHER HEROES



While many heroes find themselves joining groups to fight the forces of evil, most heroes fight as solo operatives, waging a one-person battle against injustice. These heroic individuals range from the bounty hunter named Manhunter to the enigmatic Black Orchid, from the absurd Ambush Bug to the tormented Peacemaker, and from the hard-hitting Question to the protector of truth, justice and the American Way, Superman. This chapter lists those individuals who are known primarily for their solo actions, even though some of them may have been parts of groups at some time or another.

AMBUSH BUG

DEX:	3	STR:	2	BODY:	3
INT:	2	WILL:	3	MIND:	3
INFL:	5	AURA:	2	SPIRIT:	3
INITIATIVE:	10 (25)	HERO POINTS:	65		

- **Power:**
  Dumb Luck: 12
- **Advantages:**
  Area Knowledge (DC Universe); Connections: DC Comics Inc. (High), Jonni DC (High); Gift of Gab; Scholar (comic books, the Real World)
- **Drawbacks:**
  Catastrophic Psychological Instability (Ambush Bug is totally nuts); Unluck
- **Equipment:**
  TELEPORTATION SUIT
  [*Body: 10*, Teleportation: 15, Cell Rot: 12, R#: 2]
  Bonus: Ambush Bug may add the Suit's APs of Teleportation to his Initiative when teleporting.
  Limitation: Cell Rot only attacks persons other than Schwab who attempt to wear the suit.
  Cheeks the Toy Wonder
  [BODY: 1, R#: 11]
- **Alter Ego:** Irwin Schwab
- **Motivation:** Thrill of Adventure
- **Occupation:** Freelance hero
- **Wealth:** 0
- **Background:**
  Irwin Schwab has the distinction of being the only person from the Real World to make it into comic books. However, due to his gross violations of continuity and comic book ethics, Ambush Bug was expelled from the DC Universe, perhaps never to be seen again.

BLACK ORCHID

DEX:	10	STR:	10	BODY:	8
INT:	5	WILL:	10	MIND:	6
INFL:	7	AURA:	8	SPIRIT:	7
INITIATIVE:	22	HERO POINTS:	40		

- **Powers:**
  Chameleon: 6, Control: 7, Flight: 9, Solar Sustenance: 12
- **Skills:**
  Charisma (Persuasion): 10
- **Note:**
  At this stage in her career, these are the only Powers and Skills that Black Orchid has developed. She has the potential to develop many others.
- **Limitations:**
  Miscellaneous: Control represents her ability to release and manipulate pheromones, and will not affect creatures with no sense of smell.
- **Advantages:**
  Attractive; Connection: Swamp Thing (Low)
- **Drawbacks:**
  Innocent; Miscellaneous: Black Orchid is actually a plant, and is therefore susceptible to defoliants and Powers that affect plants.
- **Alter Ego:** "Susan Linden"
- **Motivation:** Upholding the Good
- **Occupation:** None
- **Wealth:** 0

SUZY

DEX:	6	STR:	6	BODY:	6
INT:	7	WILL:	6	MIND:	5
INFL:	6	AURA:	7	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:	40		

- **Powers:**
  Comprehend Languages: 7, Flight: 6, Solar Sustenance: 12, Speak With Animals: 7
- **Note:**
  At this stage in her career, these are the only Powers and abilities that Suzy has developed. She has the potential to develop many others.
- **Advantages:**
  Attractive
- **Drawbacks:**
  Innocent; Miscellaneous: Suzy is actually a plant, and is therefore susceptible to defoliants and Powers that affect plants.
- **Alter Ego:** "Susan Linden"
- **Motivation:** Upholding the Good
- **Occupation:** None
- **Wealth:** 0
- **Background:**
  The Black Orchid and Suzy are the genetic creations of Dr. Phil Sylvian. The first Black Orchid used her powers to fight crime, sometimes alongside the Suicide Squad. She was killed by Lex Luthor's henchmen and somehow caused her successor to awaken. Literally hybrids of flower and woman, the new Black Orchids are May Queens who are still searching for their place in the world.

BLACK THORN

DEX:	7	STR:	3	BODY:	5
INT:	5	WILL:	3	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:	35		

- **Skills:** *linked*
  Artist (Actor): 4, Acrobatics: 7*,

Charisma: 5*, Detective: 4, Martial Artist: 5, Medicine (First Aid): 5*, Military Science: 5*, Thief: 7*, Vehicles: 7*, Weaponry: 7*

- **Advantages:**
  Area Knowledge (New York City); Connection: Checkmate (High); Intensive Training; Iron Nerves; Lightning Reflexes; Scholar (street crime); Sharp Eye
- **Drawbacks:**
  Catastrophic Irrational Attraction to protecting her secret identity; Mistrust; Serious Rage; Secret Identity
- **Equipment:**

Thorn Gun
[Body: 3, EV: 4, Ammo: 12, Poison Touch: 5, R#: 3]

Knives
[Body: 4, EV: 4]

- **Alter Ego:** Unknown
- **Motivation:** Seeking Justice
- **Occupation:** Vigilante
- **Wealth:** 6
- **Background:**

The origin of the woman known as Black Thorn is a mystery. She first appeared on the streets of Manhattan, where her lethal brand of vigilantism caused her to cross paths with the Vigilante. Thorn was devastated when the Vigilante committed suicide and vowed to continue hunting criminals in his memory. When the covert agency Checkmate was formed, Harvey Bullock tried to recruit Thorn, but she declined, preferring to work alone.

BLUE DEVIL

Dex:	8	Str:	10	Body:	8
Int:	5	Will:	6	Mind:	7
Infl:	7	Aura:	5	Spirit:	9
Initiative:	24	Hero Points:			50

- **Powers:**
  Bomb: 5, Extended Hearing: 5, Flash: 8, Jumping: 5, Running: 5, Regeneration: 6, Sealed Systems: 5, Skin Armor: 8, Ultra Vision: 5
- **Skills:**
  Acrobatics: 10, Artist (Actor): 2, Gadgetry: 6, Martial Artist: 9, Military Science (Demolitions): 3, Vehicles: 5, Weaponry: 7
- **Advantages:**
  Area Knowledge (Hollywood); Connection: Hollywood (Low); Genius; Lightning Reflexes; Luck; Scholar (special effects)
- **Drawbacks:**
  Secret Identity; Strange Appearance; Miscellaneous: Blue Devil is mystically sealed into his suit.



- **Equipment:**

Trident
[Body: 10, Flame Project: 6, Flight: 6, Jumping: 3, Lightning: 6, Power Reserve: 3, Telepathy: 6]
Limitations: Telepathy is used to mentally control the Trident; Power Reserve functions with Jumping, Flame Project, and Lightning only.

- **Alter Ego:** Dan Cassidy
- **Motivation:** Thrill of Adventure
- **Occupation:** Stunt Man/Special Effects Artist
- **Wealth:** 6
- **Background:**

Dan Cassidy created his Blue Devil suit for a movie he had been hired to produce special effects for. When the film production crew somehow opened a gateway to the netherworlds, Cassidy was permanently fused into the suit by a real devil. He has since used the power the suit gives him to fight evil in its many forms.

CHECKMATE KNIGHT

Dex:	6	Str:	3	Body:	4
Int:	5	Will:	4	Mind:	4
Infl:	4	Aura:	2	Spirit:	4
Initiative:	19	Hero Points:			40

- **Skills:** *linked*
  Acrobatics: 6*, Charisma: 4*, Detective: 5*, Martial Artist: 5*, Medicine (First Aid): 5*, Military Science: 5*, Thief: 6*, Vehicles: 6*, Weaponry: 6*
- **Advantages:**
  Connections: Checkmate (High), U.S. Intelligence (Low); Intensive Training; Iron Nerves; Lightning Reflexes; Scholar (criminology, espionage); Sharp Eye
- **Drawbacks:**
  Secret Identity
- **Equipment:**

BATTLE SUIT
[Body: 7, EV: 7]

HELMET
[Body: 4, Lightning: 4, Thermal Vision: 5, R#: 2]
Limitations: Lightning has a range of Touch.

GAUNTLET
[Body: 4, EV: 4, Ammo: 7/3, R#: 3]
Bonuses: The Gauntlet houses a .45 Automatic, a retractable knife, and a knife gun. The second Ammo Rating is that of the knife gun.

Telescoping Lance
[Body: 6, EV: 5, Stretching: 1, R#: 3]
The lance is similar to a policeman's billy club, but can telescope to a length of seven feet. It can be used as a melee weapon or a thrown weapon at either length.

Grappling Hook and Line
[Str: 7, Body: 2, R#: 2]
The line is 4 APs long.

Comlink (Radio)
[Body: 1]

Surveillance Binoculars
[Body: 3, Telescopic Vision: 10, Ultra Vision: 5, Super Hearing: 10, R#: 3]

5 AP ABCD Omni-Gadget

- **Note:** These statistics are for a typical Knight of Checkmate. Specific individuals may have Attributes that vary by one or two APs.
- **Alter Ego:** Various
- **Motivation:** Seeking Justice
- **Occupation:** Government Operative
- **Wealth:** 3
- **Background:**

The Knights are the work horses of the covert organization known as Checkmate. They are recruited from law enforcement and security agencies all over the country and trained

in a secret base hidden in Konig Industries outside Washington D.C. Armed with an amazing array of weapons, the Knights protect America's interests under a cover of complete secrecy.

FIREHAWK

DEX:	5	STR:	7	BODY:	8
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	15	HERO POINTS:			40

- **Powers:**
  Flame Control: 10, Flight: 8, Flame Project: 10, Flame Immunity: 12
- **Advantages:**
  Connections: Firestorm (High), U.S. Government (Low), Vandemeer University (Low); Scholar (political science)
- **Drawbacks:**
  Secret Identity
- **Alter Ego:** Lorraine Reilly
- **Motivation:** Responsibility of Power
- **Occupation:** Student
- **Wealth:** 3
- **Background:**

The daughter of a U.S. senator, Lorraine Reilly was kidnapped by the evil Tokamak and subjected to a process that gave her remarkable nuclear powers and brainwashed her into attacking Firestorm, the Nuclear Man. Firestorm was able to reverse the brainwashing, and Firehawk now serves as his sometimes-partner.

FIRESTORM

DEX:	7	STR:	9	BODY:	12
INT:	9	WILL:	8	MIND:	8
INFL:	8	AURA:	7	SPIRIT:	8
INITIATIVE:	24	HERO POINTS:			110

- **Powers:**
  Density Increase: 7, Dispersal: 15, Energy Absorption: 10, Flame Control: 15, Flame Project: 12, Invulnerability: 12, Matter Manipulation: 18, Flight: 13, Sealed Systems: 15
- **Alter Ego:** Ronnie Raymond/Mikhail Arkadin/Martin Stein
- **Motivation:** Unwanted Power
- **Occupation:** Elemental
- **Background:**

Firestorm was created when Professor Martin Stein and high school student Ronnie Raymond were fused by an elemental fire being in a nuclear explosion. Recently, the fire elemental took control of the Firestorm persona and is pursuing his unique destiny.

GREEN LANTERN

DEX:	7	STR:	4	BODY:	12 (4)
INT:	8	WILL:	23	MIND:	8
INFL:	6	AURA:	5	SPIRIT:	12
INITIATIVE:	21	HERO POINTS:			110

- **Skills:**
  Scientist: 5
- **Advantages:**
  Connection: Hal Jordan (High); Iron Nerves; Scholar (architecture)
- **Drawbacks:**
  Public Identity
- **Equipment:**

POWER RING

[INT: 10, BODY: 23, Comprehend Languages: 20, Flight: 40, Force Manipulation: 23, Recall: 20, Sealed Systems: 16, Invulnerability: 18, Life Sense: 40, Omni-Power: 11, Regeneration: 4, Skin Armor: 4, Spirit Travel: 50]
Bonus: Stewart's BODY is 12 while he is wearing the ring.
Limitations: The Power Ring's BODY is only 6 while it is not being worn; the Skin Armor Power does not have to be activated at its full AP value: Stewart loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lantern Corps.
Misc. Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery.

Power Battery

[BODY: 23, Energy Absorption: 18, Invisibility: 15, R#: 2]

- **Alter Ego:** John Stewart
- **Motivation:** Responsibility of Power
- **Occupation:** Architect
- **Wealth:** 5
- **Background:**

John Stewart first became known as the alternate Green Lantern of Space Sector 2814. When Hal Jordan gave up his Power Ring, Stewart was made his successor. After a series of adventures, Jordan regained his Power Ring, and for a time Stewart returned to his normal life. Recently, Stewart was given a Power Ring of his own, but he has been having trouble adjusting to the responsibility that goes along with it.

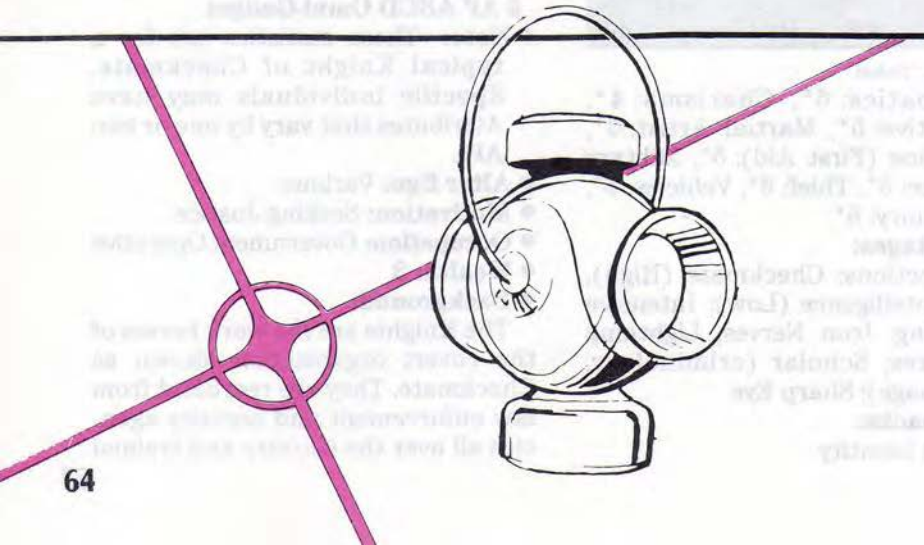
MANHUNTER

DEX:	8	STR:	4	BODY:	6
INT:	7	WILL:	6	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:			70

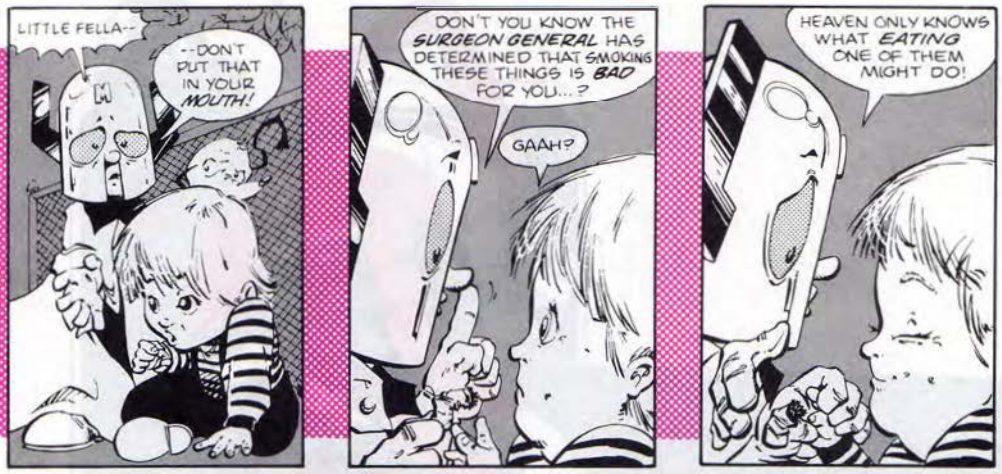
- **Skills:** *Trained*
  Acrobatics: 8*, Artist (Actor): 6*, Charisma: 6*, Detective: 7*, Martial Artist: 8*, Gadgetry: 7*, Military Science: 7*, Thief: 8*, Vehicles: 8*, Weaponry: 8*
- **Advantages:**
  Connection: Suicide Squad (High); Genius; Intensive Training; Lightning Reflexes; Sharp Eye
- **Equipment:**

MASK

[BODY: 4, Danger Sense: 4, Thermal Vision: 7, Directional Hearing: 4, Extended Hearing: 4, Telescopic Vision: 4]







Power Baton
[Body: 5, EV: 5, Energy Blast: 7, Jumping: 5, Magnetic Control: 5, R#: 2]
Misc. Drawbacks: The Baton cannot be used for Killing Combat.

5 AP C Omni-Gadgets (x2)
These Omni-Gadgets are built into Manhunter's Power Baton.

- **Alter Ego:** Mark Shaw
- **Motivation:** Thrill of Adventure
- **Occupation:** Bounty Hunter
- **Wealth:** 6
- **Background:**

Mark Shaw originally joined the Manhunter cult in an attempt to find the justice that he could not achieve as a lawyer. He later became known as the Privateer and the Star-Tsar and battled the Justice League under the influence of Manhunter brainwashing. Shaw was cured by Doctor Simon LaGrieve while in prison and won his freedom by undertaking a mission with the Suicide Squad. Adapting his weaponry, Shaw resolved to restore honor to the Manhunter name by hunting criminals as the new Manhunter.

'MAZING MAN

Dex:	3	Str:	2	Body:	2
Int:	3	Will:	5	Mind:	4
Infl:	7	Aura:	7	Spirit:	7
Initiative:	13	Hero Points:			35

- **Powers:**
  Danger Sense: 1, Dumb Luck: 12
- **Skills:**
  Charisma (Persuasion): 12, Detective: 1, Vehicles: 1
- **Advantages:**
  Connections: BC Comics (High), Queens Police Precinct (Low); Luck; Popularity
- **Drawbacks:**
  Innocent; Catastrophic Irrational Attraction to Upholding the Good
- **Alter Ego:** Sigfried Horatio Hunch III
- **Motivation:** Upholding the Good
- **Occupation:** Hero/Owner of BC Comics
- **Wealth:** 8
- **Background:**

Sigfried Horatio Hunch III fights crime in the neighborhood of Queens, New York. A simple, funloving guy, 'Maze tends to make friends with everybody and lights up their otherwise dull lives. 'Mazing Man is *not* part of the standard DC Universe continuity.

THE METAL MEN

GOLD

Dex:	11	Str:	7	Body:	9
Int:	7	Will:	6	Mind:	6
Infl:	6	Aura:	5	Spirit:	6
Initiative:	24	Hero Points:			75

- **Powers:**
  Omni-Arm: 6, Regeneration: 4, Self Manipulation: 12, Stretching: 13
- **Skills:**
  Detective: 4, Scientist: 5, Vehicles: 4
- **Advantages:**
  Connection: Will Magnus (High); Leadership
- **Drawbacks:**
  Miscellaneous: Gold receives a -2 Column Shift penalty when using Character Interaction against human beings.
- **Motivation:** Upholding the Good
- **Occupation:** Robot

IRON

Dex:	7	Str:	14	Body:	12
Int:	4	Will:	6	Mind:	5
Infl:	6	Aura:	5	Spirit:	7
Initiative:	17	Hero Points:			35

- **Powers:**
  Omni-Arm: 7, Regeneration: 4, Self Manipulation: 13, Stretching: 10
- **Advantages:**
  Connection: Will Magnus (High)
- **Drawbacks:**
  Innocent; Attack Vulnerability: -2 Column Shifts versus Magnetic Attacks; Miscellaneous: Iron receives a -2 Column Shift penalty when using Character Interaction against human beings.
- **Motivation:** Upholding the Good
- **Occupation:** Robot

LEAD

Dex:	5	Str:	12	Body:	13
Int:	2	Will:	4	Mind:	3
Infl:	4	Aura:	3	Spirit:	7
Initiative:	11	Hero Points:			35

- **Powers:**
  Energy Absorption: 12, Omni-Arm: 5, Regeneration: 4, Self Manipulation: 10, Stretching: 13
- **Limitations:**
  Energy Absorption only works on radiation.
- **Advantages:**
  Connection: Will Magnus (High)
- **Drawbacks:**
  Innocent; Miscellaneous: Iron receives a -2 Column Shift penalty when using Character Interaction against human beings.
- **Motivation:** Upholding the Good
- **Occupation:** Robot

MERCURY

Dex:	13	Str:	6	Body:	5
Int:	3	Will:	3	Mind:	4
Infl:	6	Aura:	2	Spirit:	5
Initiative:	22	Hero Points:			35

- **Powers:**
  Omni-Arm: 4, Regeneration: 4, Stretching: 8, Self Manipulation: 14
- **Advantages:**
  Connection: Will Magnus (High)
- **Drawbacks:**
  Innocent; Serious Irrational Attraction to declaring that "mercury is the only metal that is liquid at room temperature;" Miscellaneous: Mercury receives a -3 Column Shift penalty when using



Character Interaction against human beings.
- **Motivation:** Thrill of Adventure
- **Occupation:** Robot

PLATINUM

DEX:	11	STR:	7	BODY:	9
INT:	5	WILL:	3	MIND:	4
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:			35

- **Powers:**
  Omni-Arm: 6, Regeneration: 4, Self Manipulation: 13, Stretching: 13
- **Advantages:**
  Connection: Will Magnus (High)
- **Drawbacks:**
  Innocent; Serious Irrational Attraction to Will Magnus; Miscellaneous: Tina receives a -2 Column Shift penalty when using Character Interaction against human beings.
- **Alter Ego:** Tina
- **Motivation:** Upholding the Good
- **Occupation:** Robot

TIN

DEX:	9	STR:	4	BODY:	8
INT:	3	WILL:	2	MIND:	3
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	17	HERO POINTS:			35

- **Powers:**
  Omni-Arm: 5, Regeneration: 4, Self Manipulation: 12, Stretching: 14
- **Skill:**
  Gadgetry: 6
- **Advantages:**
  Connection: Will Magnus (High); Scholar (robotics)
- **Drawbacks:**
  Innocent; Minor Physical Restriction: stuttering; Miscellaneous: Tin receives a -2 Column Shift penalty when using Character Interaction against human beings.
- **Motivation:** Upholding the Good
- **Occupation:** Robot
- **Background:**
  The Metal Men are the creation of Dr. Will Magnus, who perfected the "responsometers" that make the robots' amazing abilities possible. Despite being artificial beings, the Metal Men have an unusually high amount of personality and dedication that sets them apart from other man-made creations.

PEACEMAKER

DEX:	7	STR:	4	BODY:	5
INT:	3	WILL:	8	MIND:	2
INFL:	6	AURA:	2	SPIRIT:	7
INITIATIVE:	20	HERO POINTS:			50

- **Skills:**
  Acrobatics: 4, Martial Artist: 7, Military Science: 8, Weaponry: 8, Vehicles: 7, Thief: 6
- **Advantages:**
  Connections: Pax Institute (High), U.S. Intelligence (Low); Lightning Reflexes
- **Drawbacks:**
  Dark Secret (Peacemaker's father was a Nazi war criminal); Catastrophic Irrational Attraction to fighting terrorists; Guilt (Peacemaker believes that he is haunted by future victims of terrorism); Serious Psychological Instability; Serious Rage; Secret Identity
- **Equipment:**
  HELMET
  [BODY: 5, Mind Blast: 6, Thermal Vision: 6, R#: 2]
  Bonus: Mind Blast has Area Effect.
  BODY ARMOR
  [*BODY: 6*]
  Pistol
  [BODY: 4, EV: 6, Ammo: 6, R#: 2]
  Submachinegun
  [BODY: 4, AV: 5, EV: 6, Ammo: 6, R#: 3]
  Grenades
  [BODY: 6, Bomb: 8]
- **Alter Ego:** Christopher Smith
- **Motivation:** Seeking Justice
- **Wealth:** 10
- **Background:**
  Peacemaker is a very unstable hero, who uses his unique equipment to fight terrorism. Having witnessed his father's suicide at age 5, Peacemaker suffers from a great deal of mental torment, often believing that he is haunted by his father's ghost. He has worked as an agent for the U.S. government in the past, but his status after the Janus Directive upheaval is somewhat vague.

PLASTIC MAN

DEX:	10	STR:	4	BODY:	8
INT:	4	WILL:	6	MIND:	9
INFL:	5	AURA:	4	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:			50

- **Powers:**
  Stretching: 15, Dumb Luck: 6, Self Manipulation: 15
- **Skills:**
  Detective: 5, Martial Artist: 5, Thief: 10
- **Limitations:**
  Miscellaneous: Plastic Man always retains his red-and-gold costume motif in whatever form he assumes.
- **Advantages:**
  Luck
- **Drawbacks:**
  Mistrust; Serious Irrational Attraction to zaniness; Strange Appearance
- **Alter Ego:** "Eel" O'Brien
- **Motivation:** Thrill of Adventure
- **Occupation:** Private Eye
- **Wealth:** 3
- **Background:**
  When "Eel" O'Brien gained his unusual stretching powers, he was sure that he was doomed forever for a life as a freak. However, he soon met Woozy Winks, who showed him that his powers could be used to fight or perpetrate crime. They tossed a coin to decide, and crime*fighting* won. The pair have since opened their own private investigation office.

THE QUESTION

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	9	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	23	HERO POINTS:			55

- **Skills:** Acrobatics: 4, Detective: 7, Martial Artist: 8, Thief: 7, Weaponry: 5, Vehicles (Land): 5
- **Advantages:** Area Knowledge (Hub City); Connections: Hub City Government (High), Hub City Media (High); Iron Nerves; Sharp Eye
- **Drawbacks:** Secret Identity
- **Equipment:**

MASK
[BODY: 1, Cling: 8]
The Mask Clings to the Question's face after it has been exposed to the gas released from his belt buckle.

BELT BUCKLE GAS DISPENSER
[BODY: 5, Fog: 8, Illusion: 12]
Misc. Drawbacks: The gas' Illusion Power only changes the color of the Question's hair and clothes so he cannot be recognized.

- **Alter Ego:** Charles Victor Szasz/ Vic Sage
- **Motivation:** Seeking Justice
- **Occupation:** Television Reporter
- **Wealth:** 5
- **Background:**

Vic Sage is a crusading investigative reporter for television station KBEL in Hub City. His dedication for uncovering the truth is phenomenal, but there are certain situations where Vic Sage cannot reach his goals without breaking the law. In these times, he dons the mask created for him by Professor Aristotle Rodor and becomes the Question.

RAGMAN

DEX:	7	STR:	5	BODY:	5
INT:	4	WILL:	5	MIND:	4
INFL:	5	AURA:	3	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:			50

- **Skills:** Acrobatics: 9, Charisma: 5, Detective: 3, Martial Artist: 7, Military Science: 5, Thief: 7, Vehicles: 5, Weaponry: 5
- **Advantages:** Area Knowledge (Gotham City slums); Lightning Reflexes
- **Drawbacks:** Mistrust; Secret Identity
- **Alter Ego:** Rory Regan
- **Motivation:** Seeking Justice
- **Occupation:** Pawn Shop Owner
- **Wealth:** 4
- **Background:**

Rory Regan fights crime in the Gotham City slums in the guise of the Ragman. He gained his abilities in a freak accident when his father and five of his father's friends were killed by gangsters. While he has made some progress rooting out the criminal element, his efforts are often overshadowed by the presence of the Batman in Gotham.

ROBIN *deceased*

DEX:	6	STR:	2	BODY:	4
INT:	6	WILL:	6	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:			35

- **Skills:** *linked* Acrobatics: 6*, Charisma: 5, Detective: 4, Martial Artist: 6*, Thief: 6*
- **Advantages:** Area Knowledge (Gotham City); Connections: Batman (High), Street (Low); Intensive Training; Rich Family (Bruce Wayne); Sharp Eye
- **Drawbacks:** Age (13); Secret Identity
- **Equipment:**

COSTUME
[BODY: 5]

Batrang w/Rope
[BODY: 8, Gliding: 2]
The rope is 4 APs long.

Radio
[BODY: 1]

5 AP C Omni-Gadget

- **Alter Ego:** Jason Todd
- **Motivation:** Seeking Justice
- **Occupation:** Student
- **Wealth:** 2
- **Background:**

Batman met Jason Todd in Crime Alley, where the youth had stripped the Batmobile. Impressed by Todd's guts, Batman took Jason under his wing and trained him to replace Dick Grayson as the new Robin. Tragically, the new Robin was murdered by the Joker.

THE SANDMAN

DEX:	5	STR:	3	BODY:	9
INT:	13	WILL:	15	MIND:	12
INFL:	15	AURA:	16	SPIRIT:	20
INITIATIVE:	33	HERO POINTS:			125

- **Powers:** Awareness: 12, Invulnerability: 16, Dimension Travel: 16, Sorcery: 34(35)*
- **Note:** The Sandman's Sorcery Power was rated at 34 APs while his mystic ruby existed (see below). Now that the ruby is destroyed, his Sorcery has increased to 35 APs.
- **Skill:** Occultist: 18
- **Limitations:** Sandman's Sorcery Power is the manipulation of "dream stuff:" he cannot mimic a Power or ability that he cannot pull out of a dream of a living being.
- **Advantages:** Area Knowledge (Dream Dimension); Connections: Dream Dimension (High), Mystical Community (Low); Iron Nerves
- **Drawbacks:** Authority Figure
- **Equipment:**

Pouch of Sleep Dust
[BODY: 14, SPIRIT: 14, Hypnosis: 15, Magic Sense: 12, Omni-Power: 9]
Limitation: Hypnosis can only be used to put its victim to sleep.

HELMET
[BODY: 16]
The Helmet is the Sandman's badge of office, and with it he can visit various mystical realms with impunity as an official envoy.

Ruby
[BODY: 12, SPIRIT: 12]
While in possession of the ruby, the Sandman's SPIRIT is considered 25 for the purposes of determining the amount of Mystical Bashing Damage he sustains while using his Sorcery Power. The ruby was recently destroyed.

- **Alter Ego:** Morpheus/"Dream"
- **Motivation:** Responsibility of Power
- **Occupation:** King of the Dream Dimension
- **Wealth:** 0
- **Background:**

Morpheus is the younger brother of Death, and ruler of the Dream Dimension. He was captured by a group of occultists early in the 20th century, causing repercussions over many dimensions. The Sandman recently escaped and embarked on a quest to retrieve his three tokens of power: his bag of sand, his helmet, and his ruby. Having succeeded in capturing these three objects, it remains to be seen what the Sandman will do next.

STARMAN

DEX:	6	STR:	10	BODY:	6
INT:	5	WILL:	5	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:			55

- **Powers:** Chameleon: 9, Density Increase: 2, Flame Project: 9, Flash: 9, Flight: 10
- **Skill:** Artist (Writer): 3



- **Alter Ego:** William Payton
- **Motivation:** Responsibility of Power
- **Occupation:** Freelance Editor
- **Wealth:** 5
- **Background:**

William Payton went to sleep on a mountainside in the Rocky Mountains and woke up several months later in a morgue, endowed with phenomenal abilities. His sister devised a costume and identity for him, and Payton flew into action as the new Starman. Still unsure of the true nature of his powers, Starman recently learned that his body is no longer even remotely human.

SUPERMAN

DEX:	15	STR:	25	BODY:	18
INT:	11	WILL:	20	MIND:	15
INFL:	10	AURA:	10	SPIRIT:	10
INITIATIVE:	50	HERO POINTS:			200

- **Powers:**

Directional Hearing: 8, Extended Hearing: 8, Flight: 15, Invulnerability: 22, Heat Vision: 15, Microscopic Vision: 15, Recall: 20, Sealed Systems: 11, Super Breath: 12, Super Hearing: 8, Superspeed: 14, Systemic Antidote: 18, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13

- **Skills:**

Artist (Writer): 4, Charisma (Persuasion): 15, Scientist: 10

- **Advantages:**

Area Knowledge (Metropolis); Connections: Batman (High), *Daily Planet* (High), Metropolis Police Department (High), White House (High); Popularity

- **Drawbacks:**

Secret Identity; Fatal Vulnerability: kryptonite, range of 2 APs; Loss Vulnerability: kryptonite, range of 2 APs; Loss Vulnerability: magic, range of 0 APs; Loss Vulnerability: lack of yellow sun radiation, range of 0 APs

- **Note**

All of Superman's Loss Vulnerabilities affect all of his Attributes and Powers.

- **Alter Ego:** Clark Kent/Kal-El
- **Motivation:** Upholding the Good
- **Occupation:** Mild-mannered reporter for the *Daily Planet*
- **Wealth:** 6
- **Background:**

Rocketed from the dying planet Krypton, infant Kal-El traveled to Earth where he was found and adopted by Jonathan and Martha Kent. As the child grew older, he manifested more and more powers. After graduating from high school, Clark Kent spent several years using his powers secretly to aid mankind. He was finally exposed when he rescued an experimental spacecraft from a near disaster. Realizing that he could no longer keep his presence a secret, Kent turned to his adoptive parents, who helped him devise the identity of Superman.

WILD DOG

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	23	HERO POINTS:			45

- **Skills:** *linked*

Acrobatics: 4, Artist (Actor): 4, Gadgetry: 3, Martial Artist: 7*, Military Science: 6*, Thief: 7*, Vehicles: 6, Weaponry: 7*

- **Advantages:**

Area Knowledge (Quad Cities); Connection: Police Department (Low); Lightning Reflexes

- **Drawbacks:**

Secret Identity

- **Equipment:**

BODY ARMOR

[*BODY: 6*]

STUN GLOVES

[BODY: 1, Lightning: 6, R#: 5]
Limitation: Range of Lightning is Touch.

Submachinegun

[BODY: 4, AV: 5, EV: 5, Ammo: 4, R#: 3]

4 AP C Omni-Gadget

- **Alter Ego:** Jack Wheeler
- **Motivation:** Seeking Justice
- **Occupation:** Mechanic
- **Wealth:** 5
- **Background:**

When Jack Wheeler's girl friend Claire was assassinated in an organized crime hit, Jack donned his marine greens, an old State University jersey, and a hockey mask and struck back at the killers. The press dubbed him "Wild Dog," and encouraged by his success, Jack began to split his time between his auto repair shop and fighting crime.

CHAPTER TEN

WW II HEROES

America entered World War II when the Japanese navy bombed Pearl Harbor on December 7, 1941. President Franklin Delano Roosevelt immediately organized all of America's costumed heroes into a single fighting force, the All-Star Squadron, even as the United States Armed Forces were mobilized to fight the Axis.

The real heroes of the war were not these costumed mystery-men. The war was fought by ordinary people without the gift of special powers: men and women who laid their lives on the line in the name of peace. The citizens of America, Great Britain, France, Australia, and other Allied countries battled the Axis forces across five continents, and many would not return to enjoy the freedom they fought for. Gravedigger, Lieutenant Jeb Stuart and his Haunted Tank crew, Captain Storm and the Losers, the Blackhawks, the Unknown Soldier, Mademoiselle Marie, the Creature Commandos, G.I. Robot, Captain Ulysses Hazard, the Boy Commandos, Sergeant Rock, and the Combat-Happy Joes of Easy Company were only a few of the individuals who fought the Axis step-by-step through the trenches to win an Allied victory.

This chapter lists only a small sample of these noble heroes, who fought during the war and sometimes afterwards.



BLACKHAWK

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	4
INFL:	7	AURA:	6	SPIRIT:	6
INITIATIVE:	25	HERO POINTS:			65

- **Skills:**
  Charisma: 7, Gadgetry: 8, Martial Artist: 6, Vehicles: 12, Military Science: 8, Weaponry: 9
- **Advantages:**
  Connections: Allied Armed Forces (High), British Government (High), U.S. Air Army (High), U.S. Government (Low); Iron Nerves; Leadership; Lightning Reflexes; Scholar (aircraft)
- **Equipment:**
  .45 Pistol
  [BODY: 5, EV: 4, Ammo: 5, R#:2]
  X-F5F SKYROCKET
  [STR: 5, BODY: 8, EV: 8, Flight: 9, Radar Sense: 13, Bomb: 15, R#: 3]
- **Alter Ego:** Janos Prohaska
- **Motivation:** Thrill of Adventure
- **Occupation:** Pilot
- **Wealth:** 7
- **Background:**
  Janos Prohaska was a flier in the Polish Air Force. When his brother and sister were killed by German bombs, Prohaska fled to the Soviet Union and later to America, where he organized an elite squadron of crack pilots known as the Blackhawks. Plagued by accusations of Communist sympathies, Blackhawk nevertheless continued his battle against the likes of Nazi agent Death Mahew and the White Lions until the war was over. He drifted a while after the war, finally becoming a CIA agent under the cover of the Blackhawk Freight Company.

SERGEANT ROCK

DEX:	7	STR:	4	BODY:	6
INT:	7	WILL:	10	MIND:	7
INFL:	7	AURA:	7	SPIRIT:	8
INITIATIVE:	25	HERO POINTS:			95

- **Power:**
  Danger Sense: 10
- **Skills:**
  Martial Artist: 8, Thief: 7, Military Science: 10, Vehicles: 7, Weaponry: 10
- **Advantages:**
  Area Knowledge (French countryside); Connections: Easy Company (High), U.S. Military (Low); Iron Nerves; Leadership; Lightning Reflexes; Scholar (military tactics); Sharp Eye
- **Equipment:**
  Thomson Submachinegun
  [BODY: 5, AV: 7, EV: 7, Ammo: 5, R#: 3]
  Bonus: Rock's Thompson can only fire five bursts before he must reload. After running out of ammo, however, Rock can fire additional bursts before reloading at a cost of five Hero Points each.
  .45 Pistol
  [BODY: 5, EV: 5, Ammo: 5, R#: 2]
  Grenades (x4)
  [BODY: 6, Bomb: 8]
- **Alter Ego:** Sergeant Frank Rock
- **Motivation:** Responsibility of Power
- **Occupation:** Soldier
- **Wealth:** 1

- **Background:**

The most legendary combat soldier of them all, Frank Rock earned his stripes at the Battle of Three Stripes Hill and remained topkick of Easy Company throughout the war. Rock turned down promotion many times, preferring to fight at the side of the Combat-Happy Joes of Easy Company. His fate after the war is unknown.



EASY COMPANY

BULLDOZER

DEX:	4	STR:	4	BODY:	5
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:			20

- **Skills:** Martial Artist: 4, Military Science: 4, Weaponry: 4
- **Advantages:** Connections: Easy Company (High), U.S. Military (Low)
- **Equipment:**
  Machinegun [BODY: 4, AV: 7, EV: 7, Ammo: 5, R#: 2]
  Grenades (x2) [BODY: 6, Bomb: 8]
- **Alter Ego:** Corporal Nichols
- **Motivation:** Responsibility of Power
- **Occupation:** Soldier/second-in-command of Easy Company
- **Wealth:** 2

JACKIE JOHNSON

DEX:	4	STR:	4	BODY:	4
INT:	3	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:			20

- **Skills:** Martial Artist: 5, Weaponry: 3, Military Science: 4
- **Advantages:** Connections: Easy Company (High), U.S. Military (Low); Scholar (boxing)
- **Equipment:**
  Rifle [BODY: 4, EV: 5, Ammo: 4, R#: 2]
  Grenades (x2) [BODY: 6, Bomb: 8]
- **Alter Ego:** Jackie Johnson
- **Motivation:** Responsibility of Power
- **Occupation:** Soldier/Heavyweight Boxing Champion
- **Wealth:** 2

LITTLE SURE SHOT

DEX:	4	STR:	3	BODY:	3
INT:	5	WILL:	5	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:			20

- **Skills:** Martial Artist: 4, Weaponry: 5, Military Science: 4
- **Advantages:** Connections: Easy Company (High), U.S. Military (Low)
- **Equipment:**
  Rifle [BODY: 4, EV: 5, Ammo: 4, R#: 2]
  Grenades (x2) [BODY: 6, Bomb: 8]
- **Alter Ego:** Unknown
- **Motivation:** Responsibility of Power
- **Occupation:** Soldier
- **Wealth:** 2

WILDMAN

DEX:	4	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:			20

- **Skills:** Martial Artist: 4, Weaponry: 4, Military Science: 4
- **Advantages:** Connections: Easy Company (High), U.S. Military (Low), Scholar (history)
- **Equipment:**
  Rifle [BODY: 4, EV: 5, Ammo: 4, R#: 2]
  Grenades (x2) [BODY: 6, Bomb: 8]
- **Alter Ego:** Unknown
- **Motivation:** Responsibility of Power
- **Occupation:** Soldier/History Teacher
- **Wealth:** 2

COMBAT-HAPPY JOES

DEX:	3	STR:	3	BODY:	3
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:			20

- **Skills:** Martial Artist: 4, Weaponry: 3, Military Science: 4
- **Advantages:** Connections: Easy Company (High), U.S. Military (Low)
- **Equipment:**
  Rifle [BODY: 4, EV: 5, Ammo: 4, R#: 2]
  Grenades (x2) [BODY: 6, Bomb: 8]
- **Alter Ego:** Ice Cream Soldier/Four-Eyes/Worry Wart/Farmer Boy/Flower/Long Round/Short Round/Canary/Others
- **Motivation:** Responsibility of Power
- **Occupation:** Soldiers/Various
- **Wealth:** 2

- **Background:**

The most famous fighting unit of the Second World War, Easy Company fought on many fronts, including France, North Africa, Italy, Belgium, and finally Germany. For some reason, their sergeant, Frank Rock, insisted on giving most of his troops nicknames which seemed to define their personalities and abilities. It is known that some of the Combat-Happy Joes survived the D-day invasion of Normandy, but their destiny beyond the closing days of the war remains to be seen.

THE UNKNOWN SOLDIER

DEX:	7	STR:	4	BODY:	6
INT:	8	WILL:	8	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:			55

- **Powers:**
  Regeneration: 8, Invulnerability: 7
- **Skills:**
  Acrobatics: 2, Artist (Actor): 10, Detective: 6, Martial Artist: 7, Military Science: 8, Thief: 7, Vehicles: 7, Weaponry: 7
- **Advantages:**
  Connection: U.S. Military (High); Lightning Reflexes
- **Drawbacks:**
  Secret Identity; Strange Appearance (beneath his bandages, the Unknown Soldier is hideously disfigured)
- **Equipment:**
  LATEX MASKS
  [BODY: 1, Chameleon: 8]
  Misc. Drawback: The masks tend to make the Unknown Soldier scratch the back of his neck. Those who are aware of this habit receive -2 Column Shifts to the OV/RV of the Perception Check needed to penetrate his disguise.
- **Alter Ego:** Unknown
- **Motivation:** Responsibility of Power
- **Occupation:** Soldier
- **Wealth:** 5
- **Background:**

The man known as the Unknown Soldier is one of the most enigmatic figures in the history of warfare. One record shows him disguising himself as Adolf Hitler and executing the Nazi fuhrer in his infamous bunker even as the Allies invaded Berlin. This same story shows the soldier being killed while rescuing a young girl in the occupied city, but may be fictitious. The Unknown Soldier later appeared in the Viet Nam War, still as young as ever and seemingly possessed of a power that lets him regenerate himself. Whether or not the truth about this enigmatic being will ever be told is not known at this time.

THE VIKING COMMANDO

DEX:	7	STR:	5	BODY:	6
INT:	4	WILL:	8	MIND:	7
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	21	HERO POINTS:			40

- **Skills:**
  Acrobatics: 2, Animal Handling: 5, Charisma: 5, Weaponry: 9, Military Science: 6, Thief (Stealth): 5, Martial Artist: 7
- **Advantages:**
  Connections: U.S. Military (Low), Valhalla (Low); Iron Nerves; Lightning Reflexes
- **Drawbacks:**
  Miscellaneous: Valoric tends to envision his enemies as 12th century warriors.
- **Equipment:**
  Iron Fang (Battle Axe)
  [BODY: 13, EV: 10]
  Submachinegun
  [BODY: 4, AV: 7, EV: 7, Ammo: 5, R#: 2]
  Grenades (x4)
  [BODY: 6, Bomb: 8]
- **Alter Ego:** Valoric
- **Motivation:** Thrill of Adventure
- **Occupation:** Viking Commando
- **Wealth:** 0
- **Background:**

Valoric was a fifth century Viking who was accidentally hurled through time by a Valkyrie named Fey who thought he was dead. Finding himself in 1944, Valoric was recruited by the Americans, who dubbed him the Viking Commando. He was given Army training and unleashed against the Germans, whom he referred to as Huns. Whether or not Valoric cheated death a second time by surviving the war is a mystery. The tales of the Viking Commando may exist outside the standard DC Universe continuity.

THE IRON MAJOR

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	7	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:			65

- **Skills:**
  Martial Artist: 7, Weaponry: 9, Military Science: 8, Thief: 6, Vehicles: 6
- **Advantages:**
  Connection: Nazi Germany (High); Iron Nerves; Leadership; Scholar (military tactics)
- **Drawbacks:**
  Minor Physical Restriction: metal hand
- **Equipment:**
  METAL HAND
  [STR: 8, BODY: 13]
  Luger
  [BODY: 4, EV: 4, Ammo: 8, R#: 2]
- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Nazi
- **Wealth:** 6
- **Background:**

The single greatest foe of Sergeant Rock and Easy Company was the ruthless Nazi officer called the Iron Major. He first encountered Rock while he was the commandant of Stalag 9. Rock was the first prisoner ever to escape the Stalag. Believed killed several times during the war, the Iron Major returned time and again, only to be defeated by the Rock of Easy Company.



NAZI SOLDIERS

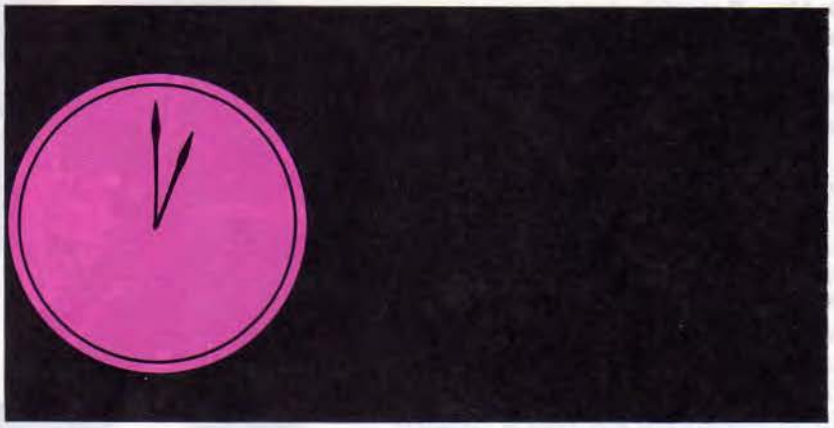
DEX:	2	STR:	3	BODY:	2
INT:	2	WILL:	3	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:			10

- **Skills:**
  Martial Artist: 3, Weaponry: 2, Military Science: 2
- **Advantages:**
  Connection: Nazi Wermacht (Low)
- **Equipment:**
  Rifle
  [BODY: 3, EV: 4, Ammo: 4, R#: 2]
  Grenades (x2)
  [BODY: 6, Bomb: 8]
- **Alter Ego:** Various
- **Motivation:** Power Lust
- **Occupation:** Nazis
- **Wealth:** 2
- **Background:**

The strength of Nazi Germany lay in its soldiers' fanatical single-minded devotion to Adolf Hitler and the Third Reich.

CHAPTER ELEVEN

WATCHMEN



Ten years after the breakup of the Minutemen in 1949, a new generation of costumed adventurers began to appear. Unlike their predecessors, however, these six heroes would have a profound effect upon the future direction of the world. The greatest of these came in the form of Doctor Manhattan, the world's first paranormally powered being. His unique ability to control molecules accelerated technology, won the Viet Nam War, and gave America permanent superiority in the arms race. His very presence escalated tensions even while imposing an uncomfortable peace.

In 1977, police all over the country went on strike, protesting the presence of costumed vigilantes. Chaos and rioting broke out nationwide, forcing Congress to pass the Keene Act, which outlawed all vigilantes not sponsored by the government. The right-wing extremist hero called Rorschach refused to be retired and went underground, continuing his war on the scum of society. The only other active heroes left after the Keene Act were Doctor Manhattan and the Comedian, an aging member of the Minutemen, both of whom acted under government guidance.

The Comedian was murdered in 1985. His death was investigated by Rorschach, who rapidly began discovering clues that led him to believe that former costumed heroes were being eliminated. His theory was supported when Doctor Manhattan left Earth shortly afterwards, the victim of a slanderous campaign which accused him of causing cancer among his associates. Rorschach's activities began to involve other former heroes, including Nite Owl, a hero who used high-tech equipment to fight crime, and the Silk Spectre, the daughter of the Minuteman of same name.

Rorschach was captured by police and sent to prison, where he was rescued by Nite Owl and Silk Spectre. The evidence that had been collected implicated Adrian Veidt, formerly known as the hero Ozymandias, "the world's smartest man." Following Veidt to his Antarctic headquarters, Nite Owl, Rorschach, Silk Spectre, and a returned Doctor Manhattan confronted Ozymandias, who confessed that the Comedian's murder and the subsequent events were his doing.

Due to the ever-increasing nuclear tensions in the world, Veidt planned to save the world from itself by perpetrating an elaborate hoax. Even as the heroes approached his sanctuary, he teleported a mutant creature his scientists had designed to New York City, killing three million of the city's inhabitants. In the wake of the supposed alien invasion, the world powers united for a common defense. The heroes realized that the atrocity Veidt had committed would bring world peace and agreed to remain silent. Rorschach, however, refused to remain silent and let the murder of 3 million people go unpunished. Doctor Manhattan atomized Rorschach to prevent his revealing Veidt's scheme.

Doctor Manhattan left Earth again, apparently forever. Nite Owl and Silk Spectre, having fallen in love, adopted the new secret identities of Sam and Sandra Hollis and intended to resume their crimefighting careers. Ozymandias continued with his plan, hoping to lead Earth into a new Golden Age. The legacy of Rorschach, his journal outlining Veidt's entire scheme, currently rests in the crank file of his favorite conservative newspaper. Whether or not it will be discovered and the truth uncovered remains a mystery.

The world of the Watchmen is not part of the regular DC Universe continuity.

THE COMEDIAN

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	4	MIND:	4
INFL:	7	AURA:	4	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:			55

- **Skills:**
  Charisma: 5, Martial Artist: 6, Military Science: 7, Thief: 5, Vehicles: 3, Weaponry: 6
- **Advantages:**
  Connections: C.I.A. (High), U.S. Government (High), U.S. Military (High)
- **Drawbacks:**
  Catastrophic Rage; Secret Identity
- **Equipment:**

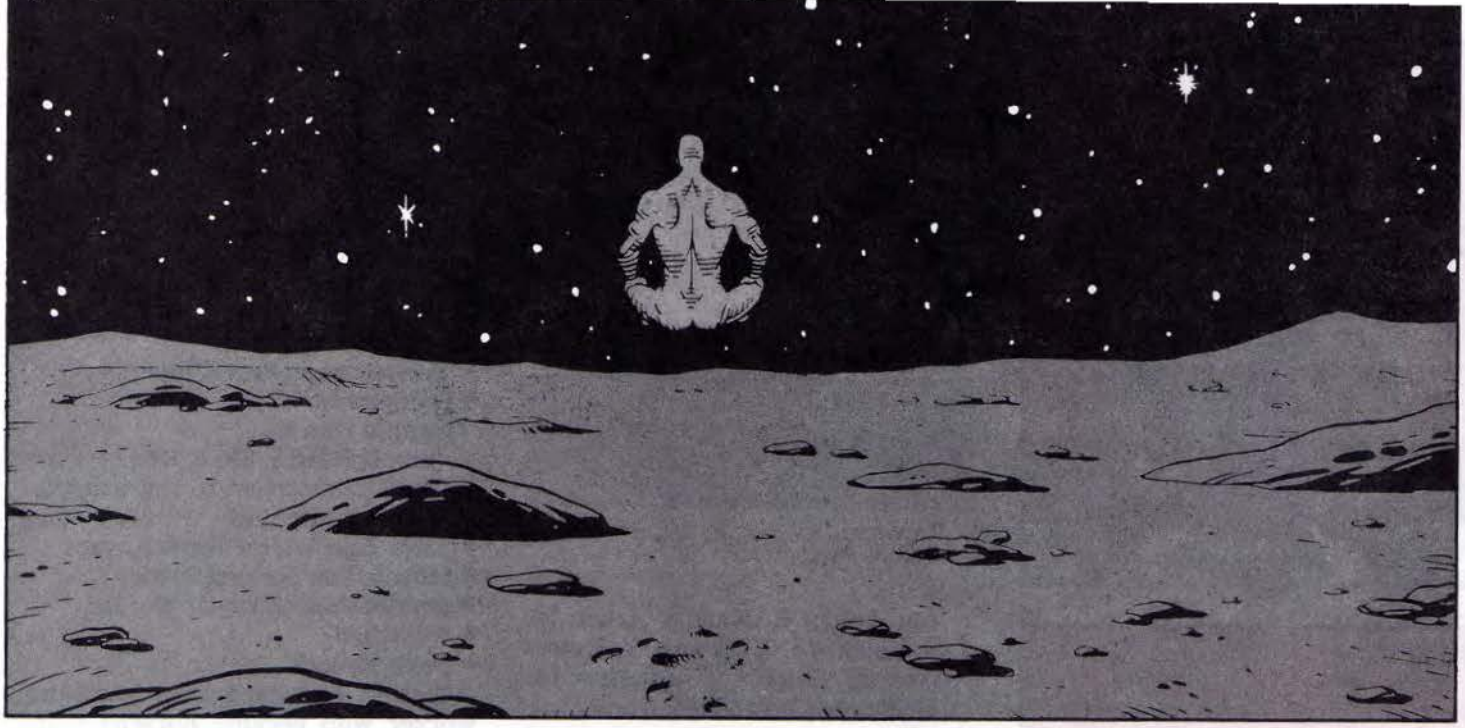
LEATHER BODY ARMOR
[*BODY: 6*]

Submachinegun
[BODY: 5, AV: 5, EV: 5, Ammo: 4, R#: 3]

.45 Pistol (x2)
[BODY: 5, EV: 5, Ammo: 5, R#: 2]

Tear Gas Grenades
[BODY: 2, Fog: 10]
Bonuses: The grenades affect all targets with the area of their Fog Power: use the grenade's APs of Fog as the AV/EV and the targets' BODY/BODY as the OV/RV and subtract the RAPs from the targets' DEX for a number of phases equal to the RAPs earned.

- **Alter Ego:** Edward Blake
- **Motivation:** Unwanted Power



- **Occupation:** Government Operative
- **Wealth:** 7
- **Background:**

Edward Blake believed that the world was full of hatred, needless suffering, and bloodshed. Blake responded by becoming deliberately amoral and brutal, ironically calling himself "the Comedian," as his way of playing along with life's joke. One of the original Minutemen, the Comedian had the longest continuous career of any hero until he was murdered by Ozymandias after accidentally discovering Veidt's plot.

DOCTOR MANHATTAN

DEX:	15	STR:	20	BODY:	18
INT:	30	WILL:	20	MIND:	30
INFL:	4	AURA:	15	SPIRIT:	10
INITIATIVE:	49	HERO POINTS:			200

- **Powers:**
  Growth: 20, Invulnerability: 35, Matter Manipulation: 35, Microscopic Vision: 25, Omni-Power: 25, Precognition: 50, Recall: 50, Sealed Systems: 50, Telekinesis: 25, Teleportation: 50
- **Skills:**
  Gadgetry: 30, Scientist: 30
- **Advantages:**
  Connection: U.S. Government (High); Scholar (physics)
- **Drawbacks:**
  Catastrophic Irrational Attraction to knowledge of the physical world; Public Identity
- **Alter Ego:** Jon Osterman
- **Motivation:** Unwanted Power
- **Occupation:** Scientist
- **Wealth:** 18
- **Background:**

Jon Osterman received his PhD from Princeton University, after which he got a job as a researcher at the Gila Flats facility. In August 1959, Osterman was involved in an accident, which trapped him in a chamber designed to remove the intrinsic field of an object. Osterman was disintigrated and apparently killed, but somehow reintegrated himself several months later. He had been reborn as Doctor Manhattan, a being with phenomenal powers whose presence would change the world forever.

NITE OWL

DEX:	4	STR:	4	BODY:	4
INT:	6	WILL:	4	MIND:	4
INFL:	4	AURA:	5	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:			35

- **Skills:**
  Acrobatics: 2, Detective: 6, Martial Artist: 5, Gadgetry: 10, Medicine: 3, Thief: 4, Vehicles: 6
- **Advantages:**
  Area Knowledge (New York City); Connection: Street (Low); Genius
- **Drawbacks:**
  Secret Identity
- **Equipment:**

OWLSHIP (Archimedes)
[DEX: 5, STR: 10, BODY: 8, INT: 7, Flame Project: 10, Flash: 10, Fog: 10, Flight: 9, Lightning: 8, Magnetic Control: 8, Mind Blast: 10, Radar Sense: 15, Sealed Systems: 18, Super Ventriloquism: 7, Telescopic Vision: 7, Swimming: 6, Water Control: 7, 7 APC Omni-Gadget, R#: 2]
Bonuses: Mind Blast has Area Effect (Sonic Screamers); Nite Owl can control Archie remotely at a distance of up to 10 APs.
Limitation: Lightning and Magnetic Control have a range of Touch on the ship's hull.

HOVER BIKES (x2)
[STR: 4, BODY: 6, Flight: 7]

NIGHT GOGGLES
[BODY: 2, Thermal Vision: 5]

Handcuffs (x4)
[STR: 6, BODY: 6]

Micro-recorder
[BODY: 1, Recall: 7, R#: 2]
Limitation: Recall only records audio information.

Medical Kit
[BODY: 1, Medicine (First Aid): 5]

Mini-Camera
[BODY: 1, Recall: 7, R#: 2]
Limitation: Recall only records visual information.

Rebreather
[BODY: 1, Sealed Systems: 8, R#: 2]

Two-Way Radio
[BODY: 1]
The radio has a range of 12 APs.

Smoke Capsules (x4)
[BODY: 1, Fog: 9]

Tracers
[BODY: 1, Super Ventriloquism: 12]
Limitation: Super Ventriloquism broadcasts a signal to the Owlship.

- **Alter Ego:** Daniel Dreiberg
- **Motivation:** Upholding the Good
- **Occupation:** Ornithologist
- **Wealth:** 15
- **Background:**

When the original Nite Owl, Hollis Mason, retired in 1963, Daniel Dreiberg asked to carry on Mason's heroic identity as the new Nite Owl. Using an amazing arsenal of high-tech equipment, Nite Owl had a string of suc-







cesses, often teaming up with Rorschach. When the Keene Act was passed in 1977, Dreiberg chose to retire. Confronted by Rorschach and his evidence in 1985, Nite Owl came out of retirement to help his former ally escape from jail and track down Ozymandias.

OZYMANDIAS

DEX:	11	STR:	5	BODY:	6
INT:	13	WILL:	10	MIND:	9
INFL:	6	AURA:	7	SPIRIT:	5
INITIATIVE:	34	HERO POINTS:			65

- **Powers:**
  Recall: 20
- **Skills:**
  Acrobatics: 7, Martial Artist: 10, Scientist: 15, Charisma: 7, Detective: 8, Thief: 7, Gadgetry: 15, Medicine: 13, Vehicles: 7
- **Advantages:**
  Connections: Universities (High), Wall Street (High); Genius; Expansive Headquarters (Karnac); Leadership; Lightning Reflexes; Pet (Bubastis); Popularity; Scholar (nearly everything)
- **Drawbacks:**
  Public Identity; Minor Psychological Instability: insatiable curiosity
- **Equipment:**
  TV MONITOR BANK
  [BODY: 6, Precognition: 20]
  Bonus: Ozymandias is able to predict future trends by studying the monitors.
  Misc. Drawback: The monitor bank is immobile.
- **Alter Ego:** Adrian Veidt
- **Motivation:** Responsibility of Power
- **Occupation:** Businessman
- **Wealth:** 20
- **Background:**

In 1966, Adrian Veidt, known as Ozymandias, realized that the world was heading towards an inevitable nuclear confrontation and decided to do something about it. He retired several months before the Keene Act in 1977, and set about building a worldwide corporation with the power and resources necessary to put his plan into action. He seemingly succeeded, but was reminded by Doctor Manhattan of the temporal nature of all things, a fact which left Veidt strangely disturbed and pensive.

RORSCHACH

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	12	MIND:	3
INFL:	9	AURA:	8	SPIRIT:	10
INITIATIVE:	23	HERO POINTS:			45

- **Skills:**
  Acrobatics (Climbing): 5, Charisma (Intimidation, Interrogation): 10, Detective: 9, Martial Artist: 6, Thief: 5
- **Advantages:**
  Area Knowledge (New York City); Connection: Street (Low); Iron Nerves
- **Drawbacks:**
  Serious Rage; Secret Identity
- **Equipment:**
  Grapple Gun
  [STR: 6, BODY: 5, EV: 6, R#: 2]
  The line attached to the Grapple Gun is 5 APs long.
- **Alter Ego:** Walter Jacob Kovacs
- **Motivation:** Seeking Justice
- **Occupation:** Garment Worker
- **Wealth:** 3
- **Background:**

Walter Kovacs was a garment worker who became Rorschach in response to the immorality and degradation he perceived in society. When vigilantism was outlawed by the Keene Act in 1977, Rorschach refused to retire, becoming a wanted criminal rather than compromising his beliefs. When Veidt's plan was revealed, he refused to let the murder of New York's citizens go unpunished, and was therefore killed by Doctor Manhattan.

SILK SPECTRE

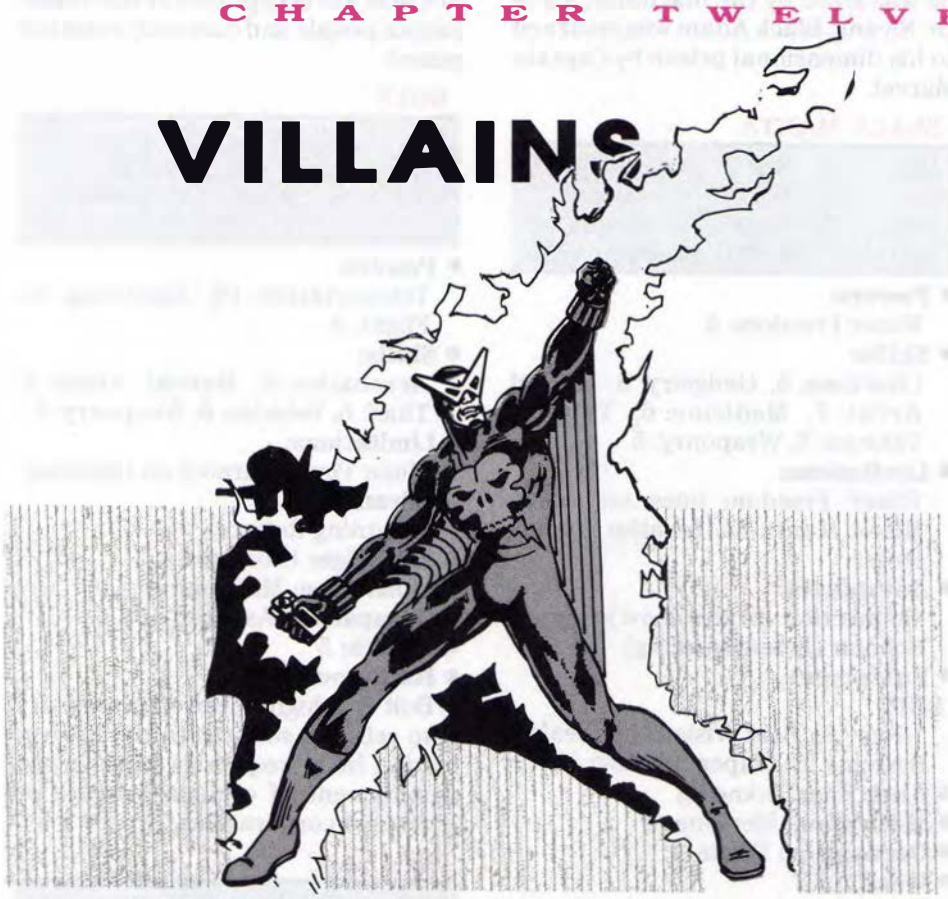
DEX:	6	STR:	3	BODY:	3
INT:	5	WILL:	3	MIND:	4
INFL:	5	AURA:	6	SPIRIT:	3
INITIATIVE:	18	HERO POINTS:			30

- **Skills:**
  Acrobatics: 4, Charisma: 6, Detective: 4, Martial Artist: 4
- **Drawbacks:**
  Public Identity; Uncertainty
- **Alter Ego:** Laurel Jane Juspeczyk
- **Motivation:** Unwanted Power
- **Occupation:** Socialite
- **Wealth:** 6
- **Background:**

Laurel Juspeczyk is the daughter of the Comedian and the original Silk Spectre. She was trained by her mother to become the second heroine to be known as the Silk Spectre. She fell in love with Doctor Manhattan, and the two remained together, even after Laurie retired from crime-fighting in 1977. As Doctor Manhattan grew more distant from humanity, however, Laurie turned to Dan Dreiberg for comfort, and the pair fell in love. Nite Owl and Silk Spectre were last seen in their new identities as Sam and Sandra Hollis, pondering a new adventuring career together.

CHAPTER TWELVE

VILLAINS



Not all beings gifted with powers beyond those of mortal men use their abilities to fight on the side of truth and justice. These villains can be power-mad tyrants intent on ruling the world, psychopathic followers of the ways of evil, or simply greed-crazed misfits. Whatever the case, when this kind of person is on the loose, it is up to heroes to bring them to justice.

AMAZO

DEX:	12	STR:	18	BODY:	15
INT:	5	WILL:	25	MIND:	10
INFL:	2	AURA:	3	SPIRIT:	10
INITIATIVE:	44	HERO POINTS:			175

- **Powers:**
  Adaptation: 40, Animal Control: 15, Animal Summoning: 12, Chameleon: 10, Dispersal: 12, Flight: 13, Invisibility: 10, Mind Probe: 6, Sonic Beam: 8, Speak With Animals: 8, Stretching: 8, Super Breath: 10, Superspeed: 25, Swimming: 7, Telepathy: 6, Telescopic Vision: 8, WaterFreedom: 12, X-RayVision: 8
- **Skills:**
  Acrobatics: 6, Detective: 6, Vehicles: 10
- **Bonuses:**
  Amazo can use Adaptation to adapt Attributes and Skills.
- **Limitations:**
  Animal Powers only work on marine life.
- **Equipment:**
  POWER RING
  [BODY: 25, INT: 10], Comprehend Languages: 20, Flight: 40, Force Manipulation: 25, Recall: 20, Sealed Systems: 16, Invulnerability: 18, Life Sense: 40, Omni-Power: 12, Regeneration: 4, Skin Armor: 4, Spirit Travel: 50]
  Limitations: The Power Ring's BODY is only 6 when it is not being worn; the Skin Armor Power does not have to be activated at its full AP value: Amazo loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense can only detect members of the Green Lantern Corps.
  Misc. Drawbacks: The Power Ring is completely useless against the color yellow.
- **Alter Ego:** None
- **Motivation:** Nihilist
- **Occupation:** Android
- **Wealth:** 0
- **Background:**

Amazo is the creation of the villainous Professor Ivo, who designed the android to absorb the powers of the Justice League of America. Amazo has been defeated many times, but always returns to plague Earth's greatest heroes.

BIZARRO

DEX:	15	STR:	25	BODY:	14
INT:	1	WILL:	3	MIND:	9
INFL:	3	AURA:	2	SPIRIT:	9
INITIATIVE:	33	HERO POINTS:			85

- **Powers:**
  Directional Hearing: 8, Extended Hearing: 8, Flight: 15, Microscopic Vision: 15, Heat Vision: 15, Invulnerability: 22, Sealed Systems: 11, Super Breath: 12, Super Hearing: 8, Superspeed: 14, Thermal Vision: 13, Systemic Antidote: 18, Telescopic Vision: 13, X-Ray Vision: 13
- **Drawbacks:**
  Strange Appearance; Serious Physical Restriction: Bizarro cannot speak; Serious Psychological Instability: Bizarro is easily confused.
- **Motivation:** Nihilist/Upholding the Good
- **Occupation:** None
- **Wealth:** 0
- **Background:**

This pathetic creature was the result of an attempt by Lex Luthor to create a duplicate of Superman. Bizarro apparently destroyed itself when it collided with the Man of Steel at superspeed.

BLACK ADAM

DEX:	14	STR:	20	BODY:	14
INT:	5	WILL:	4	MIND:	4
INFL:	7	AURA:	4	SPIRIT:	4
INITIATIVE:	41	HERO POINTS:			100

- **Powers:**
  Flight: 14, Systemic Antidote: 10, Superspeed: 13, Invulnerability: 18
- **Skills:**
  Charisma (Intimidation): 10

TETH-ADAM

DEX:	4	STR:	5	BODY:	4
INT:	5	WILL:	7	MIND:	4
INFL:	4	AURA:	2	SPIRIT:	3
INITIATIVE:	13	HERO POINTS:			100

- **Advantages:** **Black Adam only*
  Insta-Change; Lightning Reflexes*
- **Drawbacks:**
  Serious Rage
- **Motivation:** Power Lust
- **Occupation:** Former Pharaoh
- **Wealth:** 0
- **Background:**

A pharaoh in ancient Egypt, Teth-Adam was given great powers by the wizard Shazam. When he turned to evil, Shazam banished Black Adam to

another dimension, where he remained until the 20th century, when he was freed by the machinations of Dr. Sivana. Black Adam was returned to his dimensional prison by Captain Marvel.

BLACK MANTA

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	4	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	20 [20]	HERO POINTS:	50		

- **Powers:**
  Water Freedom: 5
- **Skills:**
  Charisma: 6, Gadgetry: 8, Martial Artist: 7, Medicine: 6, Thief: 5, Vehicles: 5, Weaponry: 5
- **Limitations:**
  Water Freedom does not allow Black Manta to breathe underwater.
- **Advantages:**
  Connection: Pirates (Low); Genius; Scholar (bioengineering)
- **Equipment:**
  SUIT
  [*BODY: 7*, Heat Vision: 12, Sealed Systems: 15, Super Hearing: 16]
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Pirate
- **Wealth:** 13
- **Background:**

A mysterious pirate of the seven seas, Black Manta was responsible for the death of Arthur Curry, Jr., the son of Aquaman. Black Manta has tried on many occasions to establish his own undersea kingdom, but has always been thwarted.

BLACKFIRE

DEX:	7	STR:	6	BODY:	6
INT:	7	WILL:	8	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE:	23	HERO POINTS:	45		

- **Powers:**
  Solar Sustenance: 15, Energy Blast: 10
- **Skills:**
  Martial Artist: 7, Charisma: 8, Thief (Stealth): 5, Weaponry: 7
- **Advantages:**
  Area Knowledge (Tamaran); Connection: Vegan Worlds (High); Leadership
- **Drawbacks:**
  Authority Figure
- **Alter Ego:** Komand'r
- **Motivation:** Power Lust
- **Occupation:** Ruler of Tamaran
- **Wealth:** 15
- **Background:**

Blackfire is the sister of Starfire of the New Titans. After many attempts to kill Starfire and assume the throne of their home planet Tamaran, Blackfire won the acceptance of the Tamaranian people and currently rules the planet.

BOLT

DEX:	8	STR:	7	BODY:	5
INT:	4	WILL:	4	MIND:	4
INFL:	5	AURA:	3	SPIRIT:	4
INITIATIVE:	21	HERO POINTS:	35		

- **Powers:**
  Teleportation: 10, Lightning: 12, Flight: 9
- **Skills:**
  Acrobatics: 6, Martial Artist: 8, Thief: 6, Vehicles: 6, Weaponry: 6
- **Limitations:**
  Minor Power Burnout on Lightning
- **Advantages:**
  Lightning Reflexes
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Assassin
- **Wealth:** 5
- **Background:**

Bolt is a high-powered mercenary who sells his services to the highest bidder. He is frequently found in the employment of organized crime or dishonest corporations.

BRAINIAC

DEX:	3	STR:	2	BODY:	7
INT:	12	WILL:	15	MIND:	13
INFL:	8	AURA:	7	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	50		

- **Powers:**
  Control: 10, Illusion: 20, Mental Blast: 16, Telekinesis: 15, Mind Blast: 14
- **Skills:**
  Gadgetry: 9, Scientist: 8
- **Advantages:**
  Connections: Circus (Low), Lexcorp (High); Genius
- **Drawbacks:**
  Minor Psychological Instability (Fine occasionally tries to wrest control of his body back from Vril Dox).
- **Alter Ego:** Milton Fine/Vril Dox
- **Motivation:** Power Lust
- **Occupation:** Circus Mentalist/Scientist
- **Wealth:** 5
- **Background:**

Milton Fine is a circus mentalist whose body was taken over by Vril Dox, an alien entity from the planet Colu. Dox amplified Fine's mental powers to such a high degree that even Superman was affected by the transformation. Brainiac was recently captured by Lexcorp and has struck an uneasy alliance with Lex Luthor.

BROTHER BLOOD

DEX:	6	STR:	5 (9)	BODY:	6 (8)
INT:	9	WILL:	16	MIND:	12
INFL:	13	AURA:	15	SPIRIT:	11
INITIATIVE:	30	HERO POINTS:	110		

- **Powers:**
  Invulnerability: 9
- **Skills:**
  Charisma: 16, Martial Artist: 7, Weaponry: 7
- **Limitations:**
  Blood must bathe in the pool of blood under his church in Zandia once per year to maintain his Invulnerability.
- **Advantages:**
  Area Knowledge (Zandia); Connections: Church of Blood (High), Zandia (High); Connoisseur; Leadership; Popularity; Scholar (religion)
- **Drawbacks:**
  Authority Figure; Miscellaneous: Blood's STR and BODY grow as he gains more and more followers and can reach maximums of 9 and 8 respectively.
- **Equipment:**
  ARMOR
  [*BODY: 7*, Energy Blast: 10, R#: 2]
- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Religious Leader
- **Wealth:** 18
- **Background:**

Brother Blood was the heir to the Church of Blood, a worldwide religious organization which sought to subvert the masses to Blood's rule. His plans were foiled by the New Titans, and Blood's mind was damaged in the conflict. He now resides in a pastoral monastery, apparently with no memory of his past misdeeds.

THE BROTHERHOOD OF EVIL

THE BRAIN

DEX:	2	STR:	1	BODY:	12
INT:	13	WILL:	10	MIND:	10
INFL:	9	AURA:	7	SPIRIT:	8
INITIATIVE:	24	HERO POINTS:	75		

- **Powers:**
  Iron Will: 8, Mental Blast: 8
- **Skills:**
  Charisma: 10, Detective: 8, Medicine: 12, Gadgetry: 12, Scientist: 10
- **Advantages:**
  Connections: The Brotherhood of Evil (High), Underworld (High), Zandia (Low); Connoisseur; Genius; Iron Nerves; Leadership; Scholar (surgery); Sharp Eye
- **Drawbacks:**
  Strange Appearance; Catastrophic Physical Restriction: The Brain is

literally a disembodied brain that cannot survive outside of its containment unit.

- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Leader of the Brotherhood of Evil
- **Wealth:** 13

MONSIEUR MALLAH

DEX:	8	STR:	7	BODY:	7
INT:	8	WILL:	7	MIND:	7
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	26	HERO POINTS:			75

- **Skills:**
  Acrobatics: 8, Gadgetry: 5, Martial Artist: 8, Medicine: 8, Scientist: 6, Weaponry: 6
- **Advantages:**
  Connection: Brotherhood of Evil (High); Lightning Reflexes; Scholar (surgery, weapons technology)
- **Drawbacks:**
  Strange Appearance
- **Equipment:**
  Submachinegun
  [BODY: 4, AV: 5, EV: 6, Ammo: 4, R#: 3]
- **Motivation:** Power Lust
- **Occupation:** Gorilla
- **Wealth:** 5

HOUNGAN

DEX:	5	STR:	3	BODY:	4
INT:	6	WILL:	5	MIND:	4
INFL:	5	AURA:	6	SPIRIT:	7
INITIATIVE:	16	HERO POINTS:			50

- **Skills:**
  Charisma: 6, Gadgetry: 7, Occultist: 8
- **Advantages:**
  Connections: Brotherhood of Evil (High), Haitian Voodoo Community (High); Genius; Scholar (voodoo)
- **Equipment:**
  Computer Fetish
  [BODY: 2, Voodoo: 9, R#: 3]
- **Alter Ego:** Jean-Louis Droo
- **Motivation:** Psychopath
- **Occupation:** Computer Scientist/ Witch Doctor
- **Wealth:** 5

PHOBIA

DEX:	6	STR:	3	BODY:	4
INT:	5	WILL:	5	MIND:	6
INFL:	5	AURA:	7	SPIRIT:	6
INITIATIVE:	18	HERO POINTS:			50

- **Powers:**
  Phobia: 13
- **Skills:**
  Martial Artist: 5
- **Advantages:**
  Connections: Brotherhood of Evil (High); British Aristocracy (High)
- **Alter Ego:** Angela Hawkins III
- **Motivation:** Thrill Seeker



- **Occupation:** Aristocrat
- **Wealth:** 8

PLASMUS

DEX:	6	STR:	7	BODY:	7
INT:	4	WILL:	5	MIND:	5
INFL:	5	AURA:	2	SPIRIT:	5
INITIATIVE:	15	HERO POINTS:			50

- **Powers:**
  Acid: 9, Cell Rot: 9, Dispersal: 3
- **Skills:**
  Charisma (Intimidation): 6
- **Limitations:**
  Acid and Cell Rot have No Range and are Always On.
- **Advantages:**
  Connection: Brotherhood of Evil (High)
- **Drawbacks:**
  Strange Appearance
- **Alter Ego:** Otto von Furth
- **Motivation:** Psychopath
- **Occupation:** Protoplasmic Blob
- **Wealth:** 4

WARP

DEX:	6	STR:	3	BODY:	6
INT:	6	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:			45

- **Powers:**
  Flight: 6, Warp: 13
- **Skill:**
  Thief: 6
- **Limitations:**
  Warp can only create one warp at a time and each use inflicts 1 RAP of damage to his Current MIND Condition
- **Advantages:**
  Connection: Brotherhood of Evil (High)
- **Alter Ego:** Emil LaSalle
- **Motivation:** Mercenary
- **Occupation:** Assassin
- **Wealth:** 7
- **Background:**
  The Brotherhood of Evil first appeared in France some years ago. Consisting of the Brain, Monsieur Mallah, and Madame Rouge, the Brotherhood fought the Doom Patrol on many occasions. The Brotherhood was believed destroyed, but later returned to plague the New Titans and the new Doom Patrol. Still led by the Brain, the Brotherhood has added several new members and seeks to rule the world.



CAPTAIN COLD

DEX:	5	STR:	3	BODY:	5
INT:	6	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	3
INITIATIVE:	18	HERO POINTS:			50

- **Skills:**
  Gadgetry: 6, Thief: 2, Weaponry (Exotic): 11
- **Advantages:**
  Connections: Flash's Rogues' Gallery (High), Suicide Squad (Low), Underworld (Low); Lightning Reflexes; Scholar (cold)
- **Equipment:**
  Cold Gun
  [BODY: 4, Illusion: 7, Ice Production: 13]
  SUIT
  [BODY: 4, Cold Immunity: 6]
- **Alter Ego:** Leonard Snart
- **Motivation:** Mercenary
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**
  Captain Cold was one of the second Flash's most persistent foes for many years. He was recently released from prison after successfully completing a mission for the Suicide Squad, and has apparently reformed. He may or may not return to crime some day.

CATWOMAN

DEX:	9	STR:	4	BODY:	5
INT:	9	WILL:	7	MIND:	7
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	30	HERO POINTS:			75

- **Skills:** **linked*
  Acrobatics: 9*, Charisma: 8*, Animal Handling: 8*, Martial Artist: 8, Thief: 9*, Vehicles: 9*, Weaponry: 9*
- **Advantages:**
  Area Knowledge (Gotham City); Connections: Batman (Low), Street (High); Intensive Training; Lightning Reflexes; Pets (numerous house cats); Scholar (cats)
- **Drawbacks:**
  Catastrophic Irrational Attraction to cats and cat motifs; Minor Irrational Attraction to Batman
- **Equipment:**
  Cat O' Nine Tails
  [BODY: 4, EV: 5]
  Swingline and Grapple
  [STR: 5, BODY: 6]
  The swingline is 5 APs long.
- **Alter Ego:** Selina Kyle
- **Motivation:** Thrill Seeker
- **Occupation:** Cat Burglar
- **Wealth:** 6
- **Background:**
  Selina Kyle was one of the first costumed adversaries ever faced by the Batman. Over the years, she has reformed, returned to crime, and reformed again. She will undoubtedly cause the Caped Crusader more trouble in the future.

THE CHEETAH

DEX:	13	STR:	8	BODY:	10
INT:	8	WILL:	7	MIND:	7
INFL:	8	AURA:	6	SPIRIT:	8
INITIATIVE:	33	HERO POINTS:			60

- **Powers:**
  Claws: 9, Extra Limb (tail): 8, Jumping: 2, Ultra Vision: 9
- **Skills:**
  Acrobatics: 13, Martial Artist: 9, Military Science (Tracking): 12, Thief (Stealth): 13

BARBARA MINERVA

DEX:	3	STR:	2	BODY:	3
INT:	8	WILL:	7	MIND:	7
INFL:	6	AURA:	3	SPIRIT:	6
INITIATIVE:	17	HERO POINTS:			60

- **Skills:**
  Occultist: 5, Scientist: 5
- **Advantages:** **Cheetah only*
  Lightning Reflexes*; Scholar (archeology)
- **Drawbacks:** **Cheetah only*
  Serious Rage*; Miscellaneous: Minerva must prepare and drink a special elixir and enact an intricate ritual to become the Cheetah.
- **Motivation:** Psychopath
- **Occupation:** Archeologist
- **Wealth:** 8
- **Background:**
  When Barbara Minerva performs an elaborate ritual with the aid of her assistant Chuma, she is transformed into the human embodiment of Uzkartaga, the Cheetah goddess. With her deadly abilities and blood lust, she has caused trouble for Wonder Woman on several occasions.

CHEMO

DEX:	3	STR:	12	BODY:	18
INT:	1	WILL:	1	MIND:	20
INFL:	1	AURA:	2	SPIRIT:	20
INITIATIVE:	5	HERO POINTS:			50

- **Powers:**
  Acid: 18, Growth: 7, Poison Touch: 9, Invulnerability: 25
- **Limitations:**
  Growth is Always On.
- **Drawbacks:**
  Strange Appearance; Miscellaneous: Chemo is completely mindless.
- **Motivation:** Nihilist
- **Background:**
  Chemo is the result of an experiment gone wrong. A mindless behemoth, he exists only to destroy, wreck, and demolish. The Metal Men have destroyed Chemo on many occasions, but he always seems to reconstitute himself and embark on another thoughtless rampage.

CHRONOS

DEX:	5	STR:	4	BODY:	3
INT:	9	WILL:	7	MIND:	7
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:			65

- **Skills:**
  Gadgetry: 9, Scientist: 9, Thief: 5, Vehicles: 4, Weaponry: 6
- **Advantages:**
  Connection: Suicide Squad (Low); Genius; Scholar (temporal physics)
- **Drawbacks:**
  Catastrophic Irrational Attraction to clocks and clock motif crimes; Serious Irrational Attraction to destroying the Atom (Ray Palmer)
- **Equipment:**
  SUIT
  [*BODY: 6*, Cell Rot: 7, Postcognition: 12, Teleportation: 8, Time Travel: 15]
  8 AP ABCD Omni-Gadgets (x4)
  Chronos' Omni-Gadgets will always have a clock or time motif.
- **Alter Ego:** David Clinton

- **Motivation:** Power Lust
- **Occupation:** Criminal
- **Wealth:** 8
- **Background:**

David Clinton became obsessed with clocks and time while "doing time" in prison. Upon his release, he devised an arsenal of clock-motif equipment and embarked on a new criminal career as Chronos. Due to his repeated defeats at the hands of the Atom, he has become obsessed with destroying the diminutive hero.

CIRCE

DEX:	7	STR:	3	BODY:	6
INT:	10	WILL:	10	MIND:	9
INFL:	10	AURA:	14	SPIRIT:	8
INITIATIVE:	27	HERO POINTS:			75

- **Powers:** *'Mystic Linked*
  Energy Blast: 16*, Magic Blast: 12, Shape Change: 12*, Sorcery: 8
- **Skill:**
  Occultist: 14
- **Bonuses:**
  Shape Change is Usable On Others: make an Action Check against the target's INFL./SPIRIT, and if the RAPs received equal or exceed the target's SPIRIT, s/he is transformed into one of Circe's Bestiamorphs.
- **Limitations:**
  Circe's Powers are all useless against the herb Moly and persons protected by it.
- **Advantages:**
  Area Knowledge (Colchis); Leadership
- **Drawbacks:**
  Forced Exile; Fatal Vulnerability to Wonder Woman's death
- **Alter Ego:** Cassandra Colchis
- **Motivation:** Power Lust
- **Occupation:** Sorceress
- **Wealth:** 10
- **Background:**

Circe is a sorceress who lived in isolation on the isle of Colchis for thousands of years. Circe felt threatened by the appearance in Man's World of Princess Diana of Themyscira and attempted to destroy the Amazon Princess. She was foiled by the intervention of the god Hermes, but her current location and status are not known.

COPPERHEAD

DEX:	4	STR:	3	BODY:	3
INT:	5	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:			40

- **Skills:**
  Acrobatics: 4, Thief: 9
- **Advantages:**
  Connections: Secret Society of Super-Villains (High), Underworld (Low); Lightning Reflexes
- **Drawbacks:**
  Serious Irrational Attraction to snakes and snake-motif crimes
- **Equipment:**
  SNAKE SUIT
  [*DEX: 12, STR: 6, BODY: 8*, Cling: 6, Poison Touch: 7, Stretching: 5, R#: 2]
  Limitation: Poison Touch can only be used on Grappled opponents.
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Thief
- **Wealth:** 4
- **Background:**

Copperhead made a name for himself by committing a series of daring crimes in Gotham City. He was captured, but later joined the Secret Society of Super-Villains. What he has been up to since the S.S.S.V. disbanded is anybody's guess.



CROC

DEX:	7	STR:	6	BODY:	8
INT:	2	WILL:	5	MIND:	4
INFL:	6	AURA:	2	SPIRIT:	8
INITIATIVE:	17	HERO POINTS:			45

- **Powers:**
  Regeneration: 1
- **Skills:**
  Charisma (Intimidation): 9, Martial Artist: 7, Weaponry: 7
- **Advantages:**
  Area Knowledge (Gotham City sewers); Connection: Arkham Asylum (Low)
- **Drawbacks:**
  Serious Irrational Attraction to hating normal humans; Strange Appearance; Minor Psychological Instability
- **Alter Ego:** Waylon Jones
- **Motivation:** Psychopath
- **Occupation:** Criminal
- **Wealth:** 2
- **Background:**

Croc was paralyzed during a battle with the Batman, but his reptilian powers seem to be regenerating his damaged nervous system. If the healing process continues, he will surely return to plague the Darknight Detective again.

DARKSEID

DEX:	10	STR:	22	BODY:	16
INT:	18	WILL:	26	MIND:	20
INFL:	17	AURA:	17	SPIRIT:	18
INITIATIVE:	45	HERO POINTS:			250

- **Powers:**
  Continuum Control: 30, Dimension Travel: 8, Invulnerability: 20, Regeneration: 8, Warp: 65
- **Skills:**
  Charisma: 18, Scientist: 15
- **Bonus:**
  The Omega Effect: If Darkseid uses his Continuum Control Power to attack a target with an Energy Blast and receives a number of RAPs equal to twice the target's BODY, he can choose to completely disintegrate the target and scatter his/her atoms across the cosmos; later, Darkseid can resurrect disintegrated targets by making an Action Check using his APs of Continuum Control as the AV/EV and twice the victim's BODY as the OV/RV, with positive RAPs indicating success.
- **Limitation:**
  Darkseid's Continuum Control and Warp Powers are actually powered by "X-Element" he absorbs into his body. Both Powers are considered to have an R#: 2 for the purposes of determining when his supply of X-Element must be replenished.
- **Advantages:**
  Area Knowledge (Apokolips); Leadership
- **Drawbacks:**
  Catastrophic Irrational Attraction



to discovering the Anti-Life Equation
- **Motivation:** Power Lust
- **Occupation:** Ruler of Apokolips
- **Wealth:** Unlimited
- **Background:**

Darkseid is the ruler of the dismal planet Apokolips. His goal is to rule all of known creation, and to that end, he is obsessed with the discovery of the Anti-Life Equation, a formula that will give him control over life and death.

DESAAD

DEX:	4	STR:	3	BODY:	4
INT:	15	WILL:	5	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	23	HERO POINTS:	125		

- **Skills:**
  Gadgetry: 18, Scientist: 15
- **Advantages:**
  Area Knowledge (Apokolips); Connection: Apokolips (High); Genius; Scholar (pain)
- **Drawbacks:**
  Catastrophic Irrational Attraction to inflicting pain
- **Equipment:**
  15 AP ABCD Omni-Gadget (x2)
- **Motivation:** Psychopath
- **Occupation:** Master Torturer
- **Wealth:** Unlimited
- **Background:**

DeSaad is Darkseid's most trusted servant and right-hand man. Best known for his delight in causing misery and pain, DeSaad has long been a thorn in the side of the New Gods and Earth's heroes.

DEATHSTROKE THE TERMINATOR

DEX:	8 (10)	STR:	4 (9)	BODY:	7 (8)
INT:	8	WILL:	9	MIND:	8
INFL:	6	AURA:	3	SPIRIT:	7
INITIATIVE:	24 (28)	HERO POINTS:	100		

- **Skills:**
  Acrobatics: 7 (9), Charisma: 8, Martial Artist: 8 (10), Military Science: 11, Thief: 8, Weaponry: 11
- **Advantages:**
  Connections: Mercenary Organizations (High), Third World Nations (High); Connoisseur; Leadership; Lightning Reflexes; Scholar (tactics)
- **Drawbacks:**
  Age
- **Note:**
  When Wilson began as the Terminator, his DEX, STR, and BODY were 10, 9, and 8. During this period, his Acrobatics and Martial Artist Skills were 9 and 10. Since he has aged, he has lost a great deal of his physical prowess as indicated above.
- **Equipment:**
  ARMOR
  [*BODY: 9*, Telescopic Vision: 4]
  Power Staff
  [BODY: 6, Energy Blast: 11, R#: 2]
  Sword
  [BODY: 8, EV: 5]
  Grenades (x4)
  [BODY: 6, Bomb: 8]
  Pistol
  [BODY: 4, EV: 6, Ammo: 5, R#: 2]
- **Alter Ego:** Slade Wilson
- **Motivation:** Mercenary
- **Occupation:** Assassin
- **Wealth:** 13
- **Background:**

Slade Wilson had his brain power increased to 90% by experiments performed on him by the U.S. Army. Utilizing his newfound abilities, Wilson became the Terminator, the world's leading assassin. Since his defeat at the hands of the Titans, Deathstroke seems to have entered into a retirement of sorts.

DOCTOR ALCHEMY

DEX:	5	STR:	3	BODY:	5
INT:	6	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	65		

- **Skills:**
  Gadgetry: 6, Occultist: 6
- **Advantages:**
  Area Knowledge (Central City); Connection: Flash's Rogues' Gallery (High)
- **Drawbacks:**
  Unluck
- **Equipment:**
  Philosopher's Stone
  [BODY: 9, Telekinesis: 6, Transmutation: 16]
- **Alter Ego:** Alvin Desmond
- **Motivation:** Mercenary
- **Occupation:** Alchemist
- **Wealth:** 4
- **Background:**

Dr. Alchemy has used the power of the Philosopher's Stone for evil ends for many years. His greatest foe was Barry Allen, the second Flash. Alchemy is now in prison serving several consecutive life sentences.

DOCTOR POLARIS

DEX:	6	STR:	4	BODY:	7
INT:	8	WILL:	5	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:	80		

- **Powers:**
  Energy Absorption: 12, Energy Blast: 10, Flash: 10, Flight: 8, Force Field: 12, Magnetic Control: 16
- **Skills:**
  Charisma: 6, Gadgetry: 7, Medicine: 7, Scientist: 7
- **Limitations:**
  Energy Absorption can only be used to absorb magnetic energy.

- **Advantages:** Connection: Underworld (High); Genius; Scholar (magnetism)
- **Drawbacks:** Serious Psychological Instability
- **Alter Ego:** Neal Emerson
- **Motivation:** Power Lust
- **Occupation:** Physician
- **Wealth:** 6
- **Background:** Neil Emerson was a physician who performed miraculous cures through the use of magnetism. However, overexposure to magnetic forces caused him to develop a Jekyll-Hyde personality. He originally generated his energies using equipment, but later internalized his powers. He has threatened the Green Lantern Corps and the New Titans in the past.

ECLIPSO

DEX:	8	STR:	12 (15)	BODY:	10 (13)
INT:	10	WILL:	12	MIND:	10
INFL:	10	AURA:	11	SPIRIT:	10
INITIATIVE:	28	HERO POINTS:			100

- **Powers:** Invulnerability: 15, Regeneration: 9, Sorcery: 10
- **Skills:** Gadgetry: 10, Occultist: 13, Scientist: 10
- **Bonuses:** Eclipso's STR and BODY are increased during a total eclipse.
- **Advantages:** Connections: Diablo Island (High), Lords of Chaos (Low); Genius; Iron Nerves; Leadership; Scholar (astronomy, eclipses)
- **Drawbacks:** Serious Rage; Strange Appearance; Fatal Vulnerability: bright light, range of 0 APs; Loss Vulnerability (all Attributes and Powers): bright light, range of 0 APs
- **Equipment:**
  Black Diamond
  [BODY: 10, Energy Absorption: 12, Energy Blast: 12, Mystic Freeze: 12]
- **Alter Ego:** formerly Bruce Gordon
- **Motivation:** Nihilist
- **Occupation:** Priest of Diablo Island
- **Wealth:** 0
- **Background:** Bruce Gordon was studying a total eclipse on Diablo Island when he was cut by a black diamond wielded by the island's primitive shaman. Gordon later learned that under eclipsed light, he became Eclipso, an evil being bent on bringing darkness to the world. Gordon and Eclipso were later split into two separate beings, the evil Eclipso still striving to end the light forever.

THE FEARSOME FIVE

GIZMO

DEX:	6	STR:	2	BODY:	3
INT:	7	WILL:	5	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	4
INITIATIVE:	18	HERO POINTS:			80

- **Skills:** Gadgetry: 13, Military Science: 9, Thief: 6
- **Advantages:** Connection: Fearsome Five (High); Genius; Scholar (electronics)
- **Drawbacks:** Minor Irrational Attraction to gadgets; Minor Physical Restriction: dwarf
- **Equipment:**
  SUIT
  [*BODY: 4*, Flight: 5]
  Tools and Parts
  [BODY: 1]
  Bonus: Gizmo's tools function as a 7 AP lab. He does not need to buy parts for gadgets when he has access to his tool kit.
  9 AP ABCD Omni-Gadget (x3)
- **Alter Ego:** Mikron O'Jeneus
- **Motivation:** Thrill Seeker
- **Occupation:** Gadgeteer
- **Wealth:** 5

MAMMOTH

DEX:	6	STR:	15	BODY:	11
INT:	2	WILL:	4	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	6
INITIATIVE:	11	HERO POINTS:			40

- **Advantages:** Connection: Fearsome Five (High)
- **Drawbacks:** Catastrophic Irrational Attraction to protecting his sister (Shimmer); Innocent
- **Alter Ego:** Baran
- **Motivation:** Mercenary
- **Occupation:** Big Dumb Guy
- **Wealth:** 4

SHIMMER

DEX:	3	STR:	2	BODY:	3
INT:	5	WILL:	4	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:			40

- **Power:** Transmutation: 10
- **Skills:** Charisma: 6, Thief: 4
- **Limitations:** Range of Transmutation is three feet.
- **Advantages:** Connection: Fearsome Five (High); Iron Nerves
- **Alter Ego:** Selinda
- **Motivation:** Mercenary
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:** The Fearsome Five was originally formed by Doctor Light, but his bumbling incompetence caused him to be overthrown by Psimon. Psimon was killed during the Crisis, and the three remaining members of the Fearsome Five have attempted to recruit two new members ever since, with only marginal success.

THE FIDDLER

DEX:	5	STR:	2	BODY:	4
INT:	7	WILL:	4	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:			65

- **Skills:** Artist (Musician): 8, Gadgetry: 5
- **Advantages:** Connections: Injustice Unlimited (High), Underworld (Low); Scholar (music)
- **Drawbacks:** Age; Serious Irrational Attraction to music
- **Equipment:**
  Fiddle
  [BODY: 3, Control: 10, SonicBeam: 9, Force Field: 12]
  Limitation: All Powers can only be used while the fiddle is played.
- **Alter Ego:** Isaac Bowins
- **Motivation:** Mercenary
- **Occupation:** Musician
- **Wealth:** 6
- **Background:** Isaac Bowins learned the secrets of hypnotism from an Indian fakir in the late 1930's. Armed with a fiddle, he became a notorious criminal in America and joined the Injustice Society of the World and fought the Justice Society. After a period of semi-retirement, he resurfaced with an amazing high-tech fiddle and joined Injustice Unlimited in battle against Infinity Inc.

GARGUAX

DEX:	2	STR:	5	BODY:	6
INT:	9	WILL:	4	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:			100

- **Skills:** Charisma: 6, Gadgetry: 12, Military Science: 8, Scientist: 10
- **Advantages:** Genius; Leadership
- **Drawbacks:** Minor Physical Restriction: obesity; Strange Appearance

- **Equipment:**

BLUE PLASTIC MEN
[DEX: 6, STR: 10, BODY: 7]

RED PLASTIC MEN
[DEX: 6, STR: 6, BODY: 7, Flame Project: 9]

GREY PLASTIC MEN
[DEX: 7, STR: 6, BODY: 7, Stretching: 2]
Bonus: All three types of Plastic Men are capable of independent action.
Note: Garguax has an essentially unlimited number of Plastic Men at his command.

- **Motivation:** Power Lust
- **Occupation:** Dictator
- **Wealth:** 10
- **Background:**

Garguax is an alien criminal who fought the Doom Patrol in a quest to take over Earth. He recently renewed his efforts to conquer Earth, having accidentally destroyed his home planet. Grotesquely fat, Garguax uses his artificial Plastic Men to do most of his dirty work for him.

GENERAL IMMORTUS

DEX:	3	STR:	3	BODY:	3
INT:	9	WILL:	8	MIND:	8
INFL:	7	AURA:	7	SPIRIT:	6
INITIATIVE:	17	HERO POINTS:			75

- **Powers:**
Invulnerability: 5
- **Skills:**
Charisma: 9, Gadgetry: 7, Weaponry: 5, Scientist: 8, Vehicles: 5
- **Advantages:**
Leadership; Scholar (tactics, history)
- **Drawbacks:**
Age; Catastrophic Irrational Fear of death
- **Alter Ego:** Unknown
- **Motivation:** Psychopath
- **Occupation:** General
- **Wealth:** 10
- **Background:**

General Immortus has lived for hundreds, perhaps thousands of years. When he learned that his immortality was wearing off, he blackmailed Niles Caulder into discovering a new life-extending compound. Caulder foiled Immortus and went into hiding, later resurfacing as the Chief of the Doom Patrol. Immortus and the Patrol have clashed on many occasions.

GODIVA

DEX:	7	STR:	4	BODY:	4
INT:	6	WILL:	5	MIND:	4
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:			45

- **Power:**
Control: 12
- **Skills:**
Charisma: 6, Gadgetry: 4, Martial Artist: 6, Military Science: 5, Thief: 6, Weaponry: 6
- **Advantages:**
Attractive; Connections: Espionage Community (High), Mercenaries (High); Leadership
- **Drawbacks:**
Catastrophic Irrational Attraction to physical fitness; Minor Psychological Instability: Godiva is quite vain
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Mercenary
- **Wealth:** 11
- **Background:**

Godiva is a freelance mercenary whose background is a mystery. Possessing an extremely charismatic personality and formidable powers of mind control, Godiva is also very vain and close to being certifiably insane. She is obsessed with herself and has a cameraman follow her everywhere. Her other obsession is good health, as she has been known to kill henchmen for performing such insignificant acts as smoking cigarettes or eating red meat.

GOLDFACE

DEX:	6	STR:	10	BODY:	9
INT:	7	WILL:	7	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:			75

- **Skills:**
Charisma: 8, Gadgetry: 6, Scientist: 6
- **Advantages:**
Connections: Secret Society of Super-Villains (Low), Scientific Community (Low), Underworld (High); Genius; Iron Nerves; Leadership; Scholar (metallurgy)
- **Equipment:**

GOLDEN ARMOR
[*BODY: 11*]

Helmet
[BODY: 4, Transmutation: 12, R#: 3]
Bonus: The helmet can be used against living beings: make an Action Check with the victim's DEX/BODY as the OV/RV, and if the RAPs received equal or exceed the target's BODY, the target is transformed into solid gold for an amount of time equal to the RAPs earned.
Limitation: Transmutation can only turn objects into gold.

Spray Gun
[BODY: 3, Glue: 10, R#: 3]
Limitation: The Glue Power actually covers the target with a thin sheet of gold, and if the victim cannot free him/herself in an amount of time equal to twice his/her APs of BODY, s/he will suffocate.

- **Alter Ego:** Keith Kenyon
- **Motivation:** Power Lust
- **Occupation:** Metallurgist
- **Wealth:** 13
- **Background:**

Armed with amazing powers over gold and high-tech equipment, Goldface is one of the Green Lantern Corps' deadliest foes. When the Guardians and Zamarons departed for dimensions unknown, Goldface was one of the galactic villains who was imprisoned in a Sciencell on Oa.

GORILLA GRODD

DEX:	10	STR:	15	BODY:	11
INT:	8	WILL:	9	MIND:	9
INFL:	7	AURA:	6	SPIRIT:	8
INITIATIVE:	27	HERO POINTS:			110

- **Powers:**
Control: 12, Matter Manipulation: 8, Mental Blast: 8, Mind Probe: 10, Mind Shield: 8, Personality Transfer: 10, Telekinesis: 12, Telepathy: 16
- **Skills:**
Acrobatics: 8, Charisma (Intimidation): 10, Gadgetry: 12, Scientist: 12
- **Advantages:**
Area Knowledge (Gorilla City); Connections: Flash's Rogues' Gallery (Low), Gorilla City (Low), Secret Society of Super-Villains (Low); Genius; Leadership; Lightning Reflexes
- **Drawbacks:**
Minor Rage; Strange Appearance
- **Motivation:** Power Lust
- **Occupation:** Gorilla
- **Wealth:** 8
- **Background:**

Gorilla Grodd is an evil would-be tyrant from Gorilla City. Utilizing his vast mental powers, he threatened both humans and gorillas until he was stopped by Barry Allen, the second Flash. Grodd has always managed to escape imprisonment to plot anew.

HECTOR HAMMOND

DEX:	1	STR:	0	BODY:	8
INT:	13	WILL:	23	MIND:	12
INFL:	5	AURA:	3	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:			110

- **Powers:**
Control: 20, Force Shield: 12, Force Manipulation: 17, Telekinesis: 15, Invulnerability: 13, Mind Probe: 20, Remote Sensing: 45, Telepathy: 20

- **Skills:**
  Gadgetry: 12, Scientist: 12
- **Advantages:**
  Genius
- **Drawbacks:**
  Catastrophic Physical Restriction: Hammond is totally paralyzed and cannot move under his own power.
- **Equipment:**

CHAIR

[Body: 8]
Hammond's chair weighs 3 APs. He uses Telekinesis to move himself in the chair.

- **Motivation:** Power Lust
- **Occupation:** Scientist
- **Wealth:** 8
- **Background:**

Despite his immobility, Hector Hammond's mental powers make him a foe to be reckoned with. He has battled several members of the Green Lantern Corps, always being defeated.

THE ICICLE

Dex:	5	Str:	3	Body:	5
Int:	4	Will:	4	Mind:	3
Infl.:	4	Aura:	3	Spirit:	3
Initiative:	15	Hero Points:			35

- **Powers:**
  Ice Production: 8, Icing: 6
- **Skills:**
  Acrobatics: 4, Martial Artist: 4
- **Advantages:**
  Connection: Injustice Unlimited (High)
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**

The original Icicle was killed during the Crisis. The new Icicle first appeared as a member of the villain group called Injustice Unlimited. Whatever relationship there is between the new Icicle and the original is unknown.

I . . . VAMPIRE

Dex:	10	Str:	8	Body:	11
Int:	9	Will:	10	Mind:	10
Infl.:	10	Aura:	12	Spirit:	10
Initiative:	29	Hero Points:			85

- **Powers:**
  Animal Control: 10, Hypnosis: 8, Invulnerability: 18, Vampirism: 10, Shape Change: 12, Regeneration: 10
- **Limitations:**
  Shape Change can only be used to transform into a bat or a wolf; Animal Control only works on bats, rats, and wolves.
- **Advantages:**
  Connoisseur



- **Drawbacks:**
  Attack Vulnerability: -4 Column Shifts versus silver weapons and wooden stakes; Fatal Vulnerability to sunlight and being immersed in running water; Bennett must use Vampirism once per week to survive; Crosses and other holy symbols can be used to attack Bennett with an EV of 8, provided the attacker truly believes in the symbol s/he is brandishing.
- **Alter Ego:** Andrew Bennett
- **Motivation:** Unwanted Power
- **Occupation:** Vampire
- **Wealth:** 8
- **Background:**

Andrew Bennett resisted the curse of vampirism for many centuries, helping to track down and destroy other vampires. Now longing for death, Bennett has allied himself with the Lords of Order to bring about the end of creation and Doctor Fate.

THE JOKER

Dex:	4	Str:	4	Body:	3
Int:	9	Will:	12	Mind:	5
Infl.:	10	Aura:	7	Spirit:	7
Initiative:	25	Hero Points:			120

- **Skills:**
  Artist (Actor): 5, Charisma: 10, Martial Artist: 7, Gadgetry: 11, Vehicles: 4, Weaponry: 4
- **Advantages:**
  Connections: Arkham Asylum (Low), Underworld (High)
- **Drawbacks:**
  Catastrophic Irrational Attraction to practical jokes; Catastrophic Psychological Instability
- **Equipment:**

Acid Flower

[Body: 2, Acid: 8, R#: 2]
Limitation: Acid has a range of 0 APs.

Electric Joy Buzzer

[Body: 4, Lightning: 9, R#: 2]
Limitation: Lightning has a range of Touch.

JOKER VENOM RING

[Body: 5, Poison Touch: 8, R#: 2]
Bonus: When the Joker Venom kills, it leaves its victims' lips pulled back in a twisted smile.

7 AP AC Omni-Gadget

- **Alter Ego:** Unknown
- **Motivation:** Psychopath
- **Occupation:** Psychopath
- **Wealth:** 6
- **Background:**

Easily the Batman's most persistent and deadly foe, the Joker has terrorized Gotham City for years. He is best known for his lethal "Joker Venom,"

which leaves its victims' faces contorted in a macabre parody of the Joker's own omnipresent grin. The Joker was responsible for the death of Robin the Boy Wonder.

KILLER FROST

DEX:	6	STR:	3	BODY:	8
INT:	5	WILL:	3	MIND:	3
INFL:	7	AURA:	2	SPIRIT:	6
INITIATIVE:	18	HERO POINTS:			50

- **Powers:**
  Air Walking: 5, Vampirism: 10, Ice Production: 12
- **Skills:**
  Scientist: 3
- **Limitations:**
  Vampirism has No Range.
- **Advantages:**
  Connections: Firestorm villains (Low), Suicide Squad (Low); Scholar (cryogenics)
- **Drawbacks:**
  Catastrophic Irrational Attraction to hating men; Serious Psychological Instability; Serious Rage; Attack Vulnerability: -3 Column Shifts versus cold; Miscellaneous: Killer Frost goes into a state of hibernation if the temperature reaches zero degrees Fahrenheit or lower.
- **Alter Ego:** Louise Lincoln
- **Motivation:** Nihilist
- **Occupation:** Scientist
- **Wealth:** 3
- **Background:**

The new Killer Frost is not as ruthless or bloodthirsty as her predecessor, but is still a dangerous foe. She was recently transferred from Belle Reve Prison to the Vandemeer University Institute for Metahuman Studies, where she escaped and once again battled her old foe Firestorm the Nuclear Man.

KOBRA

DEX:	10	STR:	5	BODY:	6
INT:	11	WILL:	11	MIND:	12
INFL:	9	AURA:	8	SPIRIT:	10
INITIATIVE:	34	HERO POINTS:			110

- **Skills:** **linked*
  Acrobatics: 8, Charisma: 12, Martial Artist: 10, Gadgetry: 9, Military Science: 11*, Scientist: 9, Thief: 10*, Vehicles: 10*, Weaponry: 10*
- **Advantages:**
  Connections: Financial Community (High), Most Governments (Low), Underworld (High); Genius; Intensive Training; Iron Nerves; Leadership; Lightning Reflexes
- **Equipment:**
  ARMOR
  [*BODY: 11*, 10 AP ABC Omni-Gadget]
- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Covert Villain
- **Wealth:** 20
- **Background:**

Kobra is the leader of one of the world's largest evil covert organizations. It was Kobra's manipulations that brought about the recent Janus Directive, which completely restructured the American intelligence agencies. Despite repeated failures, Kobra will undoubtedly return.

LEXLUTHOR

DEX:	4	STR:	3	BODY:	4
INT:	14	WILL:	6	MIND:	6
INFL:	8	AURA:	6	SPIRIT:	5
INITIATIVE:	26	HERO POINTS:			125

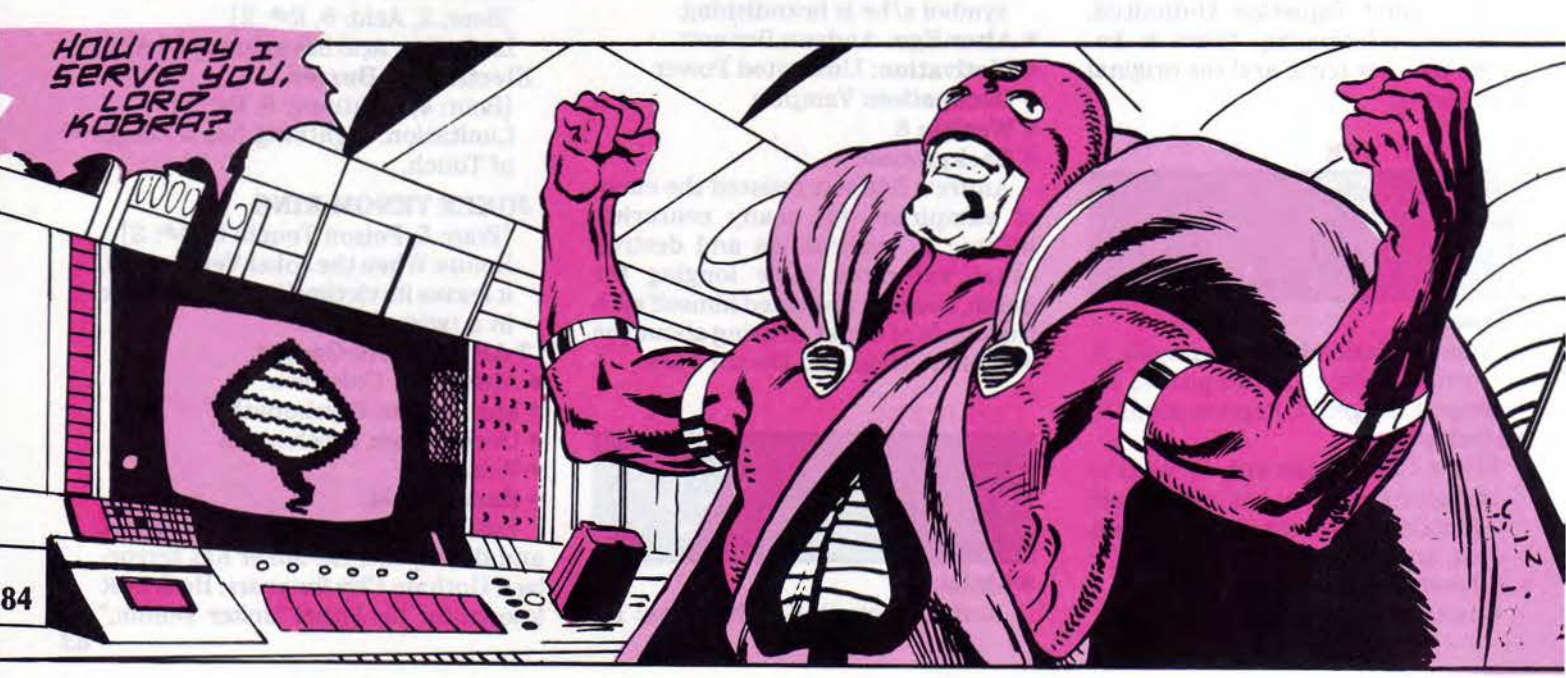
- **Skills:**
  Charisma: 10, Gadgetry: 15, Scientist: 15
- **Advantages:**
  Connections: Business Community (High), Underworld (High), U.S. Military (High); Connoisseur; Genius; Leadership; Omni-Connection; Popularity; Scholar (business, robotics, weapons)
- **Drawbacks:**
  Dark Secret (illegal activities); Catastrophic Irrational Attraction to destroying Superman; Minor Physical Restriction: artificial hand; Public Identity
- **Equipment:**
  METAL HAND
  [BODY: 14, EV: 7]
  16 AP ABCD Omni-Gadgets (x2)
- **Motivation:** Power Lust
- **Occupation:** Owner of Lexcorp
- **Wealth:** 25
- **Background:**

The chief executive officer of Lexcorp International, the ruthless Lex Luthor is Superman's greatest foe. Always covering his tracks, Luthor has yet to be found guilty of any crime. Luthor has a pathological need to be in charge of all he surveys, especially in the city of Metropolis.

THE MAD HATTER

DEX:	3	STR:	2	BODY:	3
INT:	7	WILL:	6	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:			50

- **Skills:**
  Gadgetry: 7, Thief: 3
- **Advantages:**
  Connections: Arkham Asylum (Low), Underworld (Low); Genius; Scholar (computers, hats)



- **Drawbacks:**
  Serious Irrational Attraction to hats and hat motif crimes; Minor Psychological Instability
- **Equipment:**
  Mesmerism Hat
  [Body: 2, Hypnotism: 9, R#: 2]
- **Alter Ego:** Jervis Tetch
- **Motivation:** Psychopath
- **Occupation:** Computer Scientist
- **Wealth:** 5
- **Background:**
  Jervis Tetch is known as the Mad Hatter because of his resemblance to the character in "Alice's Adventures in Wonderland," and because of his obsession with hats and hat motif crimes. He is currently incarcerated in Arkham Asylum.

MAJOR DISASTER

Dex:	6	Str:	3	Body:	5
Int:	5	Will:	4	Mind:	3
Infl.:	4	Aura:	4	Spirit:	4
Initiative:	15	Hero Points:			50

- **Powers:**
  Air Control: 14, Earth Control: 14, Force Field: 8, Water Control: 14, Weather Control: 14
- **Skills:**
  Thief: 4
- **Limitations:**
  All Control Powers are limited to mimicking the effects of natural disasters such as tornadoes, earthquakes, thunderstorms, and so on.
- **Advantages:**
  Connections: Injustice League (High), Underworld (Low)
- **Drawbacks:**
  Serious Irrational Fear of Green Lanterns; Unluck
- **Alter Ego:** Paul Booker
- **Motivation:** Power Lust
- **Occupation:** Alleged Leader of the Injustice League
- **Wealth:** 4
- **Background:**
  Paul Booker became known as Major Disaster because of his ability to simulate the effects of natural disasters. He recently surfaced as the leader of the incompetent Injustice League, which apparently had a "foolproof plan to achieve world domination." The JLI cleaned up the Injustice League without breaking a sweat.

MAJOR FORCE

Dex:	7	Str:	23	Body:	10
Int:	2	Will:	4	Mind:	4
Infl.:	6	Aura:	2	Spirit:	4
Initiative:	15	Hero Points:			50

- **Powers:**
  Energy Absorption: 12, Matter Manipulation: 16, Skin Armor: 8, Sealed Systems: 20
- **Skills:**
  Thief: 4
- **Limitations:**
  Matter Manipulation can only be used to create and control "quantum matter," a mysterious black substance with a Body of 8.
- **Advantages:**
  Connection: U.S. Military (Low)
- **Drawbacks:**
  Dark Secret (government operative); Minor Psychological Instability; Minor Physical Restriction: artificial hand composed of quantum matter; Serious Rage
- **Alter Ego:** Clifford Zmeck
- **Motivation:** Psychopath
- **Occupation:** Government Operative
- **Wealth:** 6
- **Background:**
  Clifford Zmeck gained his powers in an experiment similar to the one that created Captain Atom. General Wade Eiling made Zmeck into Major Force, who operates under the cover of being a hero, despite the fact that Zmeck is dangerously psychopathic. Captain Atom has had to stop his "buddy's" rampages on several occasions.

MANGA KHAN

Dex:	0	Str:	0	Body:	1
Int:	8	Will:	5	Mind:	5
Infl.:	7	Aura:	6	Spirit:	5
Initiative:	15 (21)	Hero Points:			95

- **Powers:**
  Dispersal: 25, Self Link (Energy Blast): 1, Telepathy: 3
- **Skills:**
  Charisma: 8, Thief (Stealth): 4, Gadgetry: 10, Scientist: 10, Vehicles (Space): 5
- **Advantages:**
  Leadership; Pet (L-Ron); Scholar (trade, bartering)
- **Drawbacks:**
  Serious Irrational Attraction to talking out loud to himself; Catastrophic Irrational Attraction to profit; Unluck
- **Equipment:**
  CONTAINMENT SUIT
  [*Dex: 6, Str: 9, Body: 9*]
- **Motivation:** Greed
- **Occupation:** Ruler of the Cluster
- **Wealth:** 23
- **Background:**
  This background entry is brought to you courtesy of Lord Manga Khan, master of the Cluster, intergalactic bartering agent extraodinaire, who invites you to shop . . . or *die!*

MATTER MASTER

Dex:	4	Str:	3	Body:	4
Int:	6	Will:	4	Mind:	4
Infl.:	5	Aura:	4	Spirit:	4
Initiative:	15	Hero Points:			50

- **Skills:**
  Gadgetry: 4, Occultist (Create Objects, Identify Objects): 4, Thief: 6
- **Advantages:**
  Connection: Underworld (High); Scholar (alchemy)
- **Drawbacks:**
  Unluck
- **Equipment:**
  Mentachem Wand
  [Body: 5, Animate Objects: 13, Earth Control: 9, Energy Absorption: 10, Energy Blast: 9, Matter Manipulation: 15]
- **Alter Ego:** Mark Mandrill
- **Motivation:** Thrill Seeker
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**
  Using the mystical power of his Mentachem Rod, the Matter Master fought the Justice League of America on many occasions. His greatest enemy was Hawkman, who thwarted the villain's criminal plans in Midway City several times.

THE MASTERS OF DISASTER

COLDSNAP

Dex:	6	Str:	4	Body:	5
Int:	4	Will:	4	Mind:	4
Infl.:	4	Aura:	4	Spirit:	4
Initiative:	14	Hero Points:			25

- **Powers:**
  Cold Immunity: 5, Icing: 5, Ice Production: 7
- **Advantages:**
  Connection: Masters of Disaster (High)
- **Drawbacks:**
  Serious Irrational Attraction to Heatstroke; Attack Vulnerability: -4 Column Shifts versus heat
- **Alter Ego:** Darrel
- **Motivation:** Mercenary
- **Occupation:** Mercenary
- **Wealth:** 4

HEATSTROKE

Dex:	6	Str:	3	Body:	4
Int:	4	Will:	4	Mind:	4
Infl.:	4	Aura:	4	Spirit:	4
Initiative:	14	Hero Points:			25

- **Powers:**
  Flame Being: 5, Flame Project: 7, Flame Immunity: 5, Flight: 8

- **Advantages:** Connection: Masters of Disaster (High)
- **Drawbacks:** Serious Irrational Attraction to Coldsnap; Attack Vulnerability: -4 Column Shifts versus cold.
- **Alter Ego:** Joanne
- **Motivation:** Mercenary
- **Occupation:** Mercenary
- **Wealth:** 4

NEW WAVE

DEX:	7	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	6
INFL:	7	AURA:	4	SPIRIT:	5
INITIATIVE:	19 [20]	HERO POINTS:	45		

- **Powers:** Acid: 8, Fog: 8, Water Freedom: 8, Self Link (Water Control): 10
- **Skills:** Thief: 6
- **Advantages:** Connection: Masters of Disaster (High); Leadership
- **Drawbacks:** Serious Rage
- **Alter Ego:** Becky
- **Motivation:** Psychopath
- **Occupation:** Leader of the Masters of Disaster
- **Wealth:** 4

SHAKEDOWN

DEX:	4	STR:	11	BODY:	9
INT:	3	WILL:	6	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	6
INITIATIVE:	11	HERO POINTS:			35

- **Powers:** Earth Control: 12, Skin Armor: 4
- **Advantages:** Connection: Masters of Disaster (High)
- **Drawbacks:** Serious Irrational Attraction to Windfall
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Mercenary
- **Wealth:** 4
- **Background:**

The Masters of Disaster are a group of mercenaries, who prefer to work for a prearranged price, rather than operating on their own initiative. Their activities frequently brought them into contact with the Outsiders, who handily defeated them. The Masters of Disaster are currently in prison.

THE MIKADO

DEX:	5	STR:	3	BODY:	4
INT:	7	WILL:	8	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	18	HERO POINTS:			35

- **Skills:** Artist (Musician): 3, Charisma: 6, Medicine: 8, Thief: 5, Weaponry: 5
- **Bonus:** The Mikado uses his Medicine Skill as his AV when attacking with his scalpel.
- **Advantage:** Scholar (pharmaceuticals, poisons)
- **Drawbacks:** Serious Psychological Instability
- **Equipment:**

Scalpel [BODY: 1, EV: 2]

Axe [BODY: 4, EV: 3]

Hypodermic Needles (x2) [BODY: 1, Poison Touch: 8]

- **Alter Ego:** Dr. Spaulding
- **Motivation:** Psychopath
- **Occupation:** Physician
- **Wealth:** 6
- **Background:**

Doctor Spaulding was a physician renowned in Hub City for his compassion and medical abilities. No one knew that he was also the serial killer called the Mikado, who used the line "let the punishment fit the crime" from the Gilbert and Sullivan opera to justify his murders. He was confronted by the Question, but disappeared before he could be brought to justice.

MR. MXYZPTLK

DEX:	10	STR:	2	BODY:	10
INT:	4	WILL:	3	MIND:	9
INFL:	6	AURA:	2	SPIRIT:	19
INITIATIVE:	20	HERO POINTS:			100

- **Powers:** Animate Image: 20, Animate Objects: 20, Dimension Travel: 12, Sorcery: 25
- **Limitations:** Dimension Travel only allows Mr. Mxyzptlk to enter the Earth Dimension every 90 days. Every time he visits, he must establish some absurd condition for his return to the 5th Dimension, and when this condition is met, Mxyzptlk instantly returns himself to Zrfff.
- **Drawbacks:** Catastrophic Irrational Attraction to practical jokes
- **Motivation:** Thrill Seeker
- **Occupation:** Troublemaker
- **Wealth:** 0
- **Background:**

Mr. Mxyzptlk is a being from the fifth dimensional world of Zrfff, who occasionally comes to Earth to cause mischief for Superman. He usually challenges the Man of Steel to some ridiculous contest, requiring Superman to outsmart the imp and return him to his home dimension.

THE OCEAN MASTER

DEX:	6	STR:	8	BODY:	6
INT:	10	WILL:	8	MIND:	5
INFL:	7	AURA:	5	SPIRIT:	7
INITIATIVE:	25 [27]	HERO POINTS:			60

- **Powers:** **Mystic Linked* Illusion: 7*, Magic Blast: 5, Ultra Vision: 7, Water Freedom: 8
- **Skills:** Charisma (Intimidation): 8, Martial Artist: 7, Gadgetry: 8, Military Science: 5, Occultist: 6, Thief: 6, Vehicles: 6, Weaponry: 7
- **Advantages:** Connections: Atlantis (Low), Pirates (Low), Savages of Maarzon (High); Scholar (Atlantean history)
- **Drawbacks:** Catastrophic Irrational Attraction to destroying Aquaman; Serious Rage
- **Alter Ego:** Orm Curry Marius
- **Motivation:** Nihilist
- **Occupation:** Aquatic Villain
- **Wealth:** 5
- **Background:**

The Ocean Master is the evil half-brother of Aquaman. His jealousy of the Sea King drives him to an obsessive desire to destroy Aquaman and the city of Poseidonis. He recently learned the secrets of ancient Atlantean magic and tried again to destroy his brother, failing once again.

THE PARASITE

DEX:	7	STR:	9	BODY:	7
INT:	1	WILL:	3	MIND:	8
INFL:	6	AURA:	2	SPIRIT:	9
INITIATIVE:	14	HERO POINTS:			75

- **Powers:** Mind Drain: 25, Power Drain: 25, Vampirism: 16
- **Bonuses:** Power Drain works on Attributes and Skills also; Vampirism has a Range of 1 AP (AV: 16)
- **Limitations:** Vampirism cannot be used on a victim until he has drained the victim's Powers; Power Drain and Mind Drain have a range of 1 AP and do not affect Gadgets or Mystical Powers.
- **Drawbacks:** Catastrophic Rage; Strange Appearance; Miscellaneous: must use Vampirism on some living creature once per day or die.
- **Alter Ego:** Rudy Jones
- **Motivation:** Nihilist
- **Occupation:** Berserk Killer

- **Wealth:** 0
- **Background:**

The Parasite's mindless hunger for the life energy of living beings makes him one of the most dangerous creatures alive. He is currently incarcerated at the Vandemeer University Institute for Metahuman Studies.

THE PENGUIN

DEX:	3	STR:	2	BODY:	4
INT:	9	WILL:	4	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	20	HERO POINTS:			70

- **Skills:**
  Charisma: 6, Gadgetry: 7, Martial Artist: 5, Vehicles: 7, Weaponry: 7
- **Advantages:**
  Connections: Suicide Squad (Low), Underworld (High); Connoisseur; Genius; Leadership; Scholar (ornithology, literature)
- **Drawbacks:**
  Serious Irrational Attraction to birds and bird-motifs.
- **Equipment:**
  10 AP ACD Omni-Umbrellas (x4)
- **Alter Ego:** Oswald Chesterfield Cobblepot
- **Motivation:** Mercenary
- **Occupation:** Criminal
- **Wealth:** 9
- **Background:**

The Penguin has a long list of bird-related crimes in Gotham City to his dubious credit. He is most often brought in by the Batman, but he recently tangled with Manhunter and was returned to prison.

PLASTIQUE

DEX:	6	STR:	3	BODY:	5
INT:	5	WILL:	5	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	18	HERO POINTS:			45

- **Powers:**
  Bomb: 9, Energy Blast: 7
- **Skills:**
  Acrobatics: 2, Military Science: 6, Martial Artist: 6
- **Advantages:**
  Connections: Captain Atom (Low), Quebec Separatists (High), Terrorists (Low); Scholar (demolition)
- **Alter Ego:** Bette
- **Motivation:** Mercenary
- **Occupation:** Mercenary
- **Wealth:** 6
- **Background:**

Plastique is a native of Quebec and was very active in the separatist movements there. She has since become a freelance mercenary, selling her explosive powers to the highest bidder. Captain Atom and Plastique seem to have an unspoken understanding of one another, as the hero has let Plastique go free on at least two occasions.



POISON IVY

DEX:	5	STR:	3	BODY:	4
INT:	8	WILL:	8	MIND:	4
INFL:	9	AURA:	8	SPIRIT:	8
INITIATIVE:	22	HERO POINTS:			55

- **Powers:**
  Plant Control: 8, Plant Growth: 6, Systemic Antidote: 8, Poison Touch: 5
- **Skills:**
  Acrobatics (Climbing): 8, Martial Artist: 5, Charisma: 10, Gadgetry: 6, Scientist: 6
- **Advantages:**
  Attractive; Connection: Arkham Asylum (Low); Scholar (horticulture, poisons)
- **Drawbacks:**
  Serious Irrational Attraction to Batman; Serious Psychological Instability
- **Alter Ego:** Pamela Isley
- **Motivation:** Psychopath
- **Occupation:** Botanist
- **Wealth:** 4
- **Background:**

Pamela Isley was experimented on by Jason Woodrue, who later became the Floronic Man. Ivy can be described as a May Queen gone bad, a fact which causes her a great deal of mental stress. She has been repeatedly sentenced to incarceration in Arkham Asylum.

R'AS AL GHUL

DEX:	9	STR:	5	BODY:	6
INT:	10	WILL:	10	MIND:	8
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:	33	HERO POINTS:			100

- **Skills:**
  Charisma: 11, Detective: 10, Martial Artist: 9, Gadgetry: 10, Scientist: 10
- **Advantages:**
  Connections: League of Assassins (Low), Underworld (High); Leadership; Lightning Reflexes; Omni-Connection; Scholar (Middle East)
- **Drawback:**
  Minor Irrational Attraction to recruiting Batman to his cause.
- **Equipment:**
  LAZARUS PIT
  [*STR: 8*, BODY: 8, Regeneration: 10]
  Bonus: The Pit is able to bring R'as back to life.
  Misc. Drawback: The Pit will bestow its *STR* and Serious Rage upon any living person who bathes in its waters for 2 hours.
- **Motivation:** Power Lust
- **Occupation:** Crime Lord
- **Wealth:** 15
- **Background:**

An enigmatic entity whose name means "the demon's head," Ra's al Ghul has died during several battles with the Batman, but managed to revive himself using a vat known as the Lazarus Pit. Ra's' daughter Talia has been in love with Batman for some time.

THE RIDDLER

DEX:	5	STR:	4	BODY:	4
INT:	10	WILL:	5	MIND:	4
INFL:	8	AURA:	4	SPIRIT:	6
INITIATIVE:	25	HERO POINTS:			65

- **Skills:** Artist (Actor): 6, Charisma: 7, Martial Artist: 6, Vehicles: 6, Thief: 6, Weaponry: 7
- **Advantages:** Connection: Underworld (High); Leadership; Scholar (puzzles, riddles)
- **Drawbacks:** Serious Irrational Attraction to riddles, puzzles, and riddle-motifs.
- **Alter Ego:** Edward Nigma
- **Motivation:** Mercenary
- **Occupation:** Criminal
- **Wealth:** 7
- **Background:**

The Riddler is one of the Batman's oldest foes. His downfall is inevitably caused by the riddle clues that he leaves for the Caped Crusader. The Riddler recently made an appearance in Hub City, where he encountered the Question.

THE SCARECROW

DEX:	4	STR:	2	BODY:	4
INT:	7	WILL:	6	MIND:	4
INFL:	5	AURA:	3	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:			50

- **Skills:** Gadgetry: 9, Scientist: 8
- **Advantages:** Connection: Underworld (Low); Genius; Scholar (psychology)
- **Drawbacks:** Minor Irrational Attraction to causing fear.
- **Equipment:** **Fear Transmitters (x5)** [BODY: 2, Phobia: 13, R#: 2]
- **Alter Ego:** Jonathan Crane
- **Motivation:** Psychopath
- **Occupation:** Psychology Professor
- **Wealth:** 6
- **Background:**

Mocked by his peers, Jonathan Crane decided to use his knowledge of the psychology of fear for personal gain. Adopting the identity of the Scarecrow, he hired out his skills to criminals who wished to have their victims intimidated. Crane later learned to transmit fear directly into the minds of his victims. The Batman managed to overcome the effects of Crane's devices and bring him to justice.

THE SHARK

DEX:	9	STR:	12	BODY:	8
INT:	6	WILL:	7	MIND:	6
INFL:	7	AURA:	2	SPIRIT:	7
INITIATIVE:	22 [23]	HERO POINTS:			100

- **Powers:** Aura of Fear: 6, Energy Blast: 12, Flight: 7, Growth: 7, Matter Manipulation: 12, Mind Probe: 9, Swimming: 6, Telekinesis: 9, Telepathy: 7, Water Freedom: 10
- **Skills:** Charisma (Intimidation): 7
- **Bonus:** The Shark can use his Matter Manipulation Power to surround himself with a yellow aura which protects him from Green Lanterns' Power Rings.
- **Drawbacks:** Serious Irrational Attraction to making his victims feel fear before killing them; Serious Rage
- **Alter Ego:** None
- **Motivation:** Power Lust
- **Occupation:** Humanoid Shark
- **Wealth:** 0
- **Background:**

When an atomic pile ran amok, a nearby tiger shark was mutated into a humanoid form with vast mental powers. Over the years, the Shark has fought different heroes, including Green Lantern and Aquaman.

SHRAPNEL

DEX:	8	STR:	8	BODY:	10
INT:	3	WILL:	6	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:			50

- **Powers:** Self Link (Bomb): 13, Projectile Weapons: 12
- **Skills:** Charisma (Intimidation): 8, Military Science (Demolitions): 6
- **Limitation:** Shrapnel must take one phase to reform himself after using his Self Link (Bomb) Power.
- **Drawbacks:** Serious Rage; Strange Appearance
- **Alter Ego:** Mark Williamson
- **Motivation:** Mercenary
- **Occupation:** Hit Man
- **Wealth:** 5
- **Background:**

Shrapnel is an explosive assassin whose rampage in Kansas City brought him into conflict with the Doom Patrol. The Patrol proved ineffective against the killer, and he escaped the authorities.

DR. SIVANA

DEX:	2	STR:	2	BODY:	2
INT:	13	WILL:	5	MIND:	4
INFL:	7	AURA:	5	SPIRIT:	4
INITIATIVE:	20	HERO POINTS:			75

- **Skills:** Gadgetry: 14, Scientist: 15
- **Advantages:** Genius; Scholar (Physics)
- **Drawbacks:** Catastrophic Irrational Attraction to destroying Captain Marvel; Age
- **Alter Ego:** Dr. Thaddeus Bodog Sivana
- **Motivation:** Power Lust
- **Occupation:** World's Wickedest Scientist
- **Wealth:** 4
- **Background:**

Dr. Sivana caused the deaths of Billy Batson's parents in order to get his hands on their fortune. With the funds he received, he built a dimensional portal machine which freed Black Adam from his centuries-long imprisonment. Sivana was thwarted when his nephew became Captain Marvel and returned Black Adam to the dimensional prison from whence he came. Sivana was last seen on the run from the law in Mexico.

SOLOMON GRUNDY

DEX:	6	STR:	17	BODY:	14
INT:	1	WILL:	2	MIND:	9
INFL:	5	AURA:	2	SPIRIT:	7
INITIATIVE:	12	HERO POINTS:			75

- **Powers:** Invulnerability: 20, Regeneration: 4
- **Drawbacks:** Serious Irrational Attraction to Jade; Serious Rage; Strange Appearance
- **Motivation:** Nihilist
- **Occupation:** Swamp Creature
- **Wealth:** 0
- **Background:**

Solomon Grundy is a paste-white behemoth with a mindless berserker rage. He has caused problems for the members of the Justice Society and Infinity Inc. for almost forty years. It was recently learned that Solomon Grundy is a failed attempt to create an Earth elemental similar to the Swamp Thing.

THE TOYMAN

DEX:	2	STR:	2	BODY:	3
INT:	11	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:			55

- **Skills:** Gadgetry: 12, Scientist: 8, Weaponry: 2
- **Advantages:** Connections: Lexcorp (High), Toy

Industry (Low); Genius; Scholar (toys)

- **Drawbacks:**
  Catastrophic Irrational Attraction to toys and toy motifs
- **Equipment:**

TOY ROBOTS

[DEX: 10, STR: 7, BODY: 7, INT: 1, Bomb: 9, Energy Blast: 9, Flight: 13, R#: 2]

Limitation: The robots' Bomb Power goes off and they explode if their Current BODY Condition is reduced to 2 APs or less.

16 AP ABCD Omni-Toys (x4)

- **Alter Ego:** Winslow Schott
- **Motivation:** Psychopath
- **Occupation:** Inventor
- **Wealth:** 7
- **Background:**

Winslow Schott became deranged when he was fired from his job at John Bull's Toys after forty years. Inventing an arsenal of deadly toys, he sought to avenge himself by killing Lex Luthor, owner of John Bull's Toys. The toys were stopped in the act by Superman. Schott now apparently works for Luthor himself, as an inventor for Lexcorp.

TWO-FACE

DEX:	5	STR:	4	BODY:	4
INT:	6	WILL:	6	MIND:	4
INFL:	7	AURA:	4	SPIRIT:	7
INITIATIVE:	20	HERO POINTS:			70

- **Skills:**
  Charisma: 5, Martial Artist: 6, Thief: 7, Vehicles: 6, Weaponry: 7
- **Advantages:**
  Connections: Underworld (High); Leadership; Scholar (law)
- **Drawbacks:**
  Catastrophic Irrational Attraction to making all decisions by flipping his coin; Serious Psychological Instability
- **Equipment:**

Coin

[BODY: 1]

The coin is a two-headed silver dollar: one side is pristine, the other is scarred.

- **Alter Ego:** Harvey Dent
- **Motivation:** Psychopath
- **Occupation:** Former District Attorney
- **Wealth:** 6
- **Background:**

District Attorney Harvey Dent was disfigured when acid thrown by a notorious mob boss scarred half of his face. Adopting a two-headed coin with one side marred as his symbol, he became Two-Face, a criminal obsessed with the duality of his nature. His personality can change from demonic to angelic with a flip of his lucky coin.



VANDAL SAVAGE

DEX:	7	STR:	4	BODY:	8
INT:	10	WILL:	10	MIND:	8
INFL:	9	AURA:	7	SPIRIT:	8
INITIATIVE:	28	HERO POINTS:			110

- **Power:**
  Invulnerability: 16
- **Skills:**
  Charisma: 8, Detective: 9, Martial Artist: 8, Gadgetry: 7, Military Science: 10, Occultist: 6, Scientist: 7, Weaponry: 6
- **Advantages:**
  Connection: Business Community (High); Connoisseur; Genius; Scholar (business, history, political science); Sharp Eye
- **Drawbacks:**
  Minor Irrational Attraction to destroying the Flash
- **Equipment:**

VELOCITY-9

[BODY:1, Superspeed: 9]

Misc. Drawback: Causes user to develop a Catastrophic Irrational Attraction to Velocity-9; user must take another dose of V-9 within 48 hours or die.

Note: Velocity-9 addiction can be treated by medical centers with the proper facilities, such as St. Mary's Hospital in Manhattan.

- **Motivation:** Power Lust
- **Occupation:** Dope Dealer
- **Wealth:** 16
- **Background:**

Vandal Savage was born a Neanderthal Man, but has lived for millennia due to the rays of a mysterious meteorite. His eternal enemy, the Immortal Man, was killed during the Crisis, but Savage has still been thwarted in his goals for conquest, most notably by the three generations of Flashes.

THE WIZARD

DEX:	4	STR:	3	BODY:	4
INT:	8	WILL:	7	MIND:	5
INFL:	8	AURA:	12	SPIRIT:	9
INITIATIVE:	18	HERO POINTS:			70

- **Powers:**
  Hypnosis: 10, Illusion: 13, Spirit Travel: 13, Sorcery: 15
- **Skills:**
  Occultist: 7, Thief: 3
- **Advantages:**
  Connections: Injustice Unlimited (High), Secret Society of Super-Villains (Low); Leadership
- **Drawbacks:**
  Age
- **Alter Ego:** William Asmodeus Zard
- **Motivation:** Power Lust
- **Occupation:** Criminal Mastermind
- **Wealth:** 6
- **Background:**

The Wizard was the guiding force behind the Injustice Society of the World, and later was involved with the Secret Society of Super-Villains and Injustice Unlimited. His powers of magic combined with his keen analytical mind make him a very dangerous opponent.

CHAPTER THIRTEEN

SUPPORTING CHARACTERS

Let's face it: bashing criminals all day long may seem like a lot of fun, but Superman's day would be pretty boring if he didn't have to worry about Lois Lane getting into trouble all the time. And where would the Batman be without his friends Alfred and Commissioner Gordon?

Virtually every hero around has a cast of supporting characters that s/he interacts with, talks to, and occasionally rescues from the clutches of villains. These can be friends, relatives, lovers, neighbors, business associates, or even the guy with the megaphone who hangs around in front of the Daily Planet building preaching to the masses.

Recurring Non-Player Characters help to break the monotony of villain smashing, as well as providing role-playing opportunities. This chapter introduces many of the most frequently seen supporting cast members from the DC Universe.

ABIGAIL ARCANE-CABLE

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	3
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	9	HERO POINTS:			10

- **Skill:** Charisma: 5
- **Advantages:** Area Knowledge (Louisiana Bayous); Connection: Swamp Thing (High)
- **Drawbacks:** Married; Mistrust
- **Motivation:** Upholding the Good
- **Occupation:** Former Medic/Child Counselor
- **Wealth:** 0
- **Background:**

Abby is the niece of Anton Arcane, arch-enemy of the Swamp Thing. She and the Swamp Thing have shared many experiences together, and after one particularly terrifying experience in Hell, realized that they were in love with each other. Abby and the Swamp Thing consider themselves married, and are expecting a child, whose destiny is to be the next earth elemental.

ALFRED PENNYWORTH

DEX:	3	STR:	3	BODY:	3
INT:	4	WILL:	4	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	9	HERO POINTS:			10

- **Skills:** Artist (Actor): 3, Medicine: 2
- **Advantages:** Connoisseur; Connection: Batman (High); Rich Friend (Bruce Wayne)
- **Motivation:** Upholding the Good
- **Occupation:** Butler
- **Wealth:** 5
- **Background:**

Alfred is the butler at stately Wayne Manor, and the confidant of Batman. He always remains unperturbed, is absolutely reliable, and keeps the Batcave white-glove clean.

THE CHUNK

DEX:	3	STR:	4	BODY:	8
INT:	5	WILL:	4	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	12	HERO POINTS:			65

- **Powers:** Dimension Travel: 8, Projectile Weapons: 8
- **Skills:** Gadgetry: 6, Scientist: 5
- **Limitations:** Dimension Travel can only be used between the Earth Dimension and the "Chunk Dimension" (Travel Value: 6); Dimension Travel is considered to be 5 APs when used against living creatures or organic material.
- **Advantages:** Area Knowledge (Chunk Dimension); Connection: The Flash (High); Genius
- **Drawbacks:** Public Identity; Miscellaneous: The Chunk must periodically banish items to the Chunk Dimension in order to survive, much like other living creatures need to eat.
- **Alter Ego:** Chester P. Runk
- **Motivation:** Unwanted Power
- **Occupation:** Removal Specialist
- **Wealth:** 9
- **Background:**

The Chunk is a reformed villain who now makes his living as a human refuse-disposal service. He changed his ways when he met Wally West, the Flash, and the two are now fast friends.

COMMISSIONER GORDON

DEX:	3	STR:	3	BODY:	3
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:			15

- **Skills:** Detective: 5, Martial Artist: 4, Vehicles: 2, Weaponry(Firearms): 4
- **Advantages:** Area Knowledge (Gotham City); Connections: Batman (High), Gotham City Police Department (High), Gotham City Mayor's Office (High); Leadership
- **Alter Ego:** James Gordon
- **Motivation:** Seeking Justice
- **Occupation:** Gotham City Police Commissioner
- **Wealth:** 5
- **Background:**

Commissioner Gordon is Batman's contact at the Gotham City police department. At first assigned to apprehend the Batman by Gotham's corrupt politicians, Gordon came to understand the benefits of the Caped Crusader's techniques. Aside from being allies, the Commissioner and the Batman are good friends.

FUNKY FLASHMAN

DEX:	2	STR:	2	BODY:	2
INT:	8	WILL:	2	MIND:	2
INFL:	8	AURA:	7	SPIRIT:	2
INITIATIVE:	18	HERO POINTS:			45

- **Skills:** Charisma (Persuasion): 12, Thief: 2
- **Advantages:** Connections: Broadcasting Industry (High), Secret Society of Super-Villains (Low); Gift of Gab; Luck; Omni-Connection; Scholar (salesmanship, swindling)
- **Drawbacks:** Catastrophic Irrational Attraction to money; Unluck
- **Motivation:** Thrill Seeker
- **Occupation:** Swindler
- **Wealth:** 9
- **Background:**

Known as the "salesman supreme,"

Funky Flashman first came to public attention when he became Mister Miracle's promoter. A consummate conman, Flunky later tried to take control of the Secret Society of Super-Villains, but did not reckon with negative reaction the villains had to his confidence arts. In recent years, Flunky has been laying low, waiting for another opportunity to make "the big score."

HARRY STEIN

DEX:	4	STR:	3	BODY:	4
INT:	5	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:			25

- **Skills:** Charisma: 5, Detective: 5, Martial Artist: 4, Medicine (First Aid): 4, Thief: 4, Vehicles: 4, Weaponry: 4
- **Advantages:** Connections: Checkmate (High), New York Police Department (High), Suicide Squad (High), U.S. Intelligence (High); Iron Nerves; Leadership; Scholar (police work, espionage)
- **Equipment:** **.45 Automatic** [BODY: 4, EV: 4, Ammo: 7, R#: 3]
- **Motivation:** Seeking Justice
- **Occupation:** Head of Checkmate
- **Wealth:** 5
- **Background:** Harry Stein was a policeman in New York City when he was enlisted by the Domestic Intelligence Division of Task Force X, which dealt with threats to national security from within the United States itself. The D.I.D. was later converted into Checkmate, and Stein became its "king." He is responsible for all Checkmate's operations, and answers only to intelligence czar Sarge Steel and the President of the United States.

HARVEY BULLOCK

DEX:	3	STR:	3	BODY:	4
INT:	4	WILL:	3	MIND:	3
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	11	HERO POINTS:			20

- **Skills:** Detective: 5, Medicine (First Aid): 4, Thief: 4, Vehicles: 4, Weaponry: 4
- **Advantages:** Connections: Black Thorn (High), Checkmate (High), Gotham City Police Department (High), U.S. Intelligence (High), the Batman (Low); Scholar (movies, criminology)
- **Drawbacks:** Minor Physical Restriction: overweight



- **Equipment:** **.38 Pistol** [BODY: 4, EV: 3, Ammo: 6, R#: 3]
- **Motivation:** Seeking Justice
- **Occupation:** Bishop of Checkmate
- **Wealth:** 4
- **Background:** Harvey Bullock was a bumbling but somewhat competent detective with the Gotham City Police Department, and was made police liason to the Domestic Intelligence Division of Task Force X during a case in Gotham. Bullock later resigned from the G.C.P.D. to join the D.I.D. full-time. When the D.I.D. became Checkmate, Bullock stayed on as one of the bishops who direct Knights and Pawns in field operations.

HIGHFATHER

DEX:	10	STR:	7	BODY:	12
INT:	18	WILL:	17	MIND:	18
INFL:	13	AURA:	15	SPIRIT:	11
INITIATIVE:	41	HERO POINTS:			200

- **Power:** Invulnerability: 12
- **Skills:** Charisma (Persuasion): 15, Weaponry: 11
- **Advantages:** Area Knowledge (New Genesis); Connections: The New Gods (High), Apokolips (Low); Leadership
- **Drawbacks:** Catastrophic Irrational Attraction to Peace
- **Equipment:** **Staff** [BODY: 16, Precognition: 17, Omni-Power: 17] Note: Highfather's Staff is lined directly to the Source: its Powers always function at an AP level equal to its user's WILL.
- **Alter Ego:** Izaya the Inheritor
- **Motivation:** Upholding the Good
- **Occupation:** Leader of the New Gods
- **Wealth:** 30
- **Background:** Izaya is the ruler of the peaceful planet New Genesis, and has waged an eternal war against Darkseid and Apokolips for many years. Izaya is the father of Scott Free, Mister Miracle, as well as the adoptive father of Orion, the son of Darkseid.

JIMMY OLSEN

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	5
INITIATIVE:	9	HERO POINTS:			15

- **Skills:** Artist (Photographer): 3, Thief: 2, Gadgetry: 2
- **Advantages:** Connections: *Daily Planet* (High); Superman (High)
- **Drawbacks:** Serious Irrational Attraction to curiosity
- **Equipment:** **Signal Watch** [BODY: 2, Telepathy: 20, R#: 2] Limitation: The signal watch only allows Jimmy to summon Superman.
- **Alter Ego:** James Bartholomew Olsen
- **Motivation:** Upholding the Good
- **Occupation:** Photographer/Cub Reporter
- **Wealth:** 4
- **Background:** Jimmy Olsen is a cub reporter and photographer for the *Daily Planet*. Known as "Superman's Pal," Jimmy invented an ultrasonic signal watch which he can use to summon Superman in an emergency, provided the Man of Steel is within earshot.

JULIA KAPATELIS

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

- **Skills:**
  Scientist: 2
- **Advantages:**
  Connections: Harvard University (High), Wonder Woman (High); Scholar (archeology, history, linguistics)
- **Motivation:** Upholding the Good
- **Occupation:** Professor
- **Wealth:** 6
- **Background:**

Professor Kapatelis is one of the world's leading specialists in ancient Greek languages and history. She was contacted by Princess Diana when she arrived from Themyscira, and has acted as the Amazon's guide in Man's World ever since.

KIM LIANG

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	4
INFL:	3	AURA:	4	SPIRIT:	5
INITIATIVE:	9	HERO POINTS:			10

- **Skills:**
  Detective: 2, Occultist: 2
- **Advantages:**
  Connections: Jim Corrigan (High), Madame Xanadu (High)
- **Motivation:** Upholding the Good
- **Occupation:** Receptionist
- **Wealth:** 4
- **Background:**

Kim Liang was summoned by Madame Xanadu to be the "keeper" of Jim Corrigan, the Spectre's human host. She now acts as receptionist for Corrigan's private detective agency, and the pair have fallen romantically for each other.

LADY SHIVA

DEX:	9	STR:	4	BODY:	5
INT:	7	WILL:	7	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:			75



- **Skills:** **linked*
  Acrobatics: 9*, Martial Artist: 9*, Detective: 7*, Military Science: 7*, Medicine (First Aid): 7*, Thief: 9*, Weaponry: 9*
- **Advantages:**
  Connections: The Question (Low), Richard Dragon (High); Intensive Training; Iron Nerves; Lightning Reflexes; Scholar (Oriental philosophy)
- **Drawbacks:**
  Serious Irrational Attraction to testing her combat skills against worthy opponents.
- **Alter Ego:** Shiva Woosan
- **Motivation:** Mercenary
- **Occupation:** Kung-Fu Fighter
- **Wealth:** 8
- **Background:**

Lady Shiva was a one-time ally of Ben Turner and Richard Dragon, Kung-Fu Fighter. She has recently begun selling her services to various mercenary and terrorist groups, training them in the martial arts. Shiva also seems to have an unusual interest in Vic Sage, the Question.

LANA LANG

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

- **Skill:**
  Charisma: 3
- **Advantages:**
  Connection: Superman (High)
- **Motivation:** Upholding the Good
- **Occupation:** Farmer
- **Wealth:** 4
- **Background:**

Lana Lang is the high school girlfriend of Clark Kent. She is one of the few people on Earth who is aware of the fact that Kent is also Superman. She currently lives on a farm in Smallville, not far from Ma and Pa Kent.

LOIS LANE

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	4
INITIATIVE:	10	HERO POINTS:			15

- **Skills:**
  Artist (Writer): 5, Detective: 2, Martial Artist: 3, Weaponry: 2
- **Advantages:**
  Area Knowledge (Metropolis); Connections: *Daily Planet* (High), Superman (Low); Sharp Eye
- **Drawbacks:**
  Catastrophic Irrational Attraction to getting in trouble.
- **Motivation:** Thrill of Adventure
- **Occupation:** Reporter
- **Wealth:** 7
- **Background:**

Lois Lane is a Pulitzer Prize-winning journalist for the *Daily Planet*. She has shown romantic interest in Clark Kent and Jose Delgado, but her first love is Superman, who has rescued her from peril on innumerable occasions.

MAKENT

DEX:	2	STR:	1	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	6	HERO POINTS:			5

- **Skills:**
  Artist (Cooking): 3, Charisma: 4
- **Advantages:**
  Connection: Superman (High); Scholar (rhubarb pies)
- **Alter Ego:** Martha Clark Fordman Kent
- **Motivation:** Upholding the Good
- **Occupation:** Housewife
- **Wealth:** 4

PA KENT

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	6	HERO POINTS:			5

- **Skills:**
  Animal Handling: 2, Weaponry: 2
- **Advantages:**
  Connection: Superman (High); Scholar (farming)
- **Alter Ego:** Jonathan Kent
- **Motivation:** Upholding the Good
- **Occupation:** Farmer
- **Wealth:** 4
- **Background:**

Jonathan and Martha Kent discovered infant Kal-El in a rocket ship which landed on their farm in Smallville. The baby grew up to be Superman, largely due to the Kents' strong sense of morality and decency. The aging Kents still live on their farm in Smallville.

MADAME XANADU

DEX:	3	STR:	2	BODY:	2
INT:	10	WILL:	10	MIND:	8
INFL:	9	AURA:	13	SPIRIT:	8
INITIATIVE:	22	HERO POINTS:			40

- **Skills:**
  Occultist: 13
- **Advantages:**
  Connections: Occult Community (High), The Spectre (High); Scholar (occult artifacts)
- **Equipment:**
  Tarot Cards
  [BODY: 1, *INT: 15, WILL: 15*, Awareness: 10, Empathy: 10, Precognition: 12]

Misc. Drawback: The user must have 8 or more APs of the Occultist Skill to call upon the cards' Abilities.

13 AP **ABCD Omni-Objects (x2)**

- **Alter Ego:** Unknown
- **Motivation:** Responsibility of Power
- **Occupation:** Spiritual Advisor
- **Wealth:** 6
- **Background:**

One of the most enigmatic occultists in the world, Madame Xanadu has recently involved herself in the affairs of the Spectre. She makes her living as a spiritual advisor, using her Tarot cards to perform a number of mystical effects.

MAXWELL LORD

DEX:	2	STR:	2	BODY:	2
INT:	11	WILL:	4	MIND:	2
INFL:	8	AURA:	6	SPIRIT:	3
INITIATIVE:	21	HERO POINTS:			15

- **Power:**
  Telepathy: 15
- **Skill:**
  Charisma: 10
- **Limitation:**
  Telepathy only allows Lord to communicate with others' subconscious minds.
- **Advantages:**
  Connections: Justice League International (High), United Nations (High); Omni-Connection; Gift of Gab
- **Motivation:** Seeking Justice
- **Occupation:** JLI Patron
- **Wealth:** 13
- **Background:**

A high-powered businessman and entrepeneur, Maxwell Lord is the benefactor of Justice League International. During the recent alien invasion, Lord discovered that his meta-gene had been activated, giving him a power whose limits and exact nature are not yet fully understood. He prefers to rely on his wits and his business savvy to get what he wants, or what he thinks the League wants.

MERA

DEX:	6	STR:	6	BODY:	7
INT:	7	WILL:	7	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	16 [18]	HERO POINTS:			25

- **Powers:**
  Swimming: 6, Telepathy: 3, Water Control: 8, Water Freedom: 8
- **Skill:**
  Charisma: 4
- **Advantages:**
  Area Knowledge (Atlantis); Connections: Aquaman (High), Poseidonis (High)
- **Drawbacks:**
  Married; Fatal Vulnerability: Mera begins to die after being out of contact with water for one hour.
- **Alter Ego:** Mera Curry
- **Motivation:** Responsibility of Power
- **Occupation:** Former Queen of Poseidonis
- **Wealth:** 8
- **Background:**

Mera is the wife of Aquaman, and the former queen of Poseidonis. Due to the death of her son and other traumatic experiences, it is feared that Mera may be losing her emotional stability.

OBERON

DEX:	4	STR:	2	BODY:	3
INT:	3	WILL:	4	MIND:	3
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	13	HERO POINTS:			20

- **Skills:**
  Acrobatics: 2, Charisma: 6, Thief: 4, Gadgetry: 4
- **Advantages:**
  Connection: Justice League International (High); Scholar (escapes, promotions)
- **Drawbacks:**
  Minor Physical Restriction: dwarf
- **Motivation:** Thrill of Adventure
- **Occupation:** Promoter/Manager
- **Wealth:** 4
- **Background:**

Oberon is the promoter, manager, and best friend of Scott Free, better known as Mister Miracle. Oberon also acts as sort of a father figure/funny uncle/big brother to various members of the JLI.

PERRY WHITE

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			5

- **Skills:**
  Artist (Writer): 6, Detective: 3
- **Advantages:**
  Connections: *Daily Planet* (High), Superman (Low); Scholar (journalism)
- **Drawbacks:**
  Catastrophic Irrational Attraction to journalist integrity; Age
- **Motivation:** Upholding the Good
- **Occupation:** Managing Editor
- **Wealth:** 6
- **Background:**

Perry White is the managing editor of the Daily Planet. His commitment to truth and excellence in journalism is second to none. Perry hired Clark Kent when Kent filed the first exclusive story on Superman, not knowing that Kent was in fact Superman himself.



RIP HUNTER

DEX:	4	STR:	3	BODY:	4
INT:	9	WILL:	5	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	18	HERO POINTS:			40

- **Skills:**
  Gadgetry: 11, Scientist: 11, Vehicles (Exotic): 9, Weaponry: 4
- **Advantages:**
  Connections: Booster Gold (Low), S.T.A.R. Labs (Low); Genius; Scholar (temporal physics)
- **Drawbacks:**
  Minor Irrational Attraction to creating a working time vessel
- **Equipment:**
  TIME CAPSULE
  [STR: 6, BODY: 8, Time Travel: 25, R#: 7]
- **Motivation:** Thrill of Adventure
- **Occupation:** Scientist
- **Wealth:** 8
- **Background:**

Rip Hunter (sometimes called the Time Master) created an experimental time machine which allowed Booster Gold to travel through time to the 20th century. What the past, present, or future holds for the temporal researcher will be discovered in due time.

"SARGE" STEEL

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	8	MIND:	7
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:			35

- **Skills:**
  Artist (Actor): 4, Detective: 7, Martial Artist: 6, Military Science: 7, Thief: 7, Vehicles: 6, Weaponry: 7
- **Advantages:**
  Connections: White House (High), U.S. Intelligence (High)



- **Drawbacks:** Secret Identity
- **Equipment:** **Metal Hand** [STR: 6, BODY: 12]
- **Alter Ego:** Unknown
- **Motivation:** Responsibility of Power
- **Occupation:** Intelligence Czar
- **Wealth:** 6
- **Background:**

Formerly an agent with the C.B.I., the operative known only as "Sarge" Steel has been a top secret government agent for many years. After the recent turmoil of the Janus Directive, Steel was placed in charge of all of the United States' covert paranormal agencies.

STEVE TREVOR

DEX:	3	STR:	3	BODY:	3
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	4
INITIATIVE:	11	HERO POINTS:			15

- **Skills:** Martial Artist: 4, Military Science: 5, Vehicles: 4, Weaponry: 4
- **Advantages:** Connections: U.S. Military (Low), Wonder Woman (High)
- **Alter Ego:** Colonel Stephen Trevor
- **Motivation:** Responsibility of Power
- **Occupation:** Freelance Investigator
- **Wealth:** 5
- **Background:**

Steve Trevor's arrival on Paradise Island was the signal that the time had come for Princess Diana to leave Themyscira and journey to Man's World.

TERRY LONG

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

- **Advantages:** Connections: New Titans (High), New York University (Low); Scholar (history)
- **Motivation:** Upholding the Good
- **Occupation:** History Professor
- **Wealth:** 5
- **Background:**

Terry Long is the husband of Donna Troy, also known as Troia of the New Titans. He was divorced once before, and has a daughter by his previous marriage. Terry seems to have a knack for coping with the strange things that happen in his wife's life.

TOM COOK

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	17	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:			125

- **Powers:** Invulnerability: 10
- **Skills:** Artist (Writer, Photographer): 21
- **Advantages:** Connection: George Perez (Low); Lightning Reflexes; Iron Nerves; Scholar (DC Heroes Role-Playing Game)
- **Drawbacks:** Connection: Mayfair Games (High); Dark Secret (shady past); Married; Unluck
- **Equipment:** **Mustache** [BODY: 1, R#: 4]
- **Motivation:** Thrill of Money
- **Occupation:** Graduate Student
- **Wealth:** 4
- **Background:**

This animal-loving Hoosier has a gift for the English language. He is currently enrolled in graduate school, majoring in film studies, in California. What little spare time he has is taken up by his dog, two cats, three fish, and wife Kelly. 2D10, babe.

VICKI VALE

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

- **Skills:** Artist (Photographer): 6, Detective: 2, Charisma: 4
- **Advantages:** Connections: *Picture News* (High), Bruce Wayne (Low)
- **Drawbacks:** Minor Irrational Attraction to curiosity
- **Motivation:** Thrill of Adventure
- **Occupation:** Photographer
- **Wealth:** 6
- **Background:**

Vicki Vale is a reporter for *Picture News*, and something of a celebrity in Gotham City. She has been romantically linked to Bruce Wayne at times, but is unaware of his other identity as the Batman.

WADE EILING

DEX:	3	STR:	3	BODY:	3
INT:	7	WILL:	6	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	6
INITIATIVE:	18	HERO POINTS:			20

- **Skills:** Martial Artist: 4, Military Science: 6, Vehicles: 3, Weaponry: 3
- **Advantages:** Connections: Captain Atom (High), U.S. Military (High), U.S. Government (High); Leadership; Scholar (covert operations)
- **Motivation:** Responsibility of Power
- **Occupation:** Air Force General
- **Wealth:** 7
- **Background:**

General Wade Elling has been in charge of the Captain Atom Project since it first began in the late 1960's. Since the upheaval of the Janus Directive, Eiling's agency has been under the supervision of Sarge Steel, a fact which somewhat perturbs the general.

CHAPTER FOURTEEN

ALIEN RACES

In the DC Universe, the existence of intelligent life in outer space is not just a theory for scientists to ponder and debate. Extraterrestrial life is an accepted fact. At its height, the Green Lantern Corps consisted of 3600 different alien races. The Justice League alone has repulsed attacks from other worlds on approximately thirty-three occasions. In fact, the Earth has been invaded by space aliens so many times that it is likely that every person in the world has had a "close encounter" of some kind at one point or another in their lives.

In 1988, the heroes of Earth were called upon to defend the world from the most powerful alien invasion to date. The race known as the Dominators, concerned over humanity's unnerving tendency to develop superpowers in times of crisis, organized an alien alliance to crush humanity before they could reach space and challenge the existing intergalactic empires. All of the technologically advanced worlds contributed troops or weapons, or both, and the attack against Earth was launched. Earth's defenders were rapidly mobilized into an effective defense force, but even their combined powers were not enough to stem the alien tide which threatened to engulf the planet.

Just when things seemed bleakest for the Earth, the contingent of observers from the planet Daxam discovered that they possessed near-Kryptonian powers in Earth's atmosphere and changed their allegiance. With the aid of their new Daxamite allies, Earth's heroes were able to repulse the alien invaders and cause the Alliance to surrender.

In the wake of the invasion, Coluan native Vril Dox mobilized an intergalactic police force known as the L.E.G.I.O.N. in order to fill the gap left by the destruction of the Green Lantern Corps, comprised of heroic individuals from many worlds. This group has charged itself with maintaining peace and order in the spacelanes. Given the myriad number of hostile lifeforms inhabiting the universe, however, it is clear that the L.E.G.I.O.N. has its work cut out for it.

COLUANS

DEX:	2	STR:	2	BODY:	2
INT:	14	WILL:	15	MIND:	15
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	18	HERO POINTS:			20

- **Skills:** *linked* Detective: 14*, Gadgetry: 14*, Medicine: 14*, Scientist: 14*
- **Advantages:** Genius
- **Drawbacks:** Catastrophic Irrational Attraction to research
- **Motivation:** Responsibility of Power
- **Wealth:** 9
- **Background:** The residents of Colu are green-skinned humanoids. For years, they had been slaves to the planet's "computer tyrants," but the tyrants were recently dethroned through the efforts of Vril Dox and other members of the L.E.G.I.O.N. Vril Dox and Superman's enemy Brainiac are natives of Colu.

DAXAMITES

DEX:	14	STR:	23	BODY:	16
INT:	6	WILL:	6	MIND:	5
INFL:	5	AURA:	2	SPIRIT:	5
INITIATIVE:	37	HERO POINTS:			40

- **Powers:** Directional Hearing: 7, Extended Hearing: 7, Flight: 14, Microscopic Vision: 12, Invulnerability: 20, Heat Vision: 10, Sealed Systems: 9, Super Breath: 9, Super Hearing: 7, Superspeed: 12, Systemic Antidote: 15, Telescopic Vision: 11, Thermal Vision: 11, X-Ray Vision: 11
- **Skills:** Medicine: 5
- **Advantages:** Genius
- **Drawbacks:** Fatal Vulnerability: lead, range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lead, range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lack of yellow sun radiation, range of 0 APs
- **Motivation:** Responsibility of Power
- **Wealth:** 8
- **Background:** On the outside, the natives of Daxam appear to be normal humanoids. However, in the proper conditions (such as on the planet Earth), they manifest powers of an almost Kryptonian level. In addition to their immense power, the Daxamites are known throughout the galaxy for their amazing medical achievements.

THE DOMINATORS

DEX:	2	STR:	2	BODY:	2
INT:	8	WILL:	7	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:			15-60

- **Skills:** Charisma: 6, Gadgetry: 13, Military Science: 11, Scientist: 13, Vehicles (Space): 3
- **Advantages:** Genius; Scholar (bioengineering)
- **Drawbacks:** Miscellaneous: all Dominators must obey orders given to them by members of a higher caste; Strange Appearance
- **Equipment:** **GENE BOMB** [BODY: 5, Neutralize: 25] Limitations: Neutralize only works on Earth-humans with paranormal abilities.
- **Motivation:** Power Lust
- **Wealth:** 15
- **Background:** All Dominators look exactly identical, except for a red circle painted on their foreheads. The size of the circle indicates which of the rigid castes the individual Dominators belong to. The Dominion is considered one of the mightiest scientific centers in the galaxy. Strangely, no female Dominators have ever been seen.

DURLANS

DEX:	6	STR:	3	BODY:	5
INT:	3	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	11	HERO POINTS:			20

- **Powers:** Self Manipulation: 8, Shape Change: 8, Chameleon: 8, Omni-Arm: 8
- **Skills:** Artist (Actor): 6
- **Motivation:** Thrill Seekers
- **Wealth:** 3

- **Background:**

Durla is a savage, violent planet whose inhabitants developed shape changing powers to survive. The various tribes on Durla identify themselves by a particular form which they favor: the original composition of the Durlan race has been lost in antiquity.

GIL'DISPAN

DEX:	0	STR:	2	BODY:	6
INT:	7	WILL:	5	MIND:	5
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	10	HERO POINTS:			20

- **Powers:**
  Telepathy: 10
- **Skills:**
  Scientist: 8
- **Advantages:**
  Genius
- **Drawbacks:**
  Strange Appearance; Catastrophic Physical Restriction: Gil'Dishpan cannot survive outside their protective bubbles.
- **Equipment:**

PROTECTIVE BUBBLES
[*DEX: 2, BODY: 8,* Flight: 5, Sealed Systems: 18]

- **Motivation:** Power Lust
- **Wealth:** 5
- **Background:**

The atmosphere of the Gil'Dishpan homeworld is a seething turmoil of methane and other gasses toxic to oxygen breathers. When traveling offworld, the technologically superior Gil'Dishpan utilize protective bubbles that make them particularly useful for undersea operations.

GORDANIANS

DEX:	5	STR:	4	BODY:	4
INT:	5	WILL:	2	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	5
INITIATIVE:	14	HERO POINTS:			10

- **Skills:**
  Charisma (Intimidation): 5, MilitaryScience: 6, Vehicles (Space): 7, Weaponry: 6
- **Drawbacks:**
  Strange Appearance
- **Motivation:** Mercenary
- **Occupation:** Slavers
- **Wealth:** 4
- **Background:**

One of the many races from the Vegan Star System, the Gordanians are lizard-like humanoids who make their living in the slave trade. Considered ugly even by the most liberal of beings, the Gordanians try to project an image of fearsomeness, but most are cowards at heart.

THE KHUNDS

DEX:	6	STR:	5	BODY:	6
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	6
INITIATIVE:	14	HERO POINTS:			20

- **Skills:**
  Martial Artist: 7, Military Science: 4, Weaponry: 7, Vehicles: 7
- **Advantages:**
  Lightning Reflexes
- **Drawbacks:**
  Minor Irrational Attraction to honorable death
- **Equipment:**

BODY ARMOR
[*BODY: 7*]

Blasters
[BODY: 4, Energy Blast: 7, R#: 3]

- **Motivation:** Nihilist
- **Wealth:** 7
- **Background:**

The Khunds are tall, powerfully built humanoids who live only for battle. Their combat prowess and single-minded pursuit of victory at all costs make them dangerous foes or unpredictable allies. The Khunds refused to surrender when the invasion was ended, and had to be forcibly returned to their own planet by the Daxamites.

PSIONS

DEX:	2	STR:	2	BODY:	2
INT:	10	WILL:	3	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:			10

- **Skills:**
  Gadgetry: 8, Scientist: 10, Vehicles: 5
- **Advantages:**
  Genius
- **Drawbacks:**
  Strange Appearance
- **Motivation:** Mercenary
- **Wealth:** 9
- **Background:**

The Psions were created by the Guardians of the Universe when the Oans were first setting out to combat universal evil. When the Psions ran out of control, they were banished to the Vegan Star System, where they have gained a reputation for cruel and inhumane experimentation on sentient beings. A Psion experiment gave Starfire and Blackfire their energy blast powers.

THANAGARIANS

DEX:	7	STR:	5	BODY:	7
INT:	6	WILL:	7	MIND:	7
INFL:	5	AURA:	3	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:			30

- **Powers:**
  Sealed Systems: 9, Skin Armor: 3, Speak With Animals: 3, Telescopic Vision: 4
- **Skills:**
  Martial Artist: 7, Military Science: 6, Weaponry: 7, Vehicles (Space): 5
- **Limitations:**
  Speak With Animals only works on birds
- **Advantages:**
  Lightning Reflexes; Iron Nerves
- **Equipment:**

ANTI-GRAVITY BELT
[BODY: 10, Gravity Decrease: 7]
Limitations: Gravity Decrease only works on the wearer and any items s/he is holding.
Misc. Drawbacks: The belt alone only allows the wearer to hover in place.

Wings
[STR: 6, BODY: 10, Air Control: 4, Flight: 8]
Limitations: Flight only works if the user is wearing an anti-gravity belt.

Mace
[BODY: 9, EV: 5]

- **Motivation:** Power Lust
- **Wealth:** 6
- **Background:**

Thanagar is the home world of Katar Hol and Shayeral Thal, known as Hawkman and Hawkwoman on Earth. The planet is currently under a fascist military dictatorship which considers itself superior to all other life forms. The most sacred animal on the planet is the hawk, which is used for symbolism in almost all aspects of life on Thanagar.

THE WARLORDS OF OKAARA

DEX:	5	STR:	4	BODY:	6
INT:	8	WILL:	9	MIND:	6
INFL:	7	AURA:	7	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:			25

- **Skills:**
  Acrobatics: 7, Charisma: 7, Martial Artist: 15, Military Science: 15, Thief (Stealth): 10, Vehicles: 10, Weaponry: 10
- **Advantages:**
  Lightning Reflexes; Iron Nerves; Scholar (warfare)
- **Motivation:** Mercenary
- **Wealth:** 10
- **Background:**

The Warlords are considered the finest warrior race in the Vegan Star System. Many of the ruling families of the Vegan worlds send their children to Okaara to learn martial arts from the Warlords. The Warlords participated in the invasion of the Earth, suffering the first defeat in their history.

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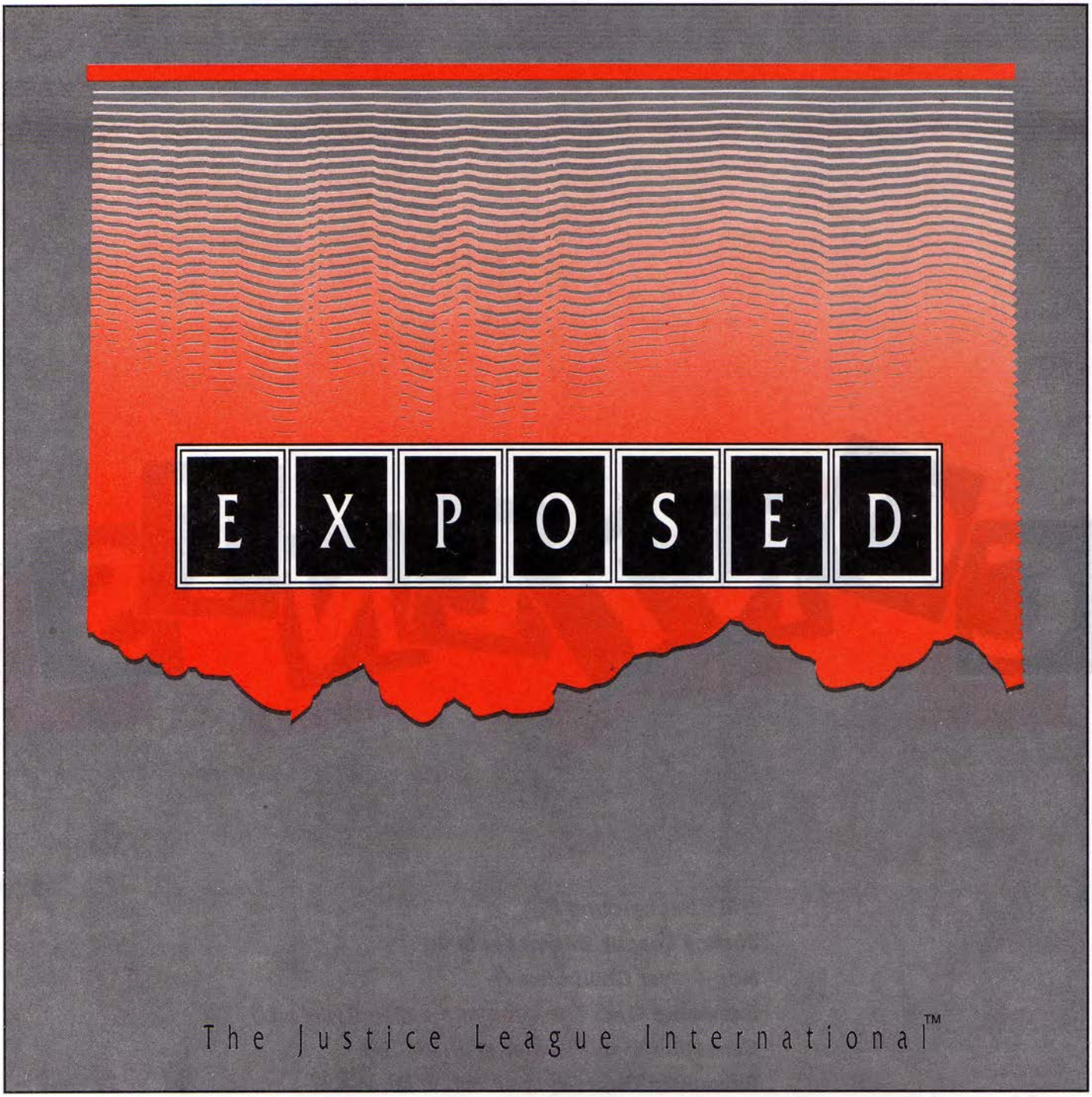
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EXPOSED
The Justice League International™

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GM Background

Introduction

Exposed! is an adventure designed for use with Justice League International, and includes specific references to its members in the text. If the adventure is played with fewer than the full JLI, the Gamemaster should be sure to change references of Characters who are not participating in the adventure to those of Players' Characters who are participating. Also, be sure to balance out the number of villains with the number of Players, according to the *Non-Player Characters* section.

Exposed! is unique in that it includes notes on how to create your own adventures. This information can be found as sidebars throughout the text and corresponds to the encounter in which it is included. More suggestions and background material for such development is summarized at the end of the adventure. So, if you like to GM, or feel that your ideas are good enough for publication, these notes can help you get started.

Adventure Summary

Before the *Crisis on Infinite Earths*, the powerful being called the Monitor collected detailed information on all of Earth's heroes. After the *Crisis*, the Monitor's assistant, Harbinger, launched the compiled information deep into space, intending it to roam free for thousands of years. It passed, however, through the area of space which was homeworld to the Manhunters, a race of androids bent on subjugating mankind.

During the Millennium, the Manhunters used the Monitor's notes to infiltrate the private lives of Earth's heroes and persuade them to join the Manhunters in resisting the Millennium project. After the Manhunters were defeated, the secret information was destroyed—or so everyone thought.

Enter television's sleaziest shock reporter, Juan Donavan. His never-ending quest to startle audiences around the world leads him to the Manhunters' now-deserted Manhattan Beach headquarters. In the name of higher ratings, Donavan opens the Manhunters' secret vault on live TV, revealing—nothing. Nothing except a small tape marked:



Recognizing a ratings bonanza when it bites him on the leg, Juan Donavan decides to reveal the JLI's deepest secrets on his TV program.

While watching the show, Justice League International members are incensed by the tactics of this would-be reporter. They realize their careers are on the line, and react to the matter.

Well, villains also watch TV, and Major Disaster's newly formed Injustice League attacks the Galaxy Communications building to collect the secret information. Once the JLI members rescue him, Donavan refuses to turn the tape over to them. Instead, the scheming reporter invites the JLI and the Injustice League to meet on his show and discuss their differences. He sets up "900 number" phone-in lines, and agrees to give the Manhunters' tape to the group preferred by his worldwide TV audience.

During the TV showdown, Juan Donavan (complete with red cape and blue pajamas, sporting a large "J" on the chest) taunts the JLI members by comparing them to their villainous opponents, the Injustice League. Donavan questions both the heroes and the villains, but plays down the fact that they are competing for possession of the Manhunters' tape.

Meanwhile, the Injustice League members are being fed all the right answers by the PR man extraordinaire, Funky Flashman, who is hiding off-stage. As the villains continuously make cheap sympathy appeals to the viewing audience, thereby winning more and more votes, the JLI has a chance to determine what is going on and put an end to the farce. If the JLI members discover Funky Flashman in time, they may be able to win enough votes to get their secret information back.

At the end of the show, Donavan congratulates the winners and agrees to give them the Manhunters' tape. No matter which team won the contest, Gorilla Grodd will force the host to reveal that the tape is in a video vault in room 1406B. The JLI must determine which tape is the Manhunters' tape before one of the Injustice League members does, or the heroes risk having their innermost secrets revealed to the world.

Justice League International

Justice League International was formed soon after J'onn J'onzz disbanded the Justice League of America during the anti-hero riots led by G. Gordon Godfrey.

Working behind the scenes, millionaire businessman, Maxwell Lord IV, secretly brought the group under his control. Unfortunately, Lord himself was being manipulated by an alien computer that intended to achieve world peace through its use of the new League. Once Lord realized the computer's plans, he destroyed it and was eventually accepted as a benefactor by Justice League International.

Although some of its original members have resigned, the JLI has remained a steady force in the protection of the world and the universe.

The Gamemaster should hand out the Character cards found in the **DC Heroes RPG**. Possible JLI members include: Batman, Big Barda, Blue Beetle, Booster Gold, Fire, Gnort, Guy Gardner, Huntress, Ice, Martian Manhunter, and Mister Miracle. Only one Green Lantern should participate in the adventure, therefore either Gnort or Guy Gardner must be removed from the JLI roster if there are less than eight Players.

If the Players are not familiar with their Characters' histories, the Gamemaster should allow them to read the following Background and Role-Playing information.

THE BATMAN

- **Background:**

After a six-year-old Bruce Wayne watched his parents murdered at the hands of a common criminal, he vowed to get revenge. For years he trained his mind and body to the peak of human perfection, and eventually took on the guise of a bat to strike terror into the hearts of all villains. As the Batman, Bruce dedicated his life to justice and became Gotham City's dark avenger of the night.

- **Role-Playing:**

Batman is a grim, relentless loner, who is nonetheless proud to be part of Justice League International. He uses both his physical strength and mental skills to combat his opponents, and is a master of disguise and escape tactics. The Batman Player should reflect his/her Character's intimidating manner by speaking rarely and always with a powerful sense of irony.

BIG BARDA

- **Background:**

Big Barda was a lieutenant in the Female Furies of Apokolips when she met Mister Miracle, then known as Scott Free. Later, Big Barda helped Scott Free escape to Earth through a Boom Tube. She joined him soon after, and eventually the two fell in love and were married.

When Manga Khan kidnapped Mister Miracle, Big Barda became an auxiliary member of Justice League International in order to help rescue her husband. She has remained a big help to this group throughout her association with it.

- **Role-Playing:**

Big Barda has two sides: one is a tough, demanding attitude created by her harsh experiences on Apokolips, and the other is a loving, feminine vulnerability reserved solely for her husband. She keeps the harsh side active while dealing with heroes and villains, earning her a reputation for being more than a match for any man.

Big Barda uses her incredible strength when she fights, often punching, kicking, and smashing her enemies to a pulp. She will throw a truck or tear down a brick wall to crush anyone that gets in her way. If hard-pressed, she will use her Mega-Rod to escape for a moment or blast her opponent(s).

BLUE BEETLE

- **Background:**

Ted Kord was a promising scientist whose retired father left him his small research business. One day, Ted discovered that his Uncle Jarvis intended to conquer the world from a secret base on Pago Island. Kord enlisted the help of his former college professor, Dr. Daniel Garrett, to stop his uncle. The two traveled to Pago island where Garrett transformed himself into the Blue Beetle. Both Jarvis Kord and Garrett were killed in battle, and Ted vowed to continue the career of the Blue Beetle.

The new Blue Beetle returned to Chicago where he trained himself for his heroic identity. He built an aircraft called the "Bug," and fought crime until he retired to develop his father's business. In a short time, KORD, Inc. became a famous company, but Ted Kord left it to return to his life as the Blue Beetle. Kord joined the JLI upon its inception, and KORD, Inc. has since failed as a productive industry.

- **Role-Playing:**

Blue Beetle is an athlete and acrobat who relies on his agility when combatting villains. Both he and Booster Gold are the wisecrackers of the JLI. The Blue Beetle Player should try to keep up a steady stream of jokes that pertain to the situation at hand.

BOOSTER GOLD

- **Background:**

Deciding that the 20th Century is where he belongs, Michael Jon Carter will steal equipment from the Time Museum of the 25th Century and journey to our time to become the hip, swinging hero named Booster Gold.

• **Role-Playing:**

Booster Gold is a charming "ladies' man" whose main goals are to make money and achieve fame in the 20th Century. With the help of Blue Beetle, Booster gives the JLI its flavor by constantly making wisecracks. The Booster Gold Player should try to keep up the banter to fit each situation.

FIRE

• **Background:**

Beatriz DaCosta is a native of Brazil who gained the power to project a flame from her mouth during a mission for the Brazilian government. Naming herself the Green Flame, DaCosta joined the Global Guardians, and later the JLI. She and her friend, Icemaiden, replaced Captain Marvel and Doctor Fate after they resigned from the group, and have recently redubbed themselves "Fire and Ice."

• **Role-Playing:**

Fire is a gutsy woman out to prove her worth. What she lacks in firepower is more than made up for in spirit. The Fire Player should try to reflect this by being courageous and standing his/her ground.

GNORT

• **Background:**

Gnort is a puppo-sapien from a distant galaxy. Throughout his childhood, he was considered a putz by everyone, including his parents.

Fortunately for the other puppo-sapiens, Gnort's long, lost uncle was a Green Lantern who coerced the Guardians of the Universe into making Gnort a member of the Green Lantern Corps. Unfortunately, the Guardians and the other Green Lanterns weren't too happy with Gnort's performance in their corps.

During the Millenium, the JLI found Gnort wandering through space, and he somehow was allowed to join the team.

• **Role-Playing:**

Gnort is a complete idiot whose only asset is his Green Lantern Power Ring. All he wants is to be liked, by somebody—anybody—and will do whatever is necessary to please his teammates in order to attain this goal.

GUY GARDNER

• **Background:**

Guy Gardner was given a Power Ring by the Green Lantern, Hal Jordan, after Jordan discovered that Gardner was supposed to replace him. When Gardner tried to charge his Ring with Jordan's Power Battery, however, the Battery exploded and sent a severely injured Guy Gardner into another dimension. He later suffered brain damage at the hands of Sinestro, but was allowed to become a Green Lantern during the great Crisis. Gardner has been an uncooperative member of the JLI since the group's formation.

• **Role-Playing:**

Guy Gardner is a ruthless and power-hungry hero who considers himself the last "true" Green Lantern. He is also an obnoxious (and often uncontrollable) fighting machine. This Player will be rolling against Guy Gardner's Serious Rage everytime he attempts an action. If the Player rolls a 3 or less, Guy Gardner will become enraged and enter Killing Combat.

THE HUNTRESS

• **Background:**

Helena Bertinelli was the only daughter of a "family man:" a man with a family consisting of friends, lawyers, judges, and bodyguards—all in his employ. As a child, Helena was kidnapped by another "family" and never forgot the experience.

One day when Helena was home from college, a masked gunman broke into her family's home and murdered everyone present—except Helena. She survived to be the sole heir of her father's fortunes, yet found herself being hunted everywhere she went.

With the help of one of her former bodyguards, Helena trained in the martial arts and weaponry, shed her past life, and became the Huntress. She has recently joined the JLI during her search for her family's murderers.

• **Role-Playing:**

The Huntress is a grim, violent hero who hunts in the dark of the night. She is an excellent hand-to-hand combatant and gymnast, but carries a crossbow for long distance combat.

ICE

• **Background:**

An exploratory expedition discovered a race of people in Norway who had amazing ice powers. The chief's daughter, Tora, decided to leave with the expedition and eventually joined the Global Guardians as Icemaiden. When the group disbanded, Icemaiden reluctantly joined her friend, the Green Flame, in foisting themselves upon the JLI. Since then, the duo has become known as "Fire and Ice."

• **Role-Playing:**

Ice is a skilled combatant who can generate ice and snow from her hands. Although she is not as powerful as some of the other members of the JLI, her courage more than makes up for this.

MARTIAN MANHUNTER

• **Background:**

J'onn J'onzz was summoned across time and space by the famous Dr. Erdel in the mid-1950's. As the Martian Manhunter, J'onzz kept his existence secret from the world by working as the police detective, John Jones. Once he joined the original Justice League of America, he gave up his police identity and became a public hero. He now serves as chairman of the JLI.

• **Role-Playing:**

On Earth, J'onzz has tremendous strength and reflexes. He can even turn invisible and alter his shape and identity.

The Martian Manhunter is serious, sober, and resolutely stoic. This makes the rare times he cracks a joke all the funnier. The Player of Martian Manhunter should try to portray his no-nonsense attitude and leadership abilities.

MISTER MIRACLE

• **Background:**

Scott Free is the son of Highfather and Avia of New Genesis. To end a long war between New Genesis and Apokolips, Highfather gave Darkseid custody of his son while he himself took custody of Orion, Darkseid's son. Scott grew up on Apokolips, but eventually escaped to Earth with the help of Big Barda, Himon, and a Boom Tube. On earth, he took on the guise of Mister Miracle, master escape artist, and has been a member of the JLI since its inception.

• **Role-Playing:**

Mister Miracle is a free spirit in the truest sense of the word. He is fun-loving, courageous, and compassionate, almost to the point of recklessness. He is one of the few heroes of the JLI whom the Batman will call by his first name while barking out orders.

Non-Player Characters

JUAN DONAVAN

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			0

- **Skills:**
  Charisma: 2
- **Advantages:**
  Connection: WGBS TV (Low); Gift of Gab; Popularity
- **Drawbacks:**
  Catastrophic Irrational Attraction to the Sensational and the Bizarre, Minor Physical Restriction: Speech Impediment
- **Alter Ego:** John Donavan
- **Motivation:** Greed
- **Occupation:** Reporter
- **Wealth:** 7
- **Background:**

Juan Donavan was once John Donavan, a dull newsman who craved the fame and fortune of the celebrities he followed. For many years he toiled anonymously in the shadows of the powerfully talented movers and shakers.

In a desperate search for a personality, Donavan threw integrity to the winds and abandoned his old life. Shedding 200 pounds in two months, John changed his name to "Juan," and used his newly-made ethnic background to make a name for himself in the television industry. "Donavan" became a household word, and his show one of the most hated and loved by people across the world.

Donavan quickly made a name for himself by pandering to the lowest tastes of his TV viewing audience and lowering the standards of TV journalism to that of supermarket tabloids. In his quest for phenomenal ratings, Donavan presented the most lurid, sensational, and shocking stories he could find, even going so far as to dress himself as a woman during a show about transvestites and to let himself be hynotized into revealing he had been captured by aliens from the planet Rann.

Juan Donavan has one problem, though. After dredging up the most gruesome and shocking stories, how can he top himself? What could be more startling than all he has shown or done before? The answer: a live, unrehearsed hero vs. villain battle!

- **Role-Playing:**

"The public has a right to know!" is the motto Juan Donavan uses to justify countless hours of programming time dedicated to rabid fanatics and creepy loonies. In *Exposed!*, he will use this creed as an excuse for revealing the JLI's innermost secrets.

When playing Donavan, the Gamemaster should keep in mind that this Character feels vindicated in doing anything, even betraying the JLI, as long as it means higher ratings for the *Donavan!* show.

The Gamemaster can convey a lot of Juan Donavan's sleazy personality through his distinctive mode of speech. There are two parts to this:

1) Overblown Speech: Donavan peppers his dialogue with ridiculous adjectives, like, "So amazing! Unspeakably controversial! Utterly unbelievable!" This way, if his audience doesn't think his show is amazing, controversial, or unbelievable, he is subconsciously convincing them that it is.

2) Speech Impediment: Donavan has a slight speech impediment. (Whether it's real or a cheap attempt to imitate Baba Wawa, no one knows.) he tends to slosh the letter "s" when he speaks, making it sound like "sh".

For example, *"This is Juan Donavan, broadcasting **live** from inside the former secret headquarters of the mysterious **Manhunters**"* would sound like *"Thish ish Juan Donavan, broadcashting **live** from inshide the former shecret headquartersh of the myshterioush **Manhuntersh!**"*

All of Donavan's dialogue is written like this to help the GM play the part. As a result, some words are spelled so strangely that it is difficult to figure out what the word really is. In these cases, the real spelling follows the dialect spelling in parentheses, like this:

"Thish warehoush hash been shealed off ever shinsh (since) *the Manhuntersh were beaten."*

To get the best effect in turning the "s" sound into the "sh" sound, clamp your teeth shut and speak the "sh" sound through the sides of your mouth. This causes the air to slosh around your back teeth, imparting a liquid "s" sound. Practice using the preceding example sentence before beginning the adventure. The GM should feel free to go to extremes in playing Donavan. He is a radical Non-Player Character and ought to appear as overly dramatic as possible.

FUNKY FLASHMAN

DEX:	2	STR:	2	BODY:	3
INT:	8	WILL:	2	MIND:	2
INFL:	8	AURA:	7	SPIRIT:	2
INITIATIVE:	18	HERO POINTS:			45

- **Skills:**
  Charisma (Persuasion): 12, Thief: 2
- **Advantages:**
  Connections: Broadcasting Industry (High), Secret Society of Super-Villains (Low); Gift of Gab; Luck; Omni-Connection; Scholar (salesmanship, swindling)

- **Drawbacks:** Catastrophic Irrational Attraction to money; Unluck
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Swindler
- **Wealth:** 9
- **Background:**

Funky Flashman is a master con-artist who once tried to win fame as a tour manager for Mister Miracle. The collaboration ended before the tour even began, when Funky stole Mister Miracle's Mother Box. As a result, he was attacked by the Female Furies, who had teleported from Apokolips, all the while homing in on Mister Miracle's Mother Box. Funky barely survived the attack, and never worked for Mister Miracle again.

Funky Flashman later resurfaced as a public relations man for the Secret Society of Super-Villains. This job turned out to be a greater fiasco than the last one, and Funky went into hiding to plan his next move.

- **Role-Playing:**

Funky Flashman is a grinning phony. He speaks in grand, overblown phrases and cliches. He also uses a lot of alliteration, spewing strings of words that begin with the same sound, such as "a colossal collection of cuddly killers."

In this adventure, he has signed on with the Injustice League to handle its media campaign. He will secretly feed the normally inarticulate villains a steady stream of clever dialogue, intended to win the hearts and minds of Juan Donavan's viewing audience.

MAXWELL LORD

DEX:	2	STR:	2	BODY:	2
INT:	11	WILL:	4	MIND:	2
INFL:	8	AURA:	6	SPIRIT:	3
INITIATIVE:	21	HERO POINTS:			15

- **Powers:** Telepathy: 15
- **Skills:** Charisma: 10
- **Limitations:** Telepathy only allows Lord to communicate with the subconscious minds of others.
- **Advantages:** Connections: JLI (High), United Nations (High); Gift of Gab; Omni-Connection
- **Alter Ego:** None
- **Motivation:** Seeking Justice
- **Wealth:** 13
- **Background:**

Maxwell Lord was an up-and-coming businessman working for a major corporation when he got the idea in his head to dispose of the company's chief executive and take his place. After learning that this man loved to go exploring, Lord invited him on an expedition in order to kill him.

Before Lord could get rid of the executive, however, the man plummetted to his near-death. Lord had a change of heart and went to rescue the man, but was instead abducted by an Apokolipsian computer that wished to develop an international peace group to control the world. An unaware Lord followed the computer's lead by becoming one of the world's richest men and banding together the heroes now known as Justice League International.

Although Maxwell Lord eventually destroyed the computer, the JLI members do not wholly trust him. They have allowed him to remain their benefactor until he pulls another stunt like the last one.

- **Role-Playing:**

Maxwell Lord always looks out for himself, and since his money and time are invested in Justice League International, he also looks out for what he considers to be the members' best interests.

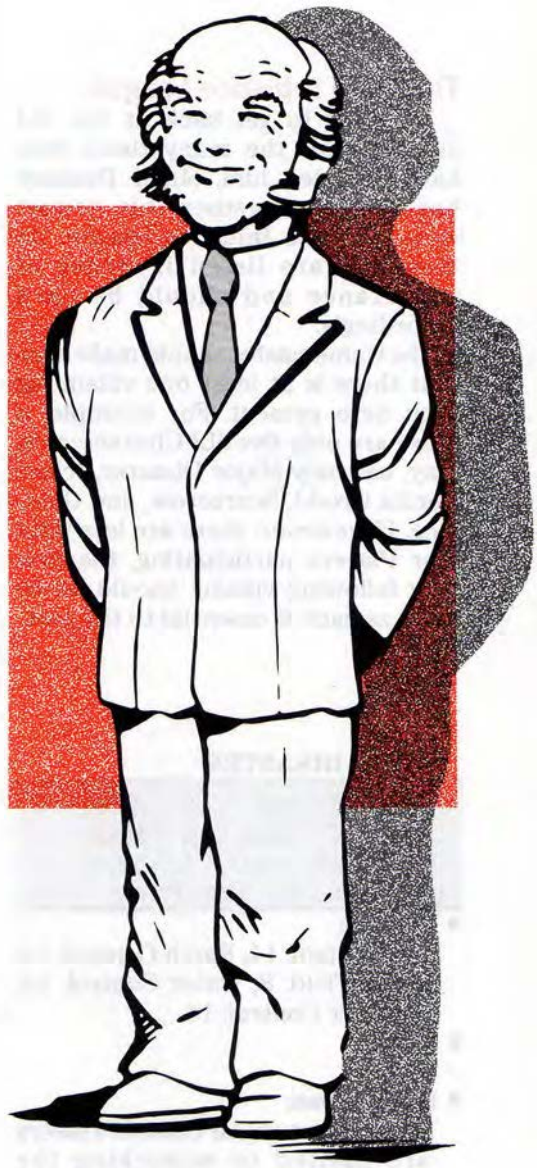
In *Exposed!*, Lord may act as Public Relations man, inciting the heroes to action in order to protect the JLI's name and establish their popularity.

OBERON

DEX:	4	STR:	2	BODY:	3
INT:	3	WILL:	4	MIND:	3
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	13	HERO POINTS:			20

- **Skills:** Acrobatics: 2, Charisma: 6, Gadgetry: 4, Thief: 4
- **Advantages:** Connections: JLI (High), Mr. Miracle (High); Scholar (escapes)
- **Drawbacks:** Minor Physical Restriction: dwarf
- **Alter Ego:** None
- **Motivation:** Thrill of Adventure
- **Wealth:** 4
- **Background:**

Little is known about the man named Oberon. While working at a circus, he became the assistant to (and later manager of) the first Mister Miracle, Thaddeus Brown.



When Brown was assassinated, Oberon decided to remain manager of the new Mister Miracle, Scott Free, whom Brown had befriended, and the two men brought Brown's killer to justice.

Since Mister Miracle has joined the JLI, Oberon has stayed on as his manager and is often found on monitor duty at the JLI's headquarters.

- **Role-Playing:**

Oberon is a somewhat sarcastic member of the JLI, who easily takes offense when teased about his height. He would rather be on the road managing Mister Miracle's tour as the "world's greatest escape artist" than sitting at the JLI headquarters watching the monitors.

For *Exposed!*, the Gamemaster may use Oberon to alert the JLI to Donavan's opening of the Manhunter vault and/or the Injustice League attack on the Galaxy Communications building.

The New Injustice League

In order to get back at the JLI members for the many times they have defeated him, Major Disaster has brought together this newest version of the Injustice League. Its members are listed in order of importance and should be used accordingly.

The Gamemaster should make sure that there is at least one villain for each hero present. For example, if there are only five JLI Characters in play, use only Major Disaster, Icicle, Gorilla Grodd, Scarecrow, and Goldface. If, however, there are less than four Players participating, the first four following villains should all be used, as each is essential to the plot.

MAJOR DISASTER

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

- **Powers:**
  Air Control: 14, Earth Control: 14, Force Field: 8, Water Control: 14, Weather Control: 14
- **Skills:**
  Thief: 4
- **Limitations:**
  Miscellaneous: All Control Powers are limited to mimicking the effects of natural disasters such as earthquakes, tornadoes, thunderstorms, and so on.
- **Advantages:**
  Connections: Injustice League (High), Underworld (Low)
- **Drawbacks:**
  Serious Irrational Fear of Green Lanterns; Unluck
- **Equipment:**
  Flying Belt [BODY: 4, Flight: 10]
- **Alter Ego:** Paul Booker
- **Motivation:** Power Lust
- **Occupation:**
  Alleged Leader of the New Injustice League
- **Wealth:** 4
- **Background:**

Paul Booker was a small-time hood who happened to break into the home of Thomas Kalmaku, where he discovered Kalmaku's secret Green Lantern casebook. From this, Booker learned the identities and weaknesses of the Green Lantern, Hal Jordan, and the Flash, Barry Allen.

Booker decided to use this information to his advantage. He hired a group of brilliant criminal scientists to develop devices that would give him the power to create natural disasters. He adopted the criminal identity of Major Disaster and began his life as a villain.

Major Disaster set out to reveal the identities of the Flash and Green Lantern, but was unexpectedly caught in a horrible accident that dissembled him into his component atoms, and scattered them inside a room.

Months later, a freak mishap caused his atoms to coalesce, reforming his body and returning him to his normal, disasterous self. His scientists produced a new device to protect him from the calamities he could create, and Disaster once again tried to attack Green Lantern, but failed. Green Lantern was able to use his Power Ring to block Disaster's knowledge of his identity.

When Disaster got out of prison, he united Multi-Man, Clock King, Big Sir, Clue Master, and his former cellmate, Bruce, to form a new Injustice League. The incompetent group attempted to steal a Thanagarian spaceship left over from the alien invasion, but didn't get the ship started until the JLI arrived to stop them.

Though the other members pummeled him and quit the inept Injustice League, Major Disaster was not daunted. He has collected another group of second-rate villains and hopes to discredit the JLI who had so easily defeated him.

- **Role-Playing:**

Major Disaster is a megalomaniac with delusions of competence. He wants desperately to be taken seriously and to be considered a great villain, even if he does not deserve the honor.

Major Disaster often uses his Powers to commit extortion, forcing his enemies to hand over whatever he desires. From behind a Force Field, Disaster produces earthquakes, hurricanes, whatever it takes. He would shake a whole city just to threaten one person in one building.

Major Disaster's Flying Belt is not part of his standard equipment, but is necessary for his escape attempt in Encounters Two and/or Three.

ICICLE

DEX:	5	STR:	3	BODY:	5
INT:	4	WILL:	4	MIND:	3
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:			35

- **Powers:**
  Ice Production: 8, Icing: 6
- **Skills:**
  Acrobatics: 4, Martial Artist: 4
- **Advantages:**
  Connection: Injustice, Unlimited (High)
- **Alter Ego:** Unknown
- **Motivation:** Greed
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**

The new Icicle first appeared as a member of the villain group known as Injustice, Unlimited. He aided Injustice in a ransom scheme that involved Canadian businessmen, Hourman of Infinity, Inc., and Icemaiden of the Global Guardians.

Icicle convinced the leader of Injustice, Unlimited to hypnotize Icemaiden into becoming his lover. Eventually, Icemaiden and the other hostages were freed, and Icicle escaped. He has joined the newly formed Injustice League in the hopes of regaining control of Icemaiden, now Ice of the JLI.

- **Role-Playing:**

Unlike the original Icicle, who carried an ice gun, the new Icicle can produce cold and ice from his own body. He is a skilled hand-to-hand combatant and acrobat.

GORILLA GRODD

DEX:	10	STR:	15	BODY:	11
INT:	8	WILL:	9	MIND:	9
INFL:	7	AURA:	6	SPIRIT:	8
INITIATIVE:	27	HERO POINTS:			110

- **Powers:**
  Control: 12, Matter Manipulation: 8, Mental Blast: 8, Mind Probe: 10, Mind Shield: 8, Personality Transfer: 10, Telekinesis: 12, Telepathy: 16
- **Skills:**
  Acrobatics: 8, Charisma (Intimidation): 10, Gadgetry: 12, Scientist: 12
- **Advantages:**
  Area Knowledge (Gorilla City); Connections: Flash's Rogues Gallery (Low), Gorilla City (Low), Secret Society of Super-Villains (Low); Genius; Leadership; Lightning Reflexes
- **Drawbacks:**
  Minor Rage; Strange Appearance

- **Motivation:** Power Lust
- **Occupation:** Gorilla
- **Wealth:** 8
- **Background:**

Gorilla Grodd is an ape who uses 100% of his brain capacity, instead of man's much smaller percentage.

While utilizing his vast mental Powers, Grodd threatened both humans and gorillas alike, until he was stopped by Barry Allen, the second Flash. Grodd has somehow always managed to escape imprisonment to plot anew.

- **Role-Playing:**

Grodd is a crafty gorilla whose ultimate goal is to conquer the world. His incredible strength could take care of most any opponent, but Grodd tends to use his Mental Powers to take control of a situation.



SCARECROW

DEX:	4	STR:	2	BODY:	4
INT:	7	WILL:	6	MIND:	4
INFL:	5	AURA:	3	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:			50

- **Skills:**

Gadgetry: 9, Scientist: 8

- **Advantages:**

Connection: Underworld (Low); Genius; Scholar (psychology)

- **Drawbacks:**

Minor Irrational Attraction to causing fear.

- **Equipment:**

Fear Transmitters (x5) [BODY: 2, Phobia: 13, R#: 2]

- **Alter Ego:** Jonathan Crane
- **Motivation:** Greed
- **Occupation:** Psychology Professor
- **Wealth:** 6
- **Background:**

Jonathan Crane was once a college professor whose expertise was the psychology and physiology of fear. His colleagues at Gotham City University nicknamed him "Scarecrow" Crane because of his tall, gangly frame and his shabby dressing habits.

Unhinged by the tauntings of his colleagues and angered over his modest income, Crane adopted the identity of the Scarecrow. He created the Fear Transmitter and started a crime spree.

- **Role-Playing:**

Crane is a scientific genius who is only halfhearted about his criminal activities. He is also slightly demented, and is therefore unreliable as a well-rounded member of the Injustice League. He will run away rather than fight when the going gets tough.

The Scarecrow's Fear Transmitters force their victims to confront their greatest fears. Major Disaster has recruited Scarecrow to frighten Donavan into turning over the tape.

Here are some fears to use against the JLI if the Scarecrow confronts them.

Batman . . . . . Fear of failure
Big Barda . . . . . Fear of Mr. Miracle's death
Blue Beetle . . Fear of being useless to the JLI
Booster Gold . . . Fear of returning to the 25th Century
Fire . . . . . Fear of fire
Gnort . . . . . Fear of everyone hating him
Guy Gardner . . . . Fear of lapsing into a coma again
Huntress: . . . Fear of being unable to protect herself
Ice . . . . . Fear of returning to the Ice Palace
Martian Manhunter . . Fear of fire
Mr. Miracle . . . . Fear of returning to Apokolips

GOLDFACE

DEX:	6	STR:	10	BODY:	9
INT:	7	WILL:	7	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:			75

- **Skills:**

Charisma: 8, Gadgetry: 6, Scientist: 6

- **Advantages:**

Connections: Scientific Community (Low), Secret Society of Super-Villains (Low), Underworld (High); Genius; Iron Nerves; Leadership; Scholar (metallurgy)

- **Equipment:**

GOLDEN ARMOR [*BODY: 11*]
Helmet [BODY: 4, Transmutation: 12, R#: 3] Bonus: The helmet can be used against living beings. Make an Action Check with the victim's DEX/BODY as the OV/RV, and if the RAPs received equal or exceed the target's BODY, the target is transformed into solid gold for an amount of time equal to the RAPs earned. Limitation: Transmutation can only turn objects into gold.
Spray Gun [BODY: 3, Glue: 10, R#: 3] Limitation: The Glue Power actually covers the target with a thin sheet of gold, and if the victim cannot free him/herself in an

amount of time equal to twice his/her APs of BODY, s/he will suffocate.

- **Alter Ego:** Keith Kenyon
- **Motivation:** Power Lust
- **Occupation:** Metallurgist
- **Wealth:** 13
- **Background:**

Goldface was originally a criminal scientist named Keith Kenyon, who developed a synthetic "Invulnerability elixir." A bizarre side effect of the elixir gave Kenyon a golden aura that renders him immune to any Green Lantern's Power Ring. After battling Hal Jordan, however, Goldface was soundly defeated.

Goldface escaped from prison, and began to build one of the largest criminal empires on the west coast. This brought him into direct conflict with the international criminal cabal, H.I.V.E. Caught between H.I.V.E. and the Green Lantern, Hal Jordan, Goldface was again defeated.

When the Guardians of the Universe and the Zamarons departed for dimensions unknown, Goldface was imprisoned in a Sciencell on Oa. He escaped, was recaptured, but is once again roaming free.

- **Role-Playing:**

Goldface is chiefly concerned with expanding his syndicate's power base, while increasing profitability and damaging his competitors. His eventual aim is to establish an international crime cartel which will give him enormous power on a global scale.

Normally, Goldface does not believe it necessary to eliminate possible heroic interference before going ahead with his plans. Major Disaster, however, has convinced Goldface that an international law enforcement agency, such as the JLI, is too great a threat to his syndicate's operation.

BOLT

DEX:	8	STR:	7	BODY:	5
INT:	4	WILL:	4	MIND:	4
INFL:	5	AURA:	3	SPIRIT:	4
INITIATIVE:	21	HERO POINTS:			35

- **Powers:**
  Flight: 9, Lightning: 12, Teleportation: 10
- **Skills:**
  Acrobatics: 6, Martial Artist: 8, Thief: 6, Vehicles: 6, Weaponry: 6
- **Limitations:**
  Minor Power Burnout on Lightning.
- **Advantages:**
  Lightning Reflexes
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Assassin
- **Wealth:** 5
- **Background:**

Bolt is a high-powered mercenary who sells his services to the highest bidder. He is often found in the employment of organized crime or dishonest corporations, and has been defeated by Blue Devil, Captain Atom, and Starman.

Bolt has joined the new Injustice League because Major Disaster has promised that there will be big money coming once the JLI members are exposed.

- **Role-Playing:**

Bolt is a braggart who would take on the whole JLI single-handedly for the right price. He tends to use his Lightning Power in combat, but will teleport from the scene when the going gets too tough.

COPPERHEAD

DEX:	4	STR:	3	BODY:	3
INT:	5	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:			40

- **Skills:**
  Acrobatics: 4, Thief: 9
- **Advantages:**
  Connections: Secret Society of Super-Villains (High), Underworld (Low); Lightning Reflexes
- **Drawbacks:**
  Serious Irrational Attraction to snakes and snake motif crimes
- **Equipment:**
  SNAKE SUIT [*DEX: 12, STR: 6, BODY: 8,* Cling: 6, Poison Touch: 7, Stretching: 5, R#: 2]
- **Alter Ego:** Unknown
- **Motivation:** Greed
- **Occupation:** Thief
- **Wealth:** 4
- **Background:**

Copperhead first showed his slimy head years ago in Gotham City, where his stealing spree was foiled by the Batman, Batgirl, and Wonder Woman. He later was a member of the Secret Society of Super-Villains until the group's dissolution. He has been in and out of prison several times, and has joined the new Injustice League in order to get back at the Batman.

- **Role-Playing:**

Copperhead's Snake Suit gives him Powers appropriate to his reptilian name. He even acts like a snake, attacking without warning, and vanishing before his opponents know what hit them. If Copperhead can't get a good grip on his victim, he will quickly slither from the scene.

DOCTOR POLARIS

DEX:	6	STR:	4	BODY:	7
INT:	8	WILL:	5	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:			80

- **Powers:**
  Energy Absorption: 12, Energy Blast: 10, Flash: 10, Flight: 8, Force Field: 12, Magnetic Control: 16
- **Skills:**
  Charisma: 6, Gadgetry: 7, Medicine: 7, Scientist: 7
- **Limitations:**
  Energy Absorption can only be used to absorb magnetic energy.
- **Advantages:**
  Connection: Underworld (High); Genius; Scholar (magnetism)
- **Drawbacks:**
  Serious Psychological Instability
- **Alter Ego:** Neal Emerson
- **Motivation:** Power Lust
- **Occupation:** Physician
- **Wealth:** 6
- **Background:**

Dr. Neal Emerson was a physicist who cured diseases through the use of magnetism. Unfortunately, his repeated exposure to these polar forces brought about a split personality in him. Emerson took the criminal identity of Dr. Polaris, and developed magnetic weapons to help carry out his evil deeds. He later internalized his Powers, and threatened both the Green Lantern Corps and the New Titans. Polaris readily agreed to join the Injustice League so that he can strike at the Green Lanterns, Gnort and Guy Gardner.

- **Role-Playing:**

Doctor Polaris' evil side has gained total control of him. He will use his Magnetic Control Power to place metal objects in the paths of his opponents, but will fly away if the competition looks too tough.

DOCTOR ALCHEMY

DEX:	5	STR:	3	BODY:	5
INT:	6	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:			65

- **Skills:**
  Gadgetry: 6, Occultist: 6



- **Advantages:**
  Area Knowledge (Central City); Connection: Flash's Rogues Gallery (High)
- **Drawbacks:**
  Unluck
- **Equipment:**
  Philosopher's Stone [BODY: 9, Telekinesis: 6, Transmutation: 16]
- **Alter Ego:** Alvin Desmond
- **Motivation:** Greed
- **Occupation:** Alchemist
- **Wealth:** 4
- **Background:**

Alvin Desmond was once Mr. Element, a criminal who often battled the second Flash, Barry Allen. After Desmond accidentally gained possession of the Philosopher's Stone, he changed his identity to Dr. Alchemy and used the Stone's Powers to commit his crimes. Alchemy was sprung from prison by Major Disaster in order to complete the new Injustice League.

- **Role-Playing:**

Doctor Alchemy isn't much of a physical combatant, so he tends to use the Philosopher's Stone to change the elements of his opponents' bodies. For example, he once changed the Flash into a being of water vapor.

MATTER MASTER

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

- **Skills:**
  Gadgetry: 4, Occultist (Create Objects, Identify Objects): 4, Thief: 6
- **Advantages:**
  Connection: Underworld (High); Scholar (alchemy)
- **Drawbacks:**
  Unluck
- **Equipment:**
  Mentachem Wand [BODY: 5, Animate Objects: 13, Earth Control: 9, Energy Absorption: 10, Energy Blast: 9, Matter Manipulation: 15]
- **Alter Ego:** Mark Mandrill
- **Motivation:** Thrill Seeker
- **Occupation:** Criminal
- **Wealth:** 4
- **Background:**

One day when Mark Mandrill was trying to change lead into gold, a vat of chemicals exploded in front of him. A terrified Mandrill told the chemicals to "stay away," and to his surprise they did. Mandrill found that the chemicals obeyed any of his mental commands. He fashioned a magic wand, called it "Mentachem," named himself Matter Master, and went on a crime spree.

Matter Master has come up against Hawkman, Hawkgirl, and the Justice League of America. He was recently in prison, but escaped and has joined the new Injustice League in order to get back at those JLI members who once belonged to the JLA.

- **Role-Playing:**

Like Dr. Alchemy, Matter Master is not very good at hand-to-hand combat, so he uses his Mentachem wand to blast his opponents. If his Mentachem wand is taken away, Matter Master is basically useless.

The Adventure

ENCOUNTER ONE

The Vault of the Manhunters

Setup

The adventure begins with Blue Beetle alone on monitor duty at the JLI's New York embassy. The beginning of this encounter is written for Beetle, but can be played by any other JLI member, excluding the Batman and the Martian Manhunter. If no one is playing Blue Beetle, select another Character, and substitute him/her for Blue Beetle.

Players' Information

It's a dull Tuesday morning. Blue Beetle is alone on monitor duty in the JLI's New York embassy. The seemingly endless rows of glowing security monitors are currently blank.

The monitors have been blank for the past three hours. They've been blank for the last three months. This time, sleep seems inevitable. Maybe the television will help.

Each channel's program seems about as exciting as the security monitors—except for one. A face that's all teeth looks vaguely familiar, and the name "Donavan" hits home.

Juan Donavan is that tactless WGBS-TV reporter whose Christmas special last year made people across the globe swear off TV forever. The show featured a small get-together between Nazi KKK skinheads, satanist rock stars and militant transsexual mudwrestlers. Unfortunately, it degenerated into screaming, savage violence, and (of course) got fantastic ratings.

Yep, that heartwarming special made Donavan a star, and most of the world sick.

But . . . anything is better than this torture called monitor duty.

On the screen, Juan Donavan is grinning from ear to ear. His face is so close to the camera, it looks like something out of a horror movie. In the shadowy background, however, a Manhunter mask is scarcely discernible. No one can forget how the Manhunters had attempted to destroy the Millennium project and Justice League International.

This could mean trouble.

GM's Information

Ask the Player if s/he continues watching the show, despite the fact Blue Beetle is supposed to be on monitor duty. (Such a moral dilemma.)

If Blue Beetle wishes to alert the other JLI members to the broadcast, he can summon them to the monitor station at the touch of a button. Let the group assemble before continuing with the broadcast.

If Blue Beetle shuts off the TV and goes back to watching the monitors, let a little time pass, and then have Oberon run around the JLI headquarters, alerting everyone to the broadcast. In this case, read the next eight paragraphs to yourself and then continue out loud.

If Beetle watches alone or has gathered the rest of the JLI, continue below.

The camera seems to be stalking Juan Donavan as he tiptoes through a dark, dilapidated warehouse. A clattering rack of lights follows close behind, illuminating Donavan's backside and a mere five-foot-radius in front of him.

Donavan stops, turns, and beams at the camera. "Thish ish Juan Donavan," he begins, "broadcashting live from inshide the former shecret shanctuary of the shurreptitioush Manhuntersh! Yesh, here in humdrum Manhattan Beach, the myshteriousb monshtersh knowsn as the Manhuntersh hatched their shinishter shchemesh againsht mankind. Thish warehoush hash been shealed off ever shinsh (since) *the Manhuntersh were defeated.*

"Who knowsh what shecrets the Manhuntersh kept here? What fantashtic technologiesh could be shtashed away in thish vault?"

Donavan pauses while the camera comes in for another closeup.

"Who knowsh? Well, you'll know when we open the vault of the Manhuntersh right here on live TV! Right after thish important messhage."

This is a good place to pause and give the Player(s) a chance to react. If the JLI members are together, let them discuss this turn of events during the commercial. If they

Stealing???

Characters such as Guy Gardner may favor attacking Donavan and stealing the tape, either now or later in the adventure. This cannot be acceptable to the Martian Manhunter, whose Motivation is Upholding the Good. If the Martian Manhunter Player does not immediately reject this plan, remind him/her of the Manhunter's ethics. Even the Batman, who is used to working outside the law, will have a tough time sanctioning theft. If neither of these Characters are present, have Oberon or Maxwell Lord convince them that stealing the tape is the wrong thing to do. However shallow and mean-spirited Juan Donavan is, he has broken no laws and has legal possession of the tape. As long as there is a legal way to get the secret information, the heroes are obligated to try it.

If at any time the JLI or JLI members secretly steal the tape, they will have little trouble doing so. All they will get, however, is a copy of an old ***Donavan!*** *show. Anticipating an attempt to steal the tape, the clever reporter hid the original tape and substituted something much more horrible: a tape of last year's Christmas special!*

have any questions about the Manhunters, you can fill them in with the information from the *GM's Background*. The JLI members should be aware of the fact that the Manhunters knew the identities and deepest secrets of Earth's heroes.

If the JLI members are not yet assembled, the commercial break gives Blue Beetle a chance to round them up. If he does not summon them, Oberon now runs through the embassy, alerting them to the broadcast. All members, including Oberon and Maxwell Lord, should be present for the remainder of the broadcast.

When the commercial break ends, Donavan is standing outside a large, high-tech, metal door. A group of WGBS technicians are cutting through it with a couple of acetylene torches.

"In cashe (case) *you've jusht tuned in," Donavan screams above the noise, "thish ish Juan Donavan, and I'm shtanding in front of the vault of the myshterioush Manhuntersh. Sho shtrange! Sho amazing! What will we dishoover inshide? What incredible shecretsh hash thish hidden rayhsh* (race) *left behind? What is their legashy to ush* (us), *the human raysh?"*

Once the technicians finish cutting the lock, they step back, and the vault door swings open. It's dark inside, but once the camera and lights enter, television viewers everywhere see . . . nothing.

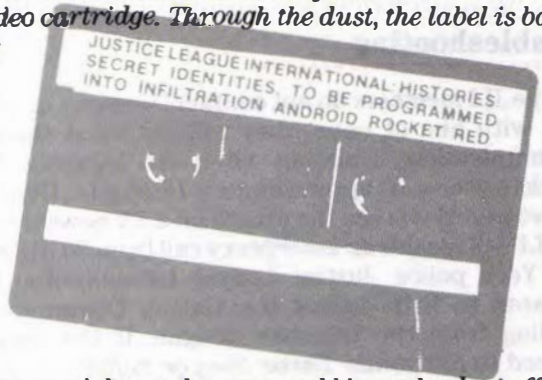
The vault is completely empty. Donavan stares into the vast hole, frowns in a shocked then embarrassed manner, then turns to the camera with a sheepish grin.

He nervously chuckles, "Heh, heh, heh! I guessh thereshnothing in here! Leave it to thoshe loushy Manhuntersh to dishappoint couch potatoesh acrossh the globe! Um, well, thish ish Juan Donavan, ending hish show very early. Thanksh for tuning in, and be sure to watch my next show: Confessionsh of the Kinky Cow-Tippersh!"

Donavan immediately looks off camera, mouths the word "What?" then says, "What? There ish something here? Lemme (let me) *shee."*

The camera pans down to the far right corner of the vault, where a small, dusty package lies on the floor. "Aha! Here it ish!" exclaims our host, "The forbidden shecretsh of the Manhuntersh!"

The camera zooms in on the object. It looks like a high-tech video cartridge. Through the dust, the label is barely legible:



*Donavan picks up the tape and blows the dust off of it. After coughing loudly a few times, he recovers, saying, "Wow! The shecretsh of Jushtish League International! We'll play thish tape on tomorrow'sh show. Tune in for all the shecretsh! All the gosship! All the grime! Sho myshterioush! Sho bizarre! Thish ish Juan Donavan! Goodbye fansh! Shee you tomorrow on...**Donavan!**"*

Well, Justice League International is in for it now. It is most likely they will either immediately rush to the Manhattan Beach headquarters, call WGBS-TV in Metropolis to talk to Donavan, or go to the WGBS offices. If the Players opt to do something else, see *Troubleshooting*.

construction notes

*There are two ways to begin an adventure: **exposition** and **action**. Exposition means opening the game by explaining the adventure background, generally in the form of some read-aloud information, and then letting the Characters react. Action starts the game with just that—action. This method immediately puts the Characters in a demanding situation, and the GM must explain what is going on as the Players go along. These methods are also generally the two ways DC comics begin.*

*The advantage of **exposition** is that it provides vital background information upon which the adventure will build from the very beginning. Players will be motivated because they know the essentials: who, what, where, when, and how.*

*In the case of **Exposed!**, who is starting trouble? Donavan. What is he doing? He is threatening to reveal the JLI's most valued secrets. Where is there going to be trouble? At WGBS studios in the Galaxy Communications building. When will it occur? By tomorrow's TV show. And how is he able to do it? Donavan has the Manhunters' secret information and a viewing audience of millions just waiting for some juicy gossip.*

The purpose of exposition is to familiarize the Players with everything they need to know to participate in the adventure. Many comics begin with this presentation of information in order to set the stage for the story. A well-crafted plot, with clear, expository material presented at the beginning of the story, is like a wound clock. It will unwind on its own with very little work from the GM (or author) to keep it going.

*Exposition also sets the tone and mood of the adventure. In **Exposed!**, the irreverent nature of Donavan's Manhattan Beach TV show lets the Players know that they are in for a challenging adventure.*

The main disadvantage of starting an adventure with exposition is that it gets the game off to a slower start than a fast-paced introduction.

construction notes

A lot of information at the beginning of an adventure can be boring. If the exposition drags on too long without some interaction to liven things, the Players may grow restless.

***Exposed!** begins with exposition, in the form of read-aloud information about Juan Donavan and his TV program. It is designed to be short enough (and, hopefully, amusing enough) to keep the Players' attention. When you start off a game by giving information to the Players, keep it short. For a good rule of thumb, if your introductory passage is longer than the Juan Donavan segment, you are giving too much expository information.*

*The advantage of starting an adventure with **action** is that it grabs the Players' attention and throws them into the thick of things. A lot of comics open with a fight scene, and finally get around to explaining it to the reader by page five.*

The chief disadvantage of beginning an adventure with action is that the Players may find it confusing, or even irrelevant. When the Players start off knowing little or nothing of the situation they find themselves in, they may lack crucial information necessary to solve the problems confronting them. And worse, they may not care. If you start an adventure in the midst of action, be sure to follow it up with all the information the Players need to continue the adventure.

These two methods, exposition and action, are also the two main components of a good adventure: problem-solving and action. A game without information and problem-solving tends to degenerate into a pointless and forgettable slugfest. Along the same lines, a game without action can quickly become dull. A good adventure blends both these elements.

When starting an adventure, experiment with both exposition and action to see which gives you the best results. Or try combining the two. Put as much interaction as possible into a long section of exposition, and get across as much information during an action scene as you can.

Some Players may suggest using their Connections to check the legal status of the situation. If they do so, they learn that Donavan got official clearance to broadcast from the former Manhunters' headquarters. Since the heroes of Earth have officially declared the Manhunter threat over, anything Donavan finds there is legally his.

Some JLI members may also suggest that the tape be classified "Top Secret," as it could endanger international security. The paperwork alone, however, would take at least a week, allowing Donavan more than enough time to air the JLI's secrets.

If any JLI members leave early in the broadcast to head for Manhattan Beach, allow them to watch the broadcast from their jet or Blue Beetle's Bug. No matter what, they will arrive after the broadcast is over. By the time they get to the warehouse, Donavan is settled in the WGBS jet and is heading back to the Galaxy Communications Building, home of WGBS-TV in Metropolis. If they search the warehouse for clues, they will find nothing.

If the heroes call WGBS right after the broadcast, they will be connected to Donavan through the jet's phone. If they call him more than twenty minutes after the broadcast, they will reach him at the Galaxy Communications Building.

Donavan is excited that the JLI is calling him, but refuses to turn over the tape.

"Thish ish great," he says with gusto. "The JLI watch my show! I musht tell the WGBSh Public Relationsh offish about thish!"

When the JLI asks him for the tape, he says, *"Shorry, but the public hash a right to know! Beshidesh, my lawyersh shay it'sh legal to broadcasht it. I found it fair and shquare!"*

If the heroes wish to negotiate, threaten, etc., Donavan will inform them that he is busy until midday. He makes an appointment with them for noon that day. If they go, continue with *Encounter Two: Disaster at WGBS*. If they refuse to go or even contact Donavan, see *Troubleshooting*.

If the JLI members go to WGBS-TV at any time before noon, Thelma, Juan Donavan's secretary, will assure them that Donavan is eager to talk to them but is not available until 12:00 that afternoon. If the heroes make a fuss, have Thelma threaten to have them removed until that time.

Troubleshooting

If the JLI members do not contact Donavan, or refuse to meet with him at noon, they will not be at the Galaxy Communications Building when the Injustice League attacks at noon. At approximately 12:15 p.m., Oberon and Maxwell Lord will see the attack on a TV newsbreak, and the JLI will receive an emergency call from WGBS and the New York police. Justice League International will be obligated to help defend the Galaxy Communications Building from the Injustice League. If the heroes go, proceed to *Encounter Three: Sing or Suffer*.

If the heroes refuse to respond to the Injustice League's attack, sum up the events in Encounters Two and Three for the Players, and say that the villains have forced the tape from Donavan, and the JLI must retrieve it.

If the JLI members retrieve the tape from the Injustice League, they will discover that it is merely a copy of Donavan's last Christmas special. If, for some reason, the

heroes fail to retrieve the tape, Donavan will call them and inform them that the Injustice League stole the wrong tape. Donavan will then bring up the idea of the TV show and mention the fact that the Injustice League has readily agreed to the public showdown. Again, refer to the information in Encounters Two and Three to convince the JLI to be on Donavan's show. If they agree, go to *Encounter Four: Lights, Camera, MAKEUP!* If they refuse, see *Encounter Three: Troubleshooting.*

ENCOUNTER TWO

Disaster at WBGS

Setup

This encounter begins with the JLI's arrival at the Galaxy Communications Building in Metropolis for the 12:00 p.m. appointment with Juan Donavan. If the heroes decided not to contact Donavan during Encounter One, they will have been made aware of the Injustice League attack. In this case, go to *Encounter Three: Sing or Suffer.*

Players' Information

Metropolis' Galaxy Communications Building seems to be under repair. Scaffolding surrounds the 12th floor, and freshly-applied cement covers what used to be holes in the walls. (A recent battle between Superman and the Olympian war god, Ares, caused much havoc, as told in the **DC Heroes RPG** adventure, **War of the Gods**.)

But a section of the scaffolding has been broken away, and smoke billows from a man-size, newly-made hole in the 14th floor wall.

Suddenly, a loud, rumbling noise is heard, and the building shakes and shudders. No other buildings in the area seem to be affected.

Further observation reveals that all doors on the ground floor are sealed by huge walls of ice. Looks like no one can get in or out.

GM's Information

The following is a breakdown of the Injustice League's invasion plans. Any villains who are not named will have entered through the 14th floor with Major Disaster and Bolt.

Shortly before 12:00, the Injustice League made a three-pronged assault on the Galaxy Communications Building. Three teams are moving quickly through the structure in search of Juan Donavan and the Manhunters' tape. They are threatening trapped employees and destroying anything in their paths.

Icicle and Gorilla Grodd entered through the main doors on the first floor. Icicle sealed all the exits with ice, while Gorilla Grodd Mind Probed the receptionist to locate Donavan. These two villains will have reached the 12th floor by the time the heroes find them.

Goldface and the Scarecrow flew a helicopter to the roof, and started a search from the top of the building down. They will have reached the 15th floor by the time the heroes find them.

Bolt flew Major Disaster into the building by blasting through a wall on the 14th floor. (If Bolt is not present, Major Disaster used his Flying Belt to reach a 14th floor window.) Major Disaster had previously learned that Donavan's office was on this floor; and since he devised the invasion plans, he set it up so he could find Donavan first. Major Disaster has started a series of minor tremors designed to frighten the WGBS employees into turning Donavan over to him. Major Disaster and Bolt are still on the 14th floor when the heroes arrive.

Give the JLI members time to plan their attack. They may enter the building in whatever manner they wish. Once inside, they may split up to battle the Injustice League or remain a group.

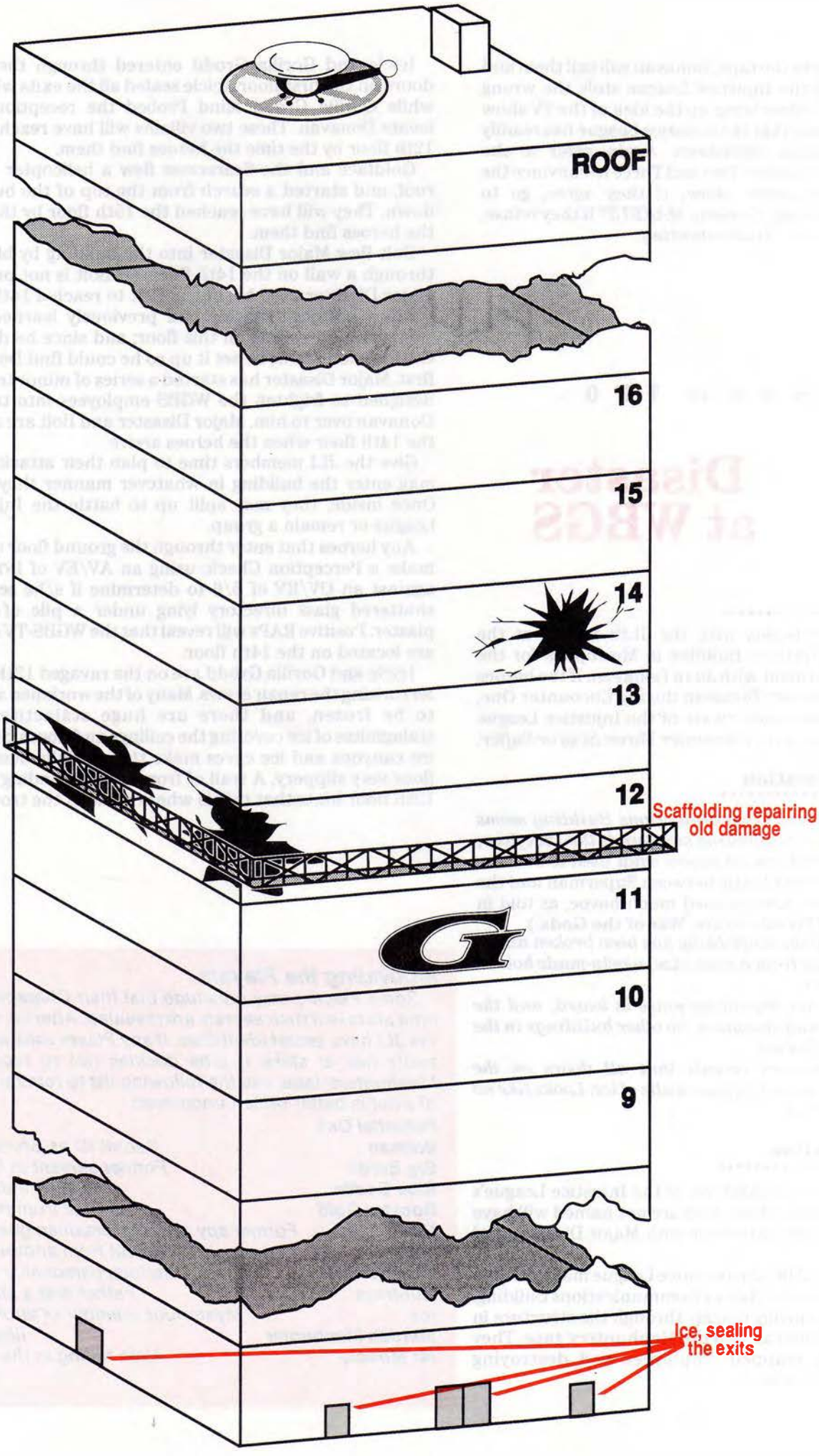
Any heroes that enter through the ground floor should make a Perception Check, using an AV/EV of INT/WILL against an OV/RV of 6/6 to determine if s/he sees the shattered glass directory lying under a pile of fallen plaster. Positive RAPs will reveal that the WGBS-TV offices are located on the 14th floor.

Icicle and Gorilla Grodd are on the ravaged 12th floor, terrorizing the repair crews. Many of the workmen appear to be frozen, and there are huge stalactites and stalagmites of ice covering the ceilings and floors. Strange ice canyons and ice caves make the partially destroyed floor very slippery. A trail of frozen bodies ending at the 12th floor hints that this is where some of the trouble is

Motivating the Players

Some Players may conclude that their Characters have little at stake if their secrets are revealed. After all, not all of the JLI have secret identitites. If any Player asks what s/he really has at stake if s/he decides not to recover the Manhunters' tape, use the following list to remind him/her of what is better off left uncovered.

Potential Dirt	
Batman	*Secret ID as Bruce Wayne*
Big Barda	*Former servant of Darkseid*
Blue Beetle	*Failed industrialist*
Booster Gold	*Criminal from the future*
Fire	*Former spy with the Brazilian government*
Gnort	*Reject from another galaxy*
Guy Gardner	*Serious personality disorder*
Huntress	*Father was a Mafia king*
Ice	*Mysterious member of another race*
Martian Manhunter	*Illegal alien*
Mr Miracle	*Alien hiding in the suburbs*



Galaxy Communications

coming from. The few unfrozen employees can describe Icicle and Grodd if asked. Once the heroes break through the ice walls sealing the building entrances, the grateful employees will quickly flee through them.

Major Disaster is in the 14th floor offices, causing minor earthquake tremors to run through the walls and floors. He knows he is on the WGBS floor, and is demanding that the TV whimp be turned over to him. Bolt is sporadically blasting holes in the walls simply because he's bored.

Goldface and Scarecrow are terrorizing the technical crew and TV personalities in the 15th floor TV soundstage. This is the studio where Donavan does most of his live broadcasts. There is a trail of quivering, terrified employees on the floors from the top of the building to the 15th floor. They have recently been attacked by the Scarecrow's Fear Transmitters.

The Injustice League will find Donavan at the end of four phases after the JLI arrives, so the heroes have only four phases to keep an assault from turning into a hostage crisis. If the JLI members decide to remain a group to more easily defeat the Injustice League, they will more than likely arrive too late. If they split up, they have a better chance of engaging each villain in combat before four phases are up.

Any hero who enters through the ground floor should make a Perception Check, using an AV/EV of INT/WILL against an OV/RV of 6/6, to determine if s/he sees the shattered glass directory lying under a pile of fallen plaster. Positive RAPs will reveal that the WGBS offices are on the 14th floor.

If the heroes do not engage all the Injustice League members in battle by the fifth phase, Major Disaster will find Donavan. (Another villain will find the reporter if Major Disaster is engaged in a fight before the fifth phase.) Any villain who manages to win a fight will immediately continue looking for Donavan. If he is not attacked again in three phases after his former fight, the villain will reach Donavan.

As soon as a villain finds Donavan, go to *Encounter Three: Sing or Suffer*. Skip down to the *Players' Information*, where the hero(es) are approaching Juan Donavan's office.

If all members of the Injustice League are engaged in combat before the fifth phase, they will not find Juan Donavan. Once all the villains are defeated, continue with the following information.

After the villains are completely subdued, WGBS security comes for them. But out of the destruction comes a frantic voice. "Wait! Wait!" An out-of-breath Juan Donavan runs up to the WGBS security guards, who are ready to take the Injustice League away. "Releash them! I'm not going to pressh chargesh." (Allow the JLI to react appropriately.) *"I want them on my show! You guysh, too, Jushtish Leaguersh! Lishen! Here'sh my plan!*

"We'll have both shupergroupsh on the show. You both can exshplain why I should give the tape to you. Then—thish ish the greatest idea ever—then we'll have viewersh call in on a 900 number to vote for their choishe! Whichever team getsh the mosht votesh winsh and getsh the tape! Great plan, huh?"

The defeated villains think it's a great idea, of course, and agree immediately.

If the heroes themselves wish to press charges, have Maxwell Lord show up and attempt to persuade them to

construction notes

The adventure really gets rolling in Encounters Two and Three. The heroes meet the principal Non-Player Characters in the game, the Injustice League and Juan Donavan, and have their first skirmish. They know all they need to about the Manhunters' tape, so the real action can begin.

To create action, you have to know what the villains want, and how they intend to get it. They need a ***mission****, and it's up to you to give one to them.*

You could just say, "The villains attack the heroes," and go straight to a shoot-'em-up, knock-'em-down fight scene, but that can get old quickly. You can get a lot more mileage out of villains with a specific task than villains who are just out to battle heroes.

For Encounters Two and Three of ***Exposed!****, a search-and-destroy mission was developed. The Injustice League members hit the Galaxy Communications building in a lightning raid to get the Manhunters' tape. Their primary goal is the tape, but to get it, they must first find Donavan. So they split up, and tear the place apart, terrorizing anyone and anything in their paths until they get what they want. The heroes then go on a search-and-destroy mission of their own, following the trails of destruction to the villains.*

If the Player Characters are not quick about finding and attacking all the villains, the search-and-destroy mission can become a hostage drama. By creating a specific motivation for the Injustice League, a simple battle turns into an extended role-playing encounter.

Once you know the villains' mission, you need to give them a plan. The more detailed the plan, the more varied the adventure can be. The Injustice League's assault on the Galaxy Communications building could have been a straightforward attack, but by splitting them up, there is the possibility of three different fight scenes in three interesting locations.

let the Injustice League be on the show. He believes that the publicity can only benefit Justice League International and further discredit the Injustice League.

If the JLI members still wish to press charges, have Donavan call them *"a bunch of chickensh"* and threaten to air the tape on tomorrow's show. The secret information is legally his, and he has the right to do whatever he wants with it. This should convince the JLI that he has the upper hand. If the heroes absolutely insist on pressing charges, see *Troubleshooting*.

In the end, the JLI members will most likely decide to appear on the show. If so, Donavan will be ecstatic, exclaiming, *"Great! Be here tomorrow at shixsh* (6) *p.m. I'll convinshe* (convince) *WGBSh to canshel their regularly scheduled program, and you'll all be on live TV at sheven* (7) *o'clock. Thish'll be the besht show ever!"*

Donavan then skips down the badly damaged hallway in search of the WGBS director.

Proceed to *Encounter Four: Lights, Camera, MAKEUP!*

If the heroes refuse to be on the show, see *Troubleshooting*.

Troubleshooting

Guy Gardner may suggest the two groups team up, beat Donavan to a pulp, take the tape, and then fight amongst themselves for it. The Martian Manhunter or the Batman should stifle this idea quickly. If one of them doesn't, have Major Disaster refuse to collaborate with the JLI on the grounds that his group is above such obscene behavior.

If the JLI insists on pressing charges against the Injustice League, Donavan will simply bail the villains out of jail an hour later. He will tell them of his TV show scheme, and the inept group will agree to it. Donavan will then call the heroes and spring the idea on them. Modify the preceding information to fit this situation.

If the pigheaded JLI members have absolutely refused to be on Donavan's show, the reporter will sadly continue without them. Improvise the TV show for the Players, using the information in Encounters Five and Six. Don't perform the whole program, just give enough highlights from the show to let them know what they missed. If they don't watch the show, have Maxwell Lord tell them that the Injustice League slandered the Justice League name and now has all their secrets. The JLI must retrieve the Manhunters' tape before the villains do any more damage. Otherwise, the Players have failed the adventure miserably.

It would be in character for the Batman to refuse to be on the show. (A creature of the night tends not to like such publicity.) Have WGBS-TV offer to let the Batman remain in the Green Room after Encounter Four, and answer Donavan's questions via a microphone and intercom system. If the Player declines this offer, allow the Batman to do something else with his time. All other Players' Characters should be present during the program.

ENCOUNTER THREE

Sing or Suffer

Setup

This encounter takes place if the heroes did not reach Juan Donavan before the fifth phase of combat in Encounter Two, or if they are arriving at the Galaxy Communications Building in response to the Injustice League attack.

If the JLI was made aware of the attack by the TV newsbreak during Encounter One, begin reading at the start of the Players' Information, with the JLI approaching the Galaxy Communications Building. If the JLI failed to reach Donavan before the Injustice League did in the last encounter, skip down to where the heroes are approaching Juan Donavan's 14th floor office.

Players' Information

Metropolis' Galaxy Communications Building seems to be under repair. Scaffolding surrounds the 12th floor, and freshly applied cement covers what used to be holes in the walls. (A recent battle between Superman and the Olympian War god, Ares, caused much havoc, as told in the **DC Heroes RPG** adventure, **War of the Gods**.)

But a section of the scaffolding has been broken away, and smoke billows from a man-size, newly-made hole in the 14th floor wall.

Suddenly, a loud, rumbling is heard, and the building shakes and shudders. No other buildings in the area seem to be affected.

Further observation reveals that all doors to the ground floor are sealed off by huge walls of ice. Looks like no one can get in or out.

GM's Information

Any heroes that enter through the ground floor should make a Perception Check, using an AV/EV of INT/WILL against an OV/RV of 6/6 to determine if s/he sees the shattered glass directory lying under a pile of fallen plaster. Positive RAPs will reveal that the WGBS-TV offices are located on the 14th floor.

No matter where the Characters enter the building, all damage will lead to the WGBS studios. Icicle and Gorilla Grodd entered through the main doors on the ground floor. After sealing all the exits, they proceeded up, floor by floor, terrorizing employees and causing havoc. Stalactites, stalagmites, and frozen bodies decorate the hallways; and any workers who escaped the villains' wrath will be able to describe Grodd and Icicle if asked. Goldface and the Scarecrow flew a helicopter to the roof and started their search from the top down. Any

employees encountered between the 20th and 14th floors will be quivering in their shoes due to the Scarecrow's Fear Transmitters. Bolt, Major Disaster, and the rest of the Injustice League flew directly onto the 14th floor after Bolt blew a hole through the wall and the scaffolding. (If Bolt is not present, Major Disaster used his Flying Belt to enter through a 14th floor window.) The tremors that Major Disaster is causing have any 14th floor employees running for their lives.

If the JLI has arrived in response to the TV newsbreak during Encounter One, the Gamemaster may feel free to place the Injustice League members anywhere in the building according to the preceding information. At least Major Disaster and Bolt should have already reached Donavan.

Once one or more hero(es) have reached the 14th floor, read the following.

NOTE: If any villain reached Donavan before Major Disaster did in Encounter Two, insert his name in place of Major Disaster's. **Only if** more than one member of the Injustice League have reached Donavan's office during Encounter Two, **or if** the JLI is here in response to the TV newsbreak in Encounter One, **read the parenthetic information that follows**.

Screams and crashes can be heard coming from the north wing. The paths of ruin lead to an office with the name "Juan Donavan" on the battered, half-open door. Inside, Major Disaster has Donavan by the throat, and the terrified reporter doesn't look so hot. (Deep, chuckling voices can be heard on the other side of the door.)

"Where is it?" Major Disaster demands, "Where is the secret information on the Justice League? Tell me!"

Donavan says nothing, but makes choking noises as he turns blue. (This draws an even louder response from the group behind the door.)

"Tell me!" Major Disaster demands, "Are you deaf?"

If the hero(es) burst in, read the following:

Major Disaster shouts "Stop! Come any closer, and I'll blow this pipsqueak's head off!" (He nods his head toward the door and growls, "Get 'em, boys!")

If any other members of the Injustice League are present, they will immediately attack the JLI. Major Disaster will temporarily loose his grip while watching all the fun, but once the rest of his group is defeated, he will again tighten it.

The JLI must find a way to attack Major Disaster without Donavan being hurt. If the Players come up with a clever idea, and don't miss their rolls, they should be able to rescue him.

Once Donavan is set free, the JLI can attack Major Disaster without hesitation. As the heroes attack him, read the following:

Donavan dashes about like a rabid chihuahua. "Wait!" he says, waving his arms frantically. "Shtop fighting! Don't fight now! The TV camerash aren't on! Wait till I can broadcasht thish!"

Major Disaster ignores him, and keeps fighting. The JLI will likely ignore him too.

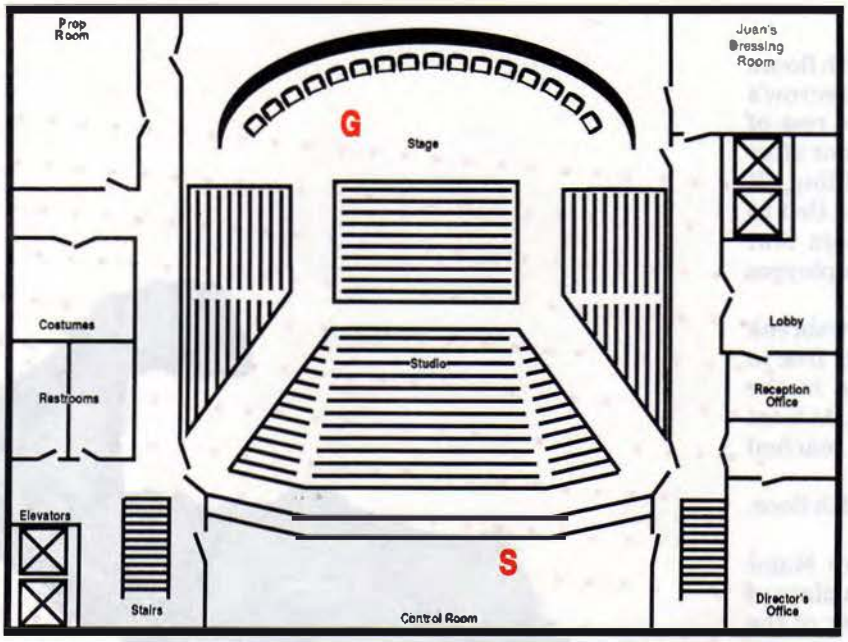
If any hero rushes Major Disaster while he is choking Donavan, he will attempt to strike his hostage for 2 APs of BODY during the next phase. If Disaster succeeds, the gasping reporter drops to the ground, a bleeding form in desperate need of medical attention. When Donavan awakens, he will be angry with the JLI members and blame them for his getting hurt.

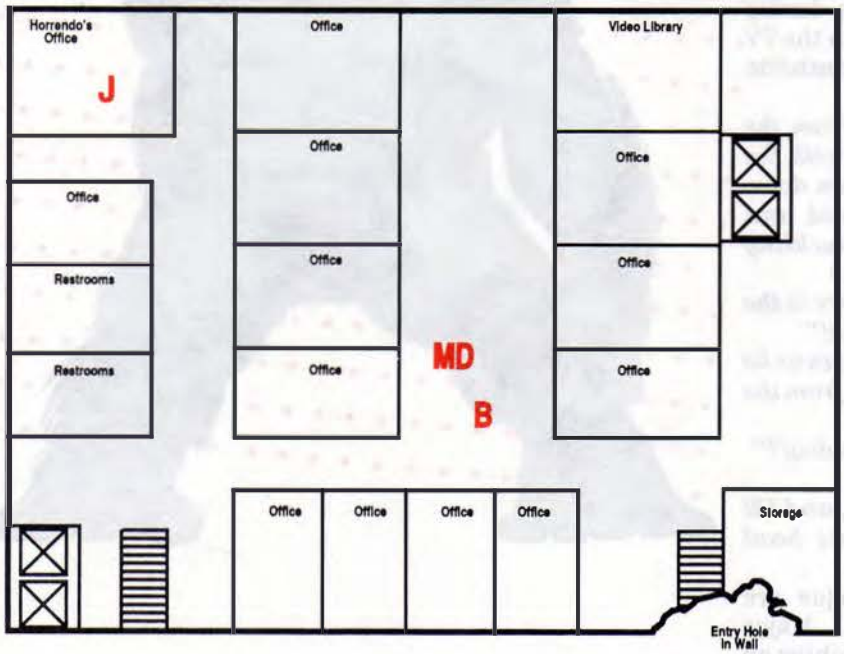


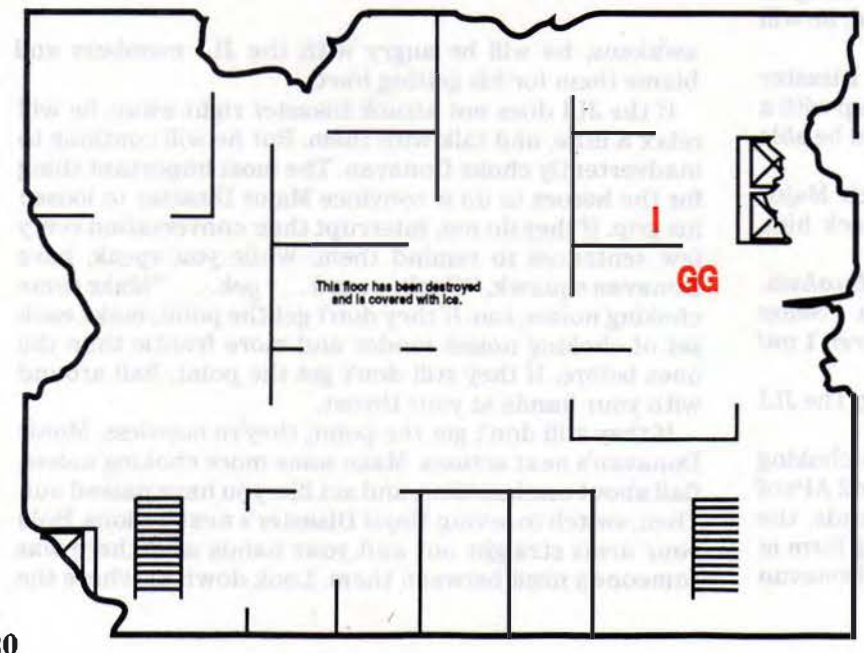
If the JLI does not attack Disaster right away, he will relax a little, and talk with them. But he will continue to inadvertently choke Donavan. The most important thing for the heroes to do is convince Major Disaster to loosen his grip. If they do not, interrupt their conversation every few sentences to remind them. While you speak, have Donavan squawk, *"Gack. . . urk. . . gek. . . "* Make some choking noises, too. If they don't get the point, make each set of choking noises louder and more frantic than the ones before. If they still don't get the point, flail around with your hands at your throat.

If they still don't get the point, they're hopeless. Mimic Donavan's next actions. Make some more choking noises, flail about one last time, and act like you have passed out. Then, switch to acting Major Disaster's next actions. Hold your arms straight out and your hands as if there was someone's neck between them. Look down at where the

12th, 14th, and 15th Floors at GCB







Key

- Chairs for the JLI
- J — Juan
- Up & Down stairs
- Elevator
- S — Scarecrow
- MD — Major Disaster
- I — Icicle
- B — Bolt
- GG — Gorilla Grodd
- G — Goldface

person's head would be and say, *"Oops,* "then loosen your grip, with a sheepish look on your face. But whatever you do, don't let go.

Before long, Donavan can breathe again. He takes a deep breath, and says, *"Camera crew!* (Gasp) *Where'sh my camera crew?* (Gasp) *Why ish nobody filming thish? We're talking shtupendoush ratingsh here! Where ish everybody?* (Gasp)"

Major Disaster looks at the wheezing Donavan and shouts, *"I want the Manhunters' tape, you little weasel, and I want it now! Then I want to be allowed to leave without you cretins following me."*

Donavan vigorously agrees with this. *"Pleashe! Pleashe do what he shaysh!"*

If the JLI agrees, Donavan will direct Major Disaster to carry him down the hall, to another office. If the heroes disagree, they had better figure out a way to get Donavan away from Major Disaster.

If Disaster carries the flailing reporter down the hall, he will loose his grip long enough to let Donavan open the safe and remove the Manhunters' tape. Once Donavan hands the tape to Disaster, the villain tightens his grip and flies out the nearest window. He drops the screeching reporter to the street below, and flies away. The JLI members will have to catch Donavan, or they will receive a much lower Standard Award. See *Troubleshooting* for resolutions to this situation.

If the villains are completely subdued, WGBS security comes for them. But out of the destruction comes a frantic voice. *"Wait! Wait!" An out-of-breath Juan Donavan runs up to the guards, who are ready to take the Injustice League away. "Releash them! I'm not going to pressh chargesh.* (Allow the JLI to react appropriately.) *"I want them on my show! You guysh, too, Jushtishe Leaguersh! Lishen! Here's my plan.*

"We'll have both shupergroupsh on the show. You both can exshplain why I should give the tape to you. Then—thish ish the greatesht idea ever—then we'll have viewersh call in on a 900 number to vote for their choishe! Whichever team getsh the most voteshwinsh, and getsh the tape! Great plan, huh?"

The defeated villains think it's a great idea, of course, and agree immediately.

If the heroes themselves wish to press charges, have Maxwell Lord show up and attempt to persuade them to let the Injustice League appear on the show. He believes that the publicity can only benefit the JLI and further discredit the Injustice League.

If the JLI members still wish to press charges, have Donavan call them *"a bunch of chickensh"* and threaten to air the tape on tomorrow's show. The secret information is legally his, and he has the right to do whatever he wants with it. This should convince the JLI that Donavan has the upper hand. If the heroes absolutely insist on pressing charges, see *Troubleshooting.*

If the heroes do not want to be on the show, Donavan will insist they appear, since their absence would guarantee victory for the Injustice League and the loss of their tape. If they still refuse, see *Troubleshooting.*

In the end, the JLI members will most likely agree to appear on the show. If so, Donavan will be ecstatic, exclaiming, *"Great! Be here tomorrow at shixh* (6) *p.m. I'll convinshe* (convince) *WGBS to canshel their regularly scheduled program, and you'll all be on live TV at sheven* (7). *Thish'll be the besht show ever!"*

Donavan then skips down the badly damaged hallway in search of the programming director.

Proceed to *Encounter Four: Lights, Camera, MAKEUP!.*

Troubleshooting

A Character such as Guy Gardner may suggest the two groups team up, beat Donavan to a pulp, take the tape, and then fight amongst themselves for it. The Martian Manhunter or the Batman should stifle this idea quickly. If one of them doesn't, have Major Disaster refuse to collaborate with the JLI on the grounds that his group is above such obscene behavior.

If the JLI insists on pressing charges against the Injustice League, Juan Donavan will simply bail the villains out of jail an hour later. He will tell the Injustice League of his TV show scheme, and they will agree to it. Donavan will then call the heroes and spring the idea on them. Modify the preceding information to fit this situation.

If the villains actually escape with the tape, Donavan will chuckle and inform the JLI that the Injustice League member(s) made off with a copy of last year's Christmas special. The real information is safely hidden away where only he can find it. Later that day, Donavan will call the JLI members and tell them that the Injustice League has agreed to appear on his show. He will implore them to also attend. Again, modify the TV show dialogue to fit this situation.

If Major Disaster drops Donavan out of the 14th floor window, the heroes have very little time to catch him. If Donavan is rescued, he will inform the JLI that Major Disaster made off with a copy of last year's Christmas special. If Donavan falls to the ground, the JLI will have to discover this by retrieving the tape from Major Disaster. Later that day, Donavan will call the JLI about the TV show and implore the group to attend.

If Major Disaster managed to escape with the wrong tape, and the rest of the Injustice League was defeated and taken to jail, Disaster will agree to do the TV show in exchange for Donavan's bailing his group out of jail.

If the pigheaded heroes absolutely refuse to be on Donavan's show, the reporter will sadly continue without them. Improvise the show for the Players, using the information in Encounters Five and Six. If the heroes don't watch the show, have Maxwell Lord inform them that the Injustice League slandered the Justice League name and now has their deepest secrets. The JLI must retrieve the Manhunters' tape before the villains do any more damage. Otherwise, the Players have failed the adventure miserably.

It would be in character for the Batman to refuse to be on the show. (A creature of the night tends not to like such publicity.) Have WGBS-TV offer to let the Batman remain in the Green Room after Encounter Four, and answer Donavan's questions via a microphone and intercom system. If the Player declines this offer, allow the Batman to do something else with his time. All other Players' Characters should be present during the program.

ENCOUNTER FOUR

Lights, Camera, MAKEUP!

Setup

This encounter begins around 6:00 p.m. on the following day, with the heroes arriving at the Galaxy Communications Building to appear on the *Donavan!* show. If the Players want to do something in the time between the Injustice League attack and their television appearance, see to it that they get back to the main adventure soon.

When the heroes arrive at WGBS, ask the Players what sort of entrance their Characters make. Encourage them to do something creative. A flashy entrance would be fun, or some might want to make a completely dignified entrance in defiance of the hype.

Players' Information

The sidewalk outside the Galaxy Communications Building is packed with excited crowds. WGBS-TV has been doing a bang-up job of promoting the Justice League/Injustice League TV show, and thousands of fans have lined up to get a glimpse of their favorite team.

Huge banners reading, "Welcome JLI" and "Welcome Injustice League" adorn the front of the building, but they are doing a poor job of covering the scaffolding erected over the holes in the walls on the 12th and 14th floors. Workmen are scurrying around on the scaffolding, repairing the damage the Injustice League did.

The crowd quickly approaches, shouting encouragement and begging for autographs.

Give the Players a chance to respond, if they want to. If they ignore their fans and enter the building, continue with the following.

NOTE: If the Batman is not present, substitute another hero's name below, preferably Guy Gardner's or the Martian Manhunter's.

Inside, the lobby is filled with reporters, and some network newsteams are filming the entrance.

As soon as one glove of one brightly colored costume is seen, a cheer goes up. A reporter shoves a microphone at Batman and says, "Whadaya think, Batman? Will the public vote to give you back your secrets?"

GM's Information

Imitate the reporter's action, by shoving your fist toward the Batman Player. Allow the Batman Player to respond as he sees fit. Hopefully s/he'll have the reporter eat his mike. Even if the reporters can't get a decent comment out of Batman, they will continue harassing the JLI undaunted. Keep up the nosy questions until each Character has had a chance to respond. If the Players enjoy answering the reporters' questions, continue the game until you get tired of it. Otherwise, move on:

Juan Donavan comes running up, and of course, he is grinning from ear to ear.

"Hello my good friendsh!" he says enthusiastically. "I'm sho glad you could make it! Did you hear the projected ratingsh for thish eckshtraordinary eckshtravaganza? We're talkin' a total ratingsh shweep! You guysh should do more TV. Wanna talk to my agent?"

Give the JLI a chance to respond to Donavan's offer, then continue:

A cheer goes up at the front end of the lobby, by the entrance. Across the milling throngs, the Injustice League can be seen arriving by chartered limo. Loud, theme music is blaring from megaphones attached to the roof and hood of the car. The villains step onto the sidewalk, smiling and waving to the crowd like desperate political candidates. (If any of the Injustice League members were badly damaged during Encounters Two and/or Three, they emerge equipped with crutches, slings, etc.)

Leading the motley crew is the Funky Flashman, the former Public Relations agent to the Secret Society of Super-Villains. He waves to the crowd and smiles brashly and arrogantly.

"Thank you, dear friends, for that calamitous cacophony of acclaim! I am Funky Flashman, and I represent the fine gentlemen of the Injustice League. We are here to provide the peerless personages of the press with a unique opportunity: a viewing of the incredible Injustice League's first press conference."

The villains quickly set up a large podium, and Funky begins holding an impromptu press conference. Every reporter and camera scurries to his side, as the PR man extraordinaire launches into a sympathy drenched appeal on behalf of his clients.

The Flunky Flashman is attempting to manipulate the media at the earliest opportunity. In this way, he is drawing the attention of the viewing audience off of the JLI and onto the Injustice League.

It is unlikely the JLI will disrupt the press conference, or attack the Injustice League, but with Guy Gardner around, you never know. If the heroes do make trouble at any time before they are on TV, Funky shouts, *"This is exactly what I'm talking about. My clients are being unfairly persecuted by these wrong-doers!"*

The Injustice League will act like wounded innocents, and Donavan will beg the JLI to stop, saying, *"Shtop! Pleashe! Wait till we're on the air—I mean, um, shtop!"* In addition, the reporters turn the cameras on the JLI, and broadcast reports of the JLI's cowardly attack. Hopefully the JLI will quit fighting and get on with the adventure.

A young WGBS page leads the way out of the lobby and up into a dressing room on the 19th floor. As she is leaving, the page says, "After you get made up, someone will escort you to the Green Room for a final briefing before the show."

The dressing room is elegant, spacious, and comes complete with hors d'oeuvres and a complimentary bottle of champagne. One whole wall is covered with mirrors, and there are enough seats across from them for everyone present. A makeup man bustles around, waving a container of pancake makeup and crooning, "Oh, I can do something absolutely marvelous with you-oo!"

NESTOR LE BON

DEX:	3	STR:	1	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:			0

- **Skills:**
  Artist: 1
- **Advantages:**
  Connection: WGBS TV (Low)
- **Occupation:** Head of WGBS makeup department
- **Wealth:** 4
- **Role-Playing:**

Nestor is a broadly stereotyped Character whose role in *Exposed!* is to give the heroes some straight lines, and provide opportunities for them to make cheap jokes. The Gamemaster should feel free to act this scene out. Or, simply read the next four paragraphs to the Players, making sure to only refer to those Characters present. If it works, and is funny, continue with the antics. If the Players don't go for it, cut things short and move on.

The makeup man, Nestor, first tries to put makeup on the Martian Manhunter, saying, *"Oo gosh! That nasty green complexion has got to go!"* The Martian Manhunter will have to fight him off or be painted pink.

Then, Nestor takes a step towards Batman, trembles, and heads for Mister Miracle.

He tries to put makeup on Mister Miracle, but gets confused. *"What is this, a yellow face? A mask? How do you get it to leave an opening for your mouth? How is this attached? This is bizarre!"* Nestor proceeds to try to figure out how to put makeup on Mister Miracle, until the hero fends him off.

Nestor turns, sees the Batman, and turns away trembling.

He then tries to put makeup on Guy Gardner. If Guy refuses, he says, *"Doesn't anyone want makeup?"*

It is likely that Fire and Ice will want makeup, and Booster is used to it as well, from his many TV appearances.

If the Players are enjoying themselves, here are some more lines:

To Ice: *Ye gawds, but you're pale, dear. What are you, Norwegian? And your hair . . . that cut is so . . . ancient. Where were you raised, in a cave?"*

To Booster: *"I've just adored you on TV. May I say you look scrumptious in that little outfit?"*

To Fire: *"I love what you've done with your hair. But really, that green eyeshadow is a bit much...Let me tone it down for you."*

To Blue Beetle: *"Oh, I just don't know what to do about those goggles. The cameras will just get so much glare . . . Can you take them off—or out—for the show? No? How about a little powder on them to cut down the reflections. I swear, you'll look like some kind of bug-eyed bug otherwise!"*

To Batman: Nestor wants to put makeup on Batman's chin, but every time he walks up to the grim Dark Knight, he gets the chills and immediately turns away. Nestor will never actually approach Batman. The sheer force of Batman's personality frightens him away. Do this several times for a good running gag.

Spotlight on Interaction

Pure interaction encounters allow Player Characters to practice relating to each other and any Non-Player Characters present. These types of situations can be a lot of fun for Players who are comfortable with role-playing, and challenging for those Players who are new or unused to such interaction.

Encounter Four of ***Exposed!*** *gives your Players a chance to really shine. They can try their hand at JLI style banter, or just say whatever comes to mind. Non-Player Characters like Nestor Le Bon and the reporters are handy for coercing new or reserved* ***DC HEROES RPG*** *Players into reacting.*

You can provide encouragement for Player interaction by having NPCs ask questions (as the reporters do), or by putting the Characters in strange situations (like Nestor trying to put makeup on them) that cry out for a response. You can't force the Players to interact, but you can design scenarios that provide lots of opportunities for spontaneous role-playing.

If a scenario is full of subdued situations and restrained NPCs, don't be surprised if the Players are subdued and restrained as well. But if your scenario is fast and energetic, you may find your Players' interactions are wild and energetic, too. The tone of your adventure sets the context for the Players' actions, and can literally "give them permission" to try more lively and energetic play.

When Players do role-play well, be generous with the Standard Award, and you'll be amazed at how quickly Players get into the spirit of the game.

Good role-playing and interaction won't always contribute to successfully completing the adventure, but it is an essential part of making the game exciting and pleasurable.

After all the makeup that Nestor can apply is applied, another WGBS page leads the way to the Green Room to wait for the show to begin. The Green Room looks like a well-furnished living room. It is not green.

The Injustice League members are already there. As soon as the door is opened, they sneer, and Icicle says, "Hey, zeroes! Ready to lose? We can beat you in a fight, and we can beat you on TV, too."

The villains are trying to antagonize the heroes, especially Guy Gardner, if he is present. They believe that if they can fluster the JLI, or better, provoke the heroes into attacking before the show, they can win audience sympathy, and receive the most votes on the 900 number call-in. The Gamemaster should try to say things that will goad the heroes into attacking the villains. The Injustice League will not actually start a fight, however.

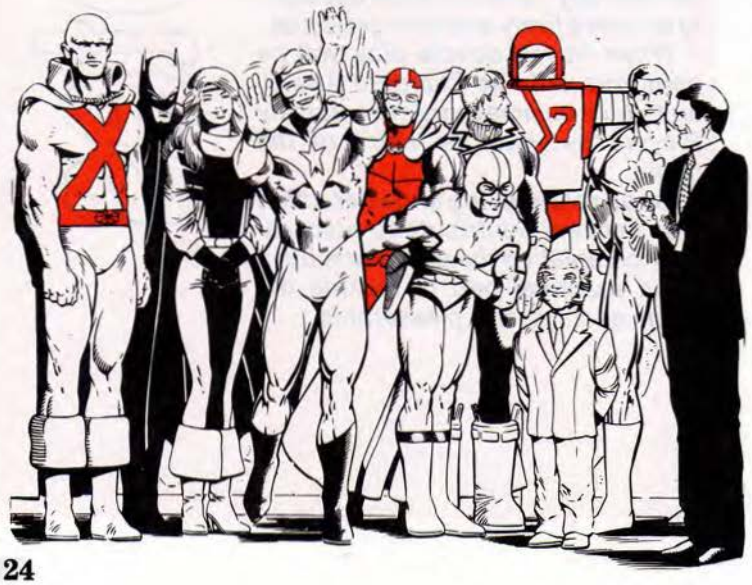
This is a good opportunity for the heroes to fire back insults, if they feel so inclined. If the JLI refuses to fight, the Injustice League will be angered, but only enough to grumble and complain.

If the JLI members start a fight, the Injustice League will not counterattack. They will merely defend themselves, crying, *"Oh help! We are being wrongfully attacked by these monsters!"* and other such sympathy-eliciting comments. They want to win pity from the audience, not win a battle. Donavan will run in, shouting, *"No, NO! Don't fight! Wait till we're on the air! I mean, er, shtop fighting! Pleashe!"* When the fight finally stops, the Injustice League members will greatly exaggerate their wounds. Those villains that are not already wearing bandages, slings, and casts will put them on now, before they're on camera.

After the fight is broken up, or after it is clear that the JLI is not going to start a fight, go on to *Encounter Five: On the Air*.

Troubleshooting

If, at any time, the JLI attacks and pulverizes the Injustice League, the show can't go on. Donavan acts thoroughly displeased, and postpones the show for one week, while the Injustice League recovers. In that time, the villains get a tremendous outpouring of sympathy from across the world, and the JLI looks really bad.



ENCOUNTER FIVE

On the Air

Setup

Once the heroes are finished reacting to the Injustice League's tauntings in the Green Room, a WGBS page leads both teams to the set of the Donavan show. If the studio was damaged in Encounters Two and/or Three, it has been repaired.

Players' Information

*The set of the Donavan show is enough to make a person's eyes water. A yellow and orange backdrop highlights green chairs and purple carpeting. Every section of the backdrop and every chair has the name **DONAVAN!** painted on it in bright red. A hostile studio audience, each with the IQ of a doberman, sits on its collective haunches, slavering for a taste of a juicy sex scandal or a tale of a brutal, unjustifiable homicide. As each team enters, the audience stands up and applauds enthusiastically. Funky Flashman is nowhere to be seen.*

If the heroes have any greetings for the audience, let them do it now.

When Donavan walks on the set, he is dressed in a blue bodysuit with a big "J" on the chest. A red cape and red boots complete the costume. The crowd cheers like maniacs.

"Hello," Donavan says with a goofy grin, "Thish ish Juan Donavan. Welcome to the confrontashun between the Jushtish League International and the Injushtish League. On live TV . . . together . . . for the firsht time."

*Off to the side, a sign can be seen blinking, **CHEER LIKE MANIACS.** The audience goes wild again.*

"What ish it about coshmic-powered kooksh that caushes (causes) *them to conshtantly combat other coshmic-powered kooksh, smashing our citiesh with their shprawling shuper-powered gang warsh?"*

If the heroes say anything to Donavan's biased opening remarks, he cuts them off, saying:

"Beshides the fact that they call themshelves "heroesh" and "villainsh," are there any real differencesh between them? Thish reporter wantsh to find out! And we'll find out when the world votesh on their deshtiny!"

The applause sign lights, and the crowd goes wild.

"At the bottom of your TV screensh are two 900 numbersh! Call in anytime during the show to vote on your favorite shuper team!" He indicates a huge electronic scoreboard. *"The votesh are shcored here! Sho* (so) *call in, fansh!"*

*The digital sign now says, **GO BERSERK**, and the audience, in good Pavlovian response to the sign, stands up, clapping and barking like dogs.*

GM's Information

The JLI may notice that Donavan unexpectedly shifted the topic of the show and criticized the heroes, comparing them to the menaces from whom they protect society. Donavan also never mentioned the fact that he has their secrets, and the audience is not voting on their "favorite" group, but on who should get the information. Donavan is playing down the fact that he is literally blackmailing the JLI into appearing on his show.

If the JLI members point out this discrepancy, or remind Donavan that the audience is voting on the fate of their secrets, the host acknowledges that they are right, saying, *"Uh huh, uh huh, O.K. That'sh true,"* but quickly moves on to his next line.

A resourceful Player may decide to manipulate the audience's reaction by taking control of their applause sign, thereby instructing the crowd to clap and cheer for them, and not for the Injustice League. This will require the Character to first sneak away (using skilled or unskilled Stealth) and then receive 3 RAPs on a Gadgetry roll against an OV/RV of 6/6.

If the hero succeeds, s/he can dictate the audience's response. Let the Player have fun with it for a while, and then have Funky Flashman walk onto the set and accuse the heroes of deceit. This gives the villains sympathy from the audience.

The same sort of thing will happen if the JLI tries to take control of the tallying machine and/or the 900 number telephone calls. In this case, the hero will need 3 RAPs on a Gadgetry roll against an OV/RV of 7/7.

Some Players may think of programming the JLI's computer to constantly call in votes for them. If they do this, however, the number of votes will be minimal due to the size of a worldwide response area.

Donavan first addresses the JLI.

"I'd like each of the Jushtish League membersh to shay why the audienshe should vote for them."

Let the Players respond in turn. They may appeal to the audience's sense of honor, justice, fair play, and so on. In general, their answers will probably contrast severely with the Injustice League's selfish, sympathy-begging responses.

The Injustice League members will make fun of the JLI's responses. Improvise some quick insults, or just tell the Players that the villains snort derisively at their comments.

As the heroes establish their case, the scoreboard tallying their votes increases, and the audience cheers.

Use your own discretion in awarding audience votes. As a good rule of thumb, give only a few votes and luke-warm audience reaction for a lackluster or unimaginative speech. Give about 500 votes for a good attempt. For an excellent speech, choose anywhere from 500-1000 votes, and say that the audience applauds enthusiastically. For a truly rousing speech, announce that 5000 votes came in, and the studio audience goes wild.

After all the Players have had a chance to respond, Donavan says:

"OK, shertousn queshtion time. Why do you guysh have shecretsh at all? Normal people don't have shecretsh. What are you guysh trying to hide, anyway?"

Let the heroes answer as they see fit. If the question makes them uncomfortable, the audience will think they

Construction Notes

Every adventure has a ***climax****. This is when all the forces that have been building up throughout the story come together. Encounter Five of* ***Exposed!*** *is a fast-paced role-playing scene that hopefully builds to an explosive fight scene, and peaks with the call-in contest.*

When creating your own adventures, think of a situation that would be climactic, and use the earlier encounters to build up to it. You can do this by providing lots of interesting Non-Player Characters to whom the heroes can react, by adding motivations and goals for all Characters concerned, and by placing them in an interesting setting. With these elements in place, all you have to do is start up the encounter and watch it run. The Players may take the role-playing in a completely different direction than expected, but that's what makes the adventure fun.

Always try to ensure that the Player Characters will find the situation interesting. Don't put in too many long passages where your Non-Player Characters hog the action. Although beginning Players may need more to get them started and involved, once they are comfortable interacting, you can cut back.

Motivations and goals should be designed with the Characters in mind. For example, the JLI could probably care less if Beautiful Dreamer of the Forever People was kidnapped, but if some villain actually managed to kidnap Big Barda, Mister Miracle would lead the JLI to her rescue.

Along the same lines, the climactic setting should be somewhere and something to which the Characters (and hopefully the Players) can relate. For ***Exposed!****, a television show is used as the setting of the climax because it is something with which both experienced and beginning Players are most likely familiar.*

have something to hide. In this case, announce that the Injustice League gets hundreds of call-in votes. If the heroes answer straightforwardly, or give a stirring speech, they get hundreds of votes.

Either way, our host continues to press the point:

"OK, honesht injun here," Donavan continues. "Whoshe got shome (some) *shkeletons in their shuper closet?* (Dramatic pause.)

"No one? Come on, you can tell ol' Juan. Who wash onshe (was once) *a shupervillain? Transhshexual? Dope fiend? Shatanist? Nazi? No one? You expect the world to believe that?"*

If the JLI foolishly attacks him for taunting them, the Injustice League staunchly rushes in to help their host. A fight ensues, and the Injustice League gets thousands of votes from the telephone audience. During the fight, the villains take to throwing chairs, and one of them will miss a JLI member and hit Donavan in the nose. Before this happens, Donavan chortles with glee, saying:

"Thish'll get great ratingsh!" Suddenly the flying chair smacks him square on the nose. "Oooh!" he screams, covering his face in pain, "My doze! Not my doze!"

If the JLI does not call off the attack and apologize profusely, they are disgraced, and the Injustice League wins the vote and the Manhunters' tape. In this case, proceed to *Encounter Six: Winning Isn't Everything.*

If the JLI takes Donavan's snide comments in stride, continue with the show. Donavan next questions the villains. Remember that Funky Flashman is backstage feeding the Injustice League answers through a special microphone. Each member has a tiny bug in his ear and will pause considerably before replying.

"I'd like the membersh of the Injushtish League to shay why the audienshe should vote for them."

Now give the following Injustice League answers. Allow the Players to insult the villains or make derisive comments in return. Encourage the JLI to interact during the villains' time to answer.

Major Disaster tilts his head to the side, as if deep in thought, pauses, and then says with a straight face, "Well Juan, we of the Injustice League believe in a complete flow of information. In a free society, nothing should be withheld. That's why we all love your show, Mort, er, Juan, because you give the viewers what they want, regardless of how disgusting or sordid or tasteless it is. Oh, and did I mention what a wonderful audience you have? They must be the cream of society!"

The audience goes wild, and 1000 votes come in.

Give the Players a chance to respond to that disgustingly pandering answer.

Icicle pauses, then puts on a sad, pathetic expression, and says, *"It's tough having a lousy power. All I can do is shoot icicles, so I always get beat up. I've been outmoded by all these here fancy powers."* (Hopeful voice) *"But with the world's approval, I'll actually feel worthy again. I could be a contender."*

Icicle breaks down in uncontrollable fake sobbing. The studio audience says, "Awwwwwwwww," and 5000 votes come in.

Icicle has just generated tremendous audience sympathy. The more the heroes insult him or try to argue with him, the more votes the Injustice League gets.

When the furor over Icicle's performance dies down, continue:

Goldface stares off in space for a moment, and then says, "You know, Juan, I wonder what sort of sinister secrets these heroes keep that would cause them to react with such desperate panic at the thought of the free world knowing something about them. Could it be that the Justice League ***International*** *has some communistic secrets?"*

The audience gasps with shock at the hint. Votes for the Injustice League begin pouring in. They now have twice as many votes as the JLI. Each greedy face glows with pride.

It should be getting obvious that something doesn't add up here. The villains are sounding much too clever for their own good. And why are they all pausing before they speak? The JLI should be getting a bit suspicious by now. If they are not, read the following answers from the rest of the Injustice League until the Players catch on. Be sure to pause considerably before each reply.

Gorilla Grodd: *"Well Mr. Donavan, I belong to a highly intelligent race, and among all the humans I've met, your television audience is the brightest bunch of bananas I've ever encountered." The studio audience stands and cheers, and 400 more votes are added to the Injustice League's total.*

Bolt: *"Gee Juan, all I do is try to make a living and provide for my family just like everybody else, and what happens? These powerful peons who call themselves heroes knock me around and send me to the slammer. I ask you, is that* ***justice?*** *" The crowd mumbles congenially, and 500 more votes come in for the villains.*

Copperhead: *"Well Juan, I'm a normal guy. But just because I got stuck inside this stupid snake suit, the JLI thinks I'm up to no good. You'd think that someone who calls himself a hero would try to help me, not hinder my eloquent endeavors." The audience cheers loudly, and 500 more votes come in for the Injustice League.*

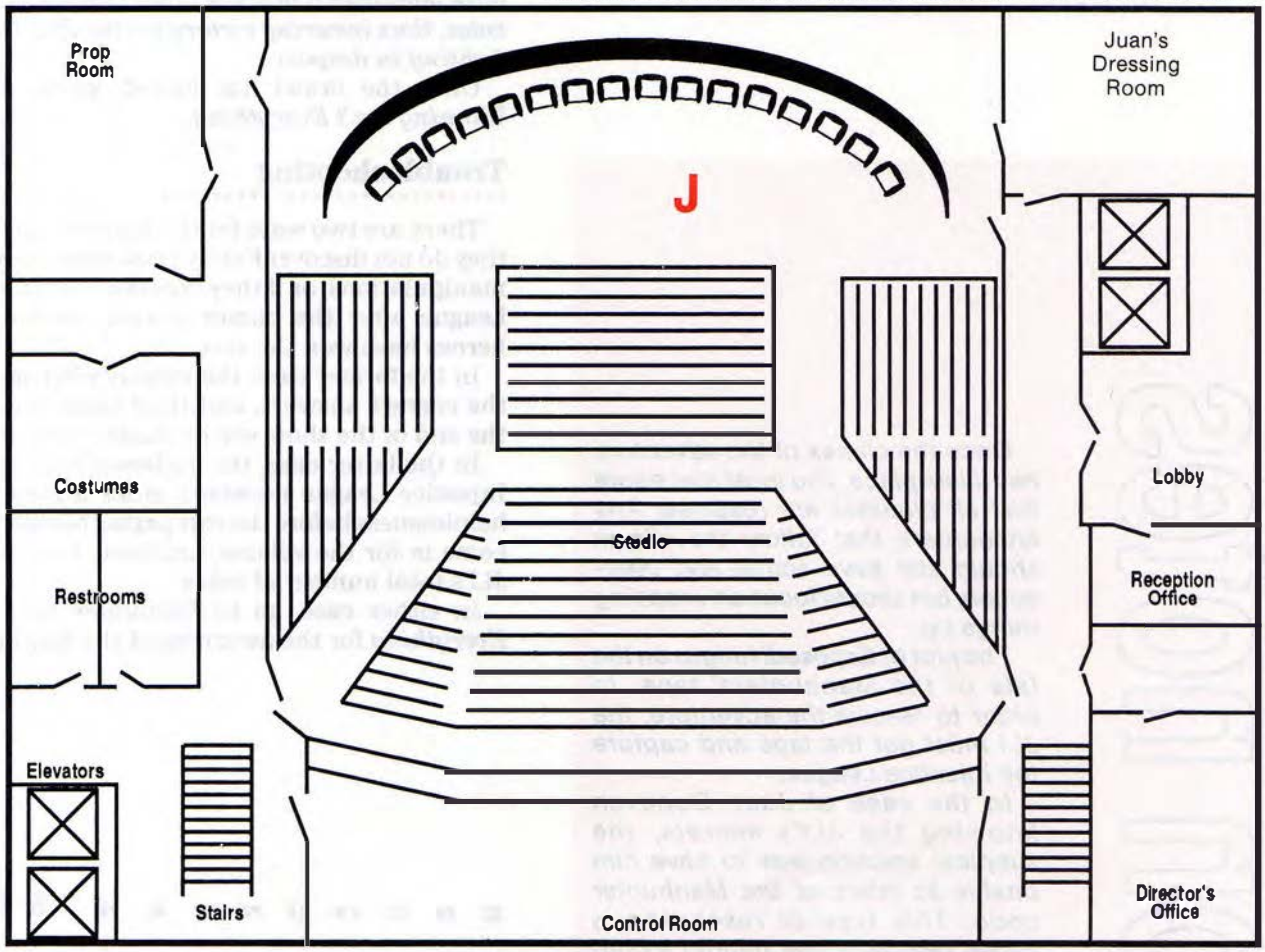
Doctor Polaris: *"I'm a victim of a psychological disorder, Mr. Donavan. Guys like me—er—myself need friendly feedback in order to survive. That's why I would like to win the vote. The awesome audience support will make me feel like a well man again." The crowd says, "Awwwww," and 500 calls are added to the villains total.*

There are several ways for the heroes to discover Funky Flashman behind the flimsy backdrop. If they wish to develop a gadget to scan the Injustice League members for stray electronic signals, they will need 4 RAPs against an OV/RV of 5/5 to discover the listening devices. If they look behind the tacky set, they will see Funky speaking into a small microphone. If the Martian Manhunter uses his Telepathy, he will discover the deception; and 8 RAPs on a Detective roll against an OV/RV of 5/5 will reveal the farce as well.

If the heroes discover what is going on, they can either expose Funky, destroy his microphone, or override the transmission, thereby feeding totally inappropriate comments to the villains. If they choose to do the last of these three options, play out some of the dialogue, allowing the JLI Players to put words into the mouths of the villains. For every stupid comment the villains make, the JLI scores thousands of votes and their victory is ensured.

If the heroes do not stop the transmissions, see *Troubleshooting.* If the transmission is stopped, continue with the following:

TV Studio



Key

Chairs for the JLI

J Juan Donavan

Once the transmissions have been cut off, the Injustice League is suddenly at a loss for words.

Donavan pointedly asks the Scarecrow, "So Mr. Scarecrow, why do you think the Injustice League should get the tape?"

The Scarecrow stammers, "Well, um, Mr. Donavan, y'see, um, I have a . . . a . . . lousy power. Uh, I mean, uh . . . plee fro of inflammation, uh, I mean . . ."

Suddenly he snarls and says, "Oh hell! I want the information so I can strike at Batman by destroying his friends and loved ones!"

All the other Injustice League members look at the Scarecrow in horror. Goldface and Gorilla Grodd grab the Scarecrow and wrestle him to the ground, pummelling their scrawny teammate mercilessly.

Yes, the Scarecrow has succumbed to his greatest fear: stage fright. The rest of the villains are going to beat him within an inch of his life if the heroes don't interfere . . .

This is a perfect opportunity for the JLI to attack the Injustice League without looking like bullies. When the heroes step in to save the poor, defenseless Scarecrow, the audience jumps out of their seats and cheers wildly. Justice League International gets thousands of call-in votes, and the rest of the Injustice League leaps up and attacks the JLI. The whole thing degenerates into a massive brawl.

During the fight, some of the villains hurl chairs at the heroes. Arrange for a chair to miss a hero and smack Donavan on the nose. Before this happens, our host wil be running around and chortling with glee:

"Thish'll get great ratingsh!" Donavan raves. Suddenly, a flying chair smacks him square on the nose. "Oooh! My doze! Not my doze!" he screams, staggering around in pain.

If the JLI decides not to save Scarecrow from his teammates, and instead sits by and watches the fun, the Injustice League will beat Scarecrow senseless. This will cause the villains to look bad, and the JLI will get over a million votes and win the contest. Donavan will jump around and try to incite the JLI to stop the beating, but will get hit in the nose with a chair as per the preceeding information.

construction notes

Once the climax of the adventure has taken place, you must make sure that all plotlines are resolved. Any encounters that follow the climax should still have action and interaction, but should focus on wrapping things up.

The plot of ***Exposed!*** *hinges on the fate of the Manhunters' tape. In order to resolve the adventure, the JLI must get the tape and capture the Injustice League.*

In the case of Juan Donavan knowing the JLI's secrets, the simplest solution was to have him unable to interpret the Manhunter code. This type of resolution is called (among other things) a cop-out, since it neatly solves a complicated situation by saying the problem never really existed. For the free-wheeling JLI, an ending such as this fits right in with the style of the comic book.

On the other hand, the problem of retrieving the Manhunters' tape and capturing the villains requires heroic action and some interaction between the Characters. This type of ending is appropriate for both Justice League International and the Players because it is a fun and interesting way to tie up any loose ends.

Once all your plotlines have been resolved, the adventure can end smoothly. If any situation does not have a proper conclusion, the ending may fall flat and leave the Players frustrated and unsatisfied. Always be sure to cover every possible angle of play, or at least have an idea of how to do so, and your Players can finish the adventure without any problems.

Before the fighting ends:

Suddenly, a loud buzzer goes off. The votes for the JLI have gone over a million to the Injustice League's 40,000 votes, thus insuring victory for the JLI. The villains quit fighting in despair.

Once the brawl has ended, go to *Encounter Six: Winning Isn't Everything.*

Troubleshooting

There are two ways for the heroes to lose the contest: if they do not discover Funky Flashman's behind-the-scenes manipulations, or if they continue to attack the Injustice League after the buzzer sounds, announcing that the heroes have won the vote.

In the former case, the villains will continue to give all the correct answers, and their total number of votes at the end of the show will be double that of the JLI.

In the latter case, the audience boos the JLI, and the Injustice League members make a great show of their helplessness before the rampaging heroes. More votes will come in for the villains, and their total will surpass the JLI's total number of votes.

In either case, go to *Encounter Six: Winning Isn't Everything* for the awarding of the Manhunters' tape.

ENCOUNTER SIX

Winning Isn't Everything

Setup

This encounter begins after the winner of the 900 number contest has been determined.

NOTE: Read the parenthetic text **only if** Juan Donavan got hit by the chair in Encounter Five. If the villains won the call-in contest, replace all references to the JLI with those to the Injustice League throughout the italicized text of the *Players' Information.*

Players' Information

(After the tumult has subsided, Donavan emerges from under a chair, wiping a trickle of blood from his nose.)

"Congratshullashuns, Jushtish League," the ever gallant host says. "You've won fair and shquare. The Manhuntersh' tape will be awarded to your team right after thish important commercial—huh?" Donavan looks off-stage at one of the producers, who is jumping up and down and pointing at his watch. "Oh," Donavan turns back to the camera, "'Fraid we're outta time folksh. But never let it be shaid (said) *that Juan Donavan didn't*

keep hish word. I'll reward the winnersh right after the show, and ***show*** *you all* ***all*** *the highlightsh on tomorrow'sh* ***Donavan!*** *Thanksh for watching, world!"*

As Donavan blows a kiss at the camera, the applause sign lights up, and the studio audience goes wild.

After the cameras turn off, Donavan puts his hands in his pockets, strolls centerstage, and says, "Ya know, I never really wanted to reveal your shecretsh on TV."

Pause for the Characters' comments. They'll probably be very relieved. Then say Donavan's next line in a really nasty manner.

"I couldn't understand the shtupid tape anyway. It'sh in shome short of shecret Manhunter code, sho—URK—"

A bolt of soft, crimson energy has lanced from Gorilla Grodd's forehead and enfolded Donavan's head. (The ape has had it with the obnoxious host's big mouth. The Injustice League wants their tape, and they want it NOW!) Donavan's eyes glaze over, and he speaks in a monotone voice, "The . . . tape . . . ish in a vault . . . 14th floor . . . room 1406B . . . combination . . . 8 . . . 56 . . . 21 . . . 5.

GM's Information

The Injustice League will attempt to leave the studio and get to the vault before the JLI does. The heroes will most likely do the same or try to stop the villains in their tracks. If they choose to do something else, see *Troubleshooting*.

Read the following information as soon as any Character reaches the vault, opens it, and turns on the light switch.

Room 1406B is a library. A video library that houses every show WGBS-TV has ever produced. Duplicates even. Shelves upon shelves are lined with tapes that all look exactly alike, except for the typed title on the cover.

The Players need to figure out which tape holds their secrets before the Injustice League does. This will require 12 RAPs on a Perception Check against an OV/RV of 12/12. It is the Gamemaster's option to either have the villains pull the tapes down one by one and read the titles, or attempt Perception Checks.

If the heroes find the tape first, all they need to do is round up the Injustice League members. If the Injustice League reaches the tape first, the JLI must retrieve the tape from the villains and then capture them in order to complete the adventure successfully.

Troubleshooting

If the Injustice League won the call-in contest, the Players may not feel that their Characters should attempt to get the tape before the Injustice League does. If this is the case, have Donavan snap out of Gorilla Grodd's Control and agree to press charges against the Injustice League. He will wake up to find that his speech impediment has disappeared, saying, *"Listen to me! I'm speaking like a normal person! Stop those fiends! I'm gonna sue!"*

If any Character attempts to get Juan Donavan to tell him/her which tape is the real one, he will declare sarcastically, *"Well, I don't know. I had a page store it away for me."* If asked which page, he won't be able to remember.

Justice League International members are only completely successful if they retrieve the Manhunters' tape and capture the Injustice League. If the heroes refused to be on the *Donavan!* show, they still must retrieve the tape from the villains.

The following Standard Award is at the Gamemaster's discretion. For example, if the JLI discovered Funky Flashman's manipulations in Encounter Five, the GM may wish to reward the Players.

Once the Injustice League is captured, they should be turned over to the authorities so Juan Donavan and anyone else can press charges and/or sue them. Donavan will have become even more famous around the world due to his show featuring the heroes and villains.

STANDARD AWARD

Level of Opposition:
Inferior 15

Critical Points:
Retrieving the Tape (Even Odds) 3

Area of Consequence:
Worldwide 15

Severity:
Permanent Nonfatal 10

TOTAL 43

By the way, if you are wondering what exactly is in the tape that the Manhunters left behind, be sure to watch for the upcoming *Justice League Sourcebook*. And, if you enjoyed this adventure, be sure to get the Justice League Europe adventure, *Come On Down!*

Seven Steps in Adventure Design

The following information is for those of you who wish to create your own **DC Heroes RPG** adventures, either for your own role-playing group, or for publication.

By following these guidelines, and the sidebars included throughout *Exposed!*, you can develop a variety of adventures that provide numerous hours of entertainment for everyone concerned.

1) Know the mood of the comic

Unlike other comic books, every DC comic has a unique, distinctive flavor and style. When creating adventures for the **DC Heroes RPG**, know the mood of the hero's comic book.

For example, *Superman* is a bright, idealistic comic, full of fresh optimism, power, and hope. Adventures for Superman would be big, sprawling, and larger than life. His enemies, like Lex Luthor and Brainiac, are confident, commanding, masterful threats.

In direct contrast, *Batman* is a dark, brooding, somber comic, about a man very close to the edge: a man with more in common with the deranged villains he fights than the innocents he protects. Batman adventures should be designed to explore the seedy side of a villain's persona, and the gritty underworld of Gotham City.

The *Wonder Woman* series is a tale of wonder and discovery, the story of an innocent in a strange land. Wonder Woman is an envoy of peace, not a crimefighter. A Batman or Superman style plot would be out of place in a Wonder woman adventure, which calls for protecting Earth and promoting peace.

Flash is a comic book about the growth and maturation of a young hero who does not always use his best judgment because he is trying to fill the boots of a near-legendary hero, the original Flash. His adventures should have a youthful energy and a fast pace.

Swamp Thing is a quiet, steady, spiritual hero, determined to save the world from its own excesses. The mood is the power and sanctity of nature. The villains should be mystical in nature or threatening to the balance of nature.

In the *Suicide Squad* series, the mood is one of gritty violence and grim fatalism. Over half of the Squad members are (or once were) villains, so their attitudes reflect this.

And *Justice League International*?

Well, the comic and the Characters are just plain fun! They have wild, irreverent, anything-goes-type-of adventures.

The banter and brash humor of the JLI members make this series what it is: a refreshing alternative to the standard inflated egos of heroes. The JLI do not take themselves overly seriously; although those who do find their overinflated egos quickly deflated.

The JLI series seems to take great delight in skewering the assumed "rules" of comics. The heroes make jokes in combat, ridicule their foes, and have a lot of laughs at each other's expense. Any adventure you create for the JLI should be along these lines.

2) Know Your Game Situation:

Before you design an adventure, you need to ask yourself some questions about the situation.

How long of an adventure do you want to run? Will it extend over several sessions? Tailor your game to the amount of time you have to play. If your Players only meet infrequently, it would be best to devise short, unconnected adventures. If your Players can meet regularly, you can create more involved scenarios.

Are your Players experienced, or are they novices? Novices may need encouragement to get going. Don't stack the odds against them. Experienced Players will bowl over opposition that would normally stifle new Players, and can move quickly and resourcefully to solve problems. They will need richer plots to challenge them.

How familiar are your Players with the **DC Heroes Role-Playing Game**? Since *Exposed!* appears in the revised edition of the **DC Heroes RPG**, it will be played by novices and experts alike. Therefore, it is written for the average Player, and does not demand a lot of knowledge of the rules or Characters.

How well do the Players know the Characters they will be playing? Generally, the Players are fans of the comic book for which you are designing an adventure, and know all they need to know to role-play well. In this case, you can create an adventure that plunges into the depths of the Characters' histories and backgrounds.

Sometimes the Players are only slightly familiar with the Characters. In this case, you should go easy on the detail in your adventures until the Players are more familiar with their Characters.

Exposed! is an introductory adventure that does not penalize the Characters for not knowing how to get the maximum effects from their Powers. It does, however, reward flexibility and creative use of Powers and Skills. For example, when the heroes have to rescue Juan Donavan from Major Disaster in Encounter Three, there is no one perfect solution. Rather, there are a number of clever procedures the Players can try, without worrying about whether they have stumbled upon the "right" one.

3) Create a Plot

This step shall be classified as "easier said than done." Nonetheless, with a little work, you'll be surprised at how easy it is to create exciting adventures. And with practice and perseverance, it gets easier. Pillage your favorite comics for ideas; many perfectly serviceable plots can be lifted directly from a good comic storyline.

One way to create a plot is to select a mission type. Here are some basic heroic missions on which to base an adventure.

Defend!

Defend an important place from villains. This can be anything from a bank, to the United Nations, to a special lab. The heroes could even have to defend their own headquarters. The game might begin with the villains' attack, or the heroes might learn of the impending attack, and plan to resist the seige.

Protect!

Protect an important person from an attack. This mission would be along the same lines as defending a place, but with the advantage that the heroes can hide the person, turning the game from a seige to a chase. The person could be anything from a millionaire, to a brilliant scientist, to a supervillain who has incurred the wrath of many other villains.

Search!

The heroes have to find a missing person, villain, or hidden base. This situation will require detective work in order to track down the heroes' quarry, with the villains often causing interference.

Raid!

Attack a villain's base or headquarters. Generally the heroes must find the base first, then rescue a prisoner, get back vital information, arrest the villains, or put the place completely out of commission.

Mystery!

Some mysterious circumstances, like an attack, theft, killing, and so on, informs the heroes that something strange is going on. The heroes must follow up leads, search for clues, interrogate informants, and carefully wind their way through a maze of false starts and subtle clues in order to solve the mystery. Many of Batman's missions are mysteries.

Disaster!

A natural or man-made disaster threatens lives and buildings. The heroes must fight rampaging elemental forces instead of rampaging villains. Some really rotten villains may take advantage of the confusion to go looting, and then the heroes will have to stop them.

Challenged!

Sometimes villains don't want to steal or break the law, they just want to fight the hero for glory. Whether the heroes want to fight is another story. If any hero has a Motivation of Upholding the Good, there may be a problem, but if a hero's Motivation is Thrill of Adventure, s/he might enjoy such a scenario.

Disgraced!

The heroes are publicly framed, slandered, or otherwise disgraced. They must seek out the truth while the world and possibly the authorities are against them.

Diplomatic Action!

The heroes must meet with a representative of a foreign (or even alien) culture to pacify them, or, if necessary, fight them. The fate of millions rests with the Players' role-playing skills.

Besides choosing missions, you can create a plot by picking a theme. Alien invasions, Manhunter subversion, and even a dimension-spanning crisis threatening the very fabric of reality have been popular themes in the DC universe in the last few years.

For *Exposed!*, a real-life situation, a TV show, was chosen. Often times, reality has a stranger-than-fiction quality that can make an adventure more interesting and important for the Players. The *Donavan!* show is a



parody of current network programming, which appeals to the bizarre in us all. This trend, with its freakish assemblage of obnoxious, abrasive, larger-than-life personalities fits right in with the style of the JLI comic book.

Once you have selected the sort of mission you want, and have chosen a theme, see if you can sum up your idea in one sentence. For example, *Exposed!* can be summed up as: "The JLI's secrets fall into the hands of a disreputable journalist and they must appear on a venomous TV show to get them back." The clearer your plot is in your mind, the easier it is to briefly sum it up.

4) Choose a Villain

Generally your plot will suggest a certain type of villain. An invasion from outer space calls for evil aliens. A serial killer mystery set in Gotham City calls for the type of villain one would find in Arkham Asylum, like the Joker. A raid on an enemy's fortress calls for a powerful villain with a strong base, like Kobra.

The light nature of Justice League International comics requires a special breed of villains and Non-Player Characters. You have two basic choices in this matter: you can make them more comic than the heroes, or you can play them as straight men ready to be ridiculed by the heroes.

For *Exposed!*, both extremes were used. Major Disaster and the Injustice League are a motley bunch of misfits who could easily cause their own demise. On the other side of the coin, Juan Donavan is an egoistic, money-hungry nincompoop who is ripe for the "picking-on." This variety of Characters results in an adventure suitable for the JLI comic.

Some Gamemasters prefer to choose a villain before choosing a plot because certain villains' tactics often employ certain types of plots/missions. For example, you would never catch Darkseid robbing banks; rather, he would focus his thoughts on some conspiracy of cosmic proportions.

The Non-Player Character selection and plot creation are virtually interchangeable. Sometimes one comes

first, sometimes the other comes first. Often a good idea with one leads to a good idea with the other, which in turn changes or enhances the first idea. This synergy can create some clever adventures.

For example, you may decide on an adventure that involves an assassination scheme *(Plot decision)*. You then select an appropriate villain, like Deadshot *(NPC selection)*. But Deadshot is a member of the Suicide Squad, so you decide to make the assassination a hit sponsored by renegade elements in the government *(Plot decision)*. This could involve the Suicide Squad, so you evolve your plot to accommodate a potential battle with the Suicide Squad *(NPC selection)*. To explain the Suicide Squad's involvement in an assassination, you decide that the Squad is being blackmailed *(Plot decision)*. So you need a blackmailer. You decide on Black Mask, a Gotham City crime boss *(NPC selection)*. He wants to get rid of other crime bosses in Gotham, and knows Deadshot is the best man for the job, so he sets the whole blackmail plot in motion *(Plot decision)*.

And there you have it. A whole adventure idea grown from the interrelation of plot decisions and NPC selections.

Here are some generalized rules for villain selection:

a) Choose villains from the heroes' rogues gallery; Batman villains for a Batman adventure, Superman villains for Superman, and so on.

b) The villains should be on the same power level of the heroes. Superman would face extremely powerful enemies, and Blue Beetle would face more human foes.

c) The villains should be appropriate for the mood of the hero's comic book: dark, gritty villains for Batman, wacky villains for the JLI, and so on.

The best thing about generalized rules is breaking them. Having read the preceding rules, you should realize that none of them are carved in stone, and judiciously violating them can make for some truly memorable games.

Putting villains from one comic into another hero's adventure can be a lot of fun. So can using a massively underpowered villain. The JLI Annual, where the Joker fought the JLI, employed both these tactics with hilarious results.

Pitting a hero against a villain that greatly overpowers him/her can be a great test of the Player's cleverness and ingenuity. Villains that clash with the mood of a hero's comic book can be fun too, if used carefully. Putting a stuffy, powerful Superman villain in a JLI adventure could be good for laughs, or a murderous lunatic from Batman's rogue's gallery could be used effectively to sober up the JLI with a stiff dose of reality.

Just remember that the times you violate the general rules should be exceptions, and should be handled with care. Indiscriminate violation of these rules could result in the adventure being unsatisfying, or falling flat completely.

5) Develop Your Plot

Once you have chosen a villain, and decided on a plot, you can develop your story. The best place to start is to determine the villains' motivation and work out their plans. The clearer you are about what your villains want and what they plan to do to get it, the easier it is for you to create the adventure.

After you have laid this solid foundation, the rest of the story falls easily into place. If you are unsure of what your villains want, however, and unclear on their plan, the adventure can become a muddy mess.

In *Exposed!*, Juan Donavan's plot is clearly spelled out and then backed up. Each time he changes his plan, the Injustice League adapts to the situation, but their motivation remains constant: get the JLI's secrets.

Another way to develop plots is to imagine a scene and then work out a way to weave the plot around it. For example, *Exposed!* was designed with the TV scene in mind. A confrontation between the JLI and a villain group on a TV show run by a sleazy, ratings-hungry shock-jock was destined to have some dramatic moments and good laughs. Best of all, the encounter could provide great opportunities for role-playing and interaction. Out of this idea came the motivations for the Injustice League, Juan Donavan, and even the JLI.

Here's some advice for fleshing out your plot: Don't be afraid of experimenting, and tie in the DC Universe whenever possible.

There's a lot to the DC Universe, and it's been an especially exciting place since the Crisis on Infinite Earths. If you immerse yourself in it, and really get to know it, you can include elements from all over this galaxy-spanning playground in your adventures. The more you use the DC Universe, the richer your games will be and the more connected your Players will feel to the adventures you create.

6) Resolve Your Plot

Keep your plot clear as you develop it, and it will resolve well. By keeping your villains' plans and heroes' goals in mind, you can work out the twists and turns of the story. The best way to cover every angle is to develop the most probable path of the story, and then keep track of many of the ways the game could diverge. Role-playing adventures have many possible conclusions, and you never know which way it will end until it ends.

Don't worry about coming up with a resolution to every problem the Players will face, and trying to figure out every possible ending. Chances are, the Players will come up with solutions you never dreamed of, anyway. By leaving things open, the story can be richer and more spontaneous than you ever imagined.

In finishing the adventure, make sure that you wrap up all plot threads. See to it that every element is explained and resolved. The only reason you should leave a plot element hanging is if you intend it to carry over to another game in an extended campaign.

7) Prepare to Run Your Masterpiece

Once your adventure is finished and ready to run, spend a little time looking over it. Above all, familiarize yourself with all the villains' Powers and Skills. Know how they work before the game starts, so you won't have to stop the action to look things up.

The same goes for the heroes. Look over their Powers to see how they fit into the storyline. Though it's not necessary to be aware of all details, it helps to be familiar with the sorts of solutions the heroes might employ.

Once you've reviewed your game mechanics, the only thing left to do is prepare yourself for anything to happen. Or rather don't prepare yourself: keep an open mind, and be ready to have some fun.



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nder license.



BENCHMARK APs

APs	Time	Distance	Weight	Volume	Money	Information
0	4 seconds	10 ft.	Sack of grain (50 lbs.)	1 cubic ft.	$25	Paragraph
1	8 seconds	20ft.	Human Child (100 lbs.)	2 cubic ft.	$50	Typed page
2	16 seconds	40ft.	Human Adult (180 lbs.)	4 cubic ft.	$100	2 typed pages
3	32 seconds	80ft.	Lion (400 lbs.)	8 cubic ft.	$200	1,000 words
4	1 minute	150 ft.	10' high tree (700 lbs.)	15 cubic ft.	$400	Chapter from a book
5	2 minutes	100 yards	Grizzly bear (1/2 ton)	30 cubic ft.	$800	Term paper
6	4 minutes	200 yards	Car (1.5 tons)	60 cubic ft.	$1500	Short story
7	8 minutes	1/8 mile	Elephant (3 tons)	125 cubic ft.	$3000	64K memory
8	16 minutes	1/4 mile	Semi-truck (6 1/2 tons)	250 cubic ft.	$6000	Novella
9	32 minutes	1/2 mile	Lighttank (12.5 tons)	500 cubic ft.	$12,500	Paperback novel
10	1 hour	1 mile	DC-9 airplane (25 tons)	1000 cubic ft.	$25,000	Elementary textbook
11	2 hours	2 miles	Battle tank (30 tons)	2000 cubic ft.	$50,000	1 Megabyte of memory
12	4 hours	4 miles	Blue whale (60 tons)	4000 cubic ft.	$100,000	Tolstoy's "War and Peace"
13	8 hours	8 miles	Boeing 747 (110 tons)	8000 cubic ft.	$200,000	
14	16 hours	16 miles	C-5A galaxy (240 tons)	15000 cubic ft.	$400,000	1/2 year of DC Comics
15	1 day	30 miles	Freighter (450 tons)	32000 cubic ft.	$800,000	1 year of DC Comics
16	2 days	60 miles	Destroyer (900 tons)	65000 cubic ft.	$1,500,000	Oxford English Dictionary
17	4 days	125 miles	Small building (1800 tons)	130000 cubic ft.	$3,000,000	Set of encyclopedias
18	1 week	250 miles	Loaded train (3800 tons)	260000 cubic ft.	$6,000,000	
19	2 weeks	500 miles		500000 cubic ft.	$12,000,000	
20	1 month	1000 miles		1000000 cubic ft.	$25,000,000	

AP RANGE UPPER LIMITS

APs	Time	Distance	Weight	Volume	Money
0	4 seconds	10 ft.	50 lbs.	1 cubic ft.	$25
1	8 seconds	20ft.	100 lbs.	2 cubic ft.	$50
2	16 seconds	40ft.	200 lbs.	4 cubic ft.	$100
3	32 seconds	80ft.	400 lbs.	8 cubic ft.	$200
4	1 minute	150ft.	750 lbs.	16 cubic ft.	$400
5	2 minutes	100 yds.	1500 lbs.	32 cubic ft.	$800
6	4 minutes	200yds.	1.5 tons	64 cubic ft.	$1600
7	8.33 minutes	416 yds. 2 ft.	3.25 tons	128 cubic ft.	$3200
8	16.66 minutes	833 yds. 1 ft.	6.5 tons	256 cubic ft.	$6400
9	33.33 minutes	1666 yds. 2 ft.	13 tons	512 cubic ft.	$12800
10	1 hr, 6.66 min.	1 mile, 4720 ft.	26 tons	1024 cubic ft.	$25600
11	2 hrs, 13.33 min.	3 miles, 4160 ft.	52 tons	2048 cubic ft.	$51200
12	4 hrs, 26.66 min.	7 miles, 3040 ft.	104 tons	4096 cubic ft.	$102400
13	8 hrs, 53.33 min.	15 miles, 800 ft.	208 tons	8192 cubic ft.	$204800
14	16 hrs, 40 min.	28 miles, 2160 ft.	375 tons	16,384 cubic ft.	$409600
15	1 day, 9 hrs, 20 min.	56 miles, 4320 ft.	750 tons	32,768 cubic ft.	$819200
16	2 days, 18 hrs, 40 min.	113 miles, 3360 ft.	1500 tons	65,536 cubic ft.	$1638400
17	5 days, 18 hrs 53.33 min.	236 miles, 3920 ft.	3125 tons	131,072 cubic ft.	$3276800
18	11 days, 13 hrs, 46.66 min.	473 miles,2560 ft.	6250tons	262,144 cubic ft.	$6553600
19	23 days, 3 hrs, 33.33 min.	946 miles, 5120 ft.	12500 tons	524,288 cubic ft.	$13107200
20	46 days, 7 hrs, 6.66 min.	1893 miles, 4960 ft.	25000 tons	1,048,576 cubic ft.	$26214400

AP EQUATIONS

Time = Distance - Speed
Distance = Speed + Time
Speed = Distance - Time

GOING FOR BROKE

Opposing Value Columns Declared	Resistance Value Column Modifiers
+2	-3
+4	-6
+6	-9
+8	-12

ACTION TABLE

Opposing Value Columns

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

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

COMBAT MANEUVER TABLE

Maneuver	OV Column Shifts	RV Column Shifts
Critical Blow	+2	-3
Devastating Attack	+4	-6
Flailing Attack	-2	+3
Grappling Attack	0	0
Sweep Attack	-1	-1
Multi-Attack on:		
2	+1	+1
3-4	+2	+2
5-8	+3	+3
9-15	+4	+4
16-20	+5	+5
31-60	+6	+6
61-125	+7	+7
Team Attack by:		
2	-1	0
3-4	-2	0
5-8	-3	0
9+	-4	0
Pulling A Punch	0	+1
Planned Knockback	0	0
Charging Attack	0	0
Take Away	+2	+1
Trick Shot	+2 *(minimum)*	0
Block	*Special (see Rules Manual)*	
Dodge	+1	0
Pressing The Attack	-1	0
Laying Back	+1	0

INFORMATION TABLES

I. Perception

RAPs	Information Gained
N	Nothing perceived.
1 RAP	A quick glance; a shadow moving.
1/2 RV	A recognizable shape or movement, with direction and at a certain distance from the perceiving Character.
Full RV	A definite object or event.
Over RV	Details about the object or event.

II. Detective

RAPs	Information Gained
N	No information gained.
1 RAP	A single piece of information learned from the clue.
1/2 RV	A good deal of information about the clue.
Full RV	Everything that can be learned from the clue.

III. Gadgetry

RAPs	Information Gained
N	No information gained.
1 RAP	The type of Gadget.
1/2 RV	The basic workings of the Gadget.
Full RV	A working knowledge of all the Gadget's design and functions, with the knowledge needed to modify or repair the Gadget.

IV. Character Interaction

RAPs	Information Gained
N	No information gained.
1 RAP	The Interrogated Character reveals one piece of information.
1/2 RV	The Character tells half of his/her information.
Full RV	The Character tells all s/he knows.

RESULT TABLE

Resistance Value Columns

Effect Value Rows

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

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

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

ADVANTAGE TABLE

Area Knowledge	+2 CS for/against Perception Checks *in area known*
Attractive	-1 CS to OV vs. Persuasion *of opposite sex*
Connoisseur	-1 CS to OV vs. Persuasion *if able to use*
Gift of Gab	-2 CS to OV vs. Character Interaction
Iron Nerves	+2 CS vs. Fear or Intimidation
Lightning Reflexes	+2 to Initiative Rating
Luck	+1 CS bonus *once per adventure*
Popularity	-1 CS to OV vs. Persuasion
Scholar	-2 CS to OV *when area studied applies*
Sharp Eye	-1 CS to OV or Perception Checks

DRAWBACK TABLE

Age (old)	-2 to Initiative Rating	
Guilt	+1 CS to all OV/RVs *if fee unpaid*	
Innocent	-1 CS to OV against manipulation	
Irrational Attraction	Degree	Resistance #
	Minor	5
	Serious	11
	Catastrophic	18
Irrational Fear	Degree	Resistance #
	Minor	5
	Serious	11
	Catastrophic	18
Rage	Degree	Rage #
	Minor	2
	Serious	3
	Catastrophic	4
Strange Appearance	Automatic Intimidation Attack	
Unluck	+2 CS penalty *once per adventure*	

Universal Modifiers

Description	Standard Action Modifier	Automatic Action OV & RV
Easy	-1	N.A
Average	0	N/A
Challenging	+1	2
Difficult	+2	4
Strenuous	+3	6
Extreme	+4	8
Pushing the Limit	+5	10
Herculean	+6	12
Beyond the Limit	+7	15

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RM: *Rules Manual* CH: *Character Handbook* JL: *Justice League Sourcebook*

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RM: *Rules Manual* **CH:** *Character Handbook* **JL:** *Justice League Sourcebook*

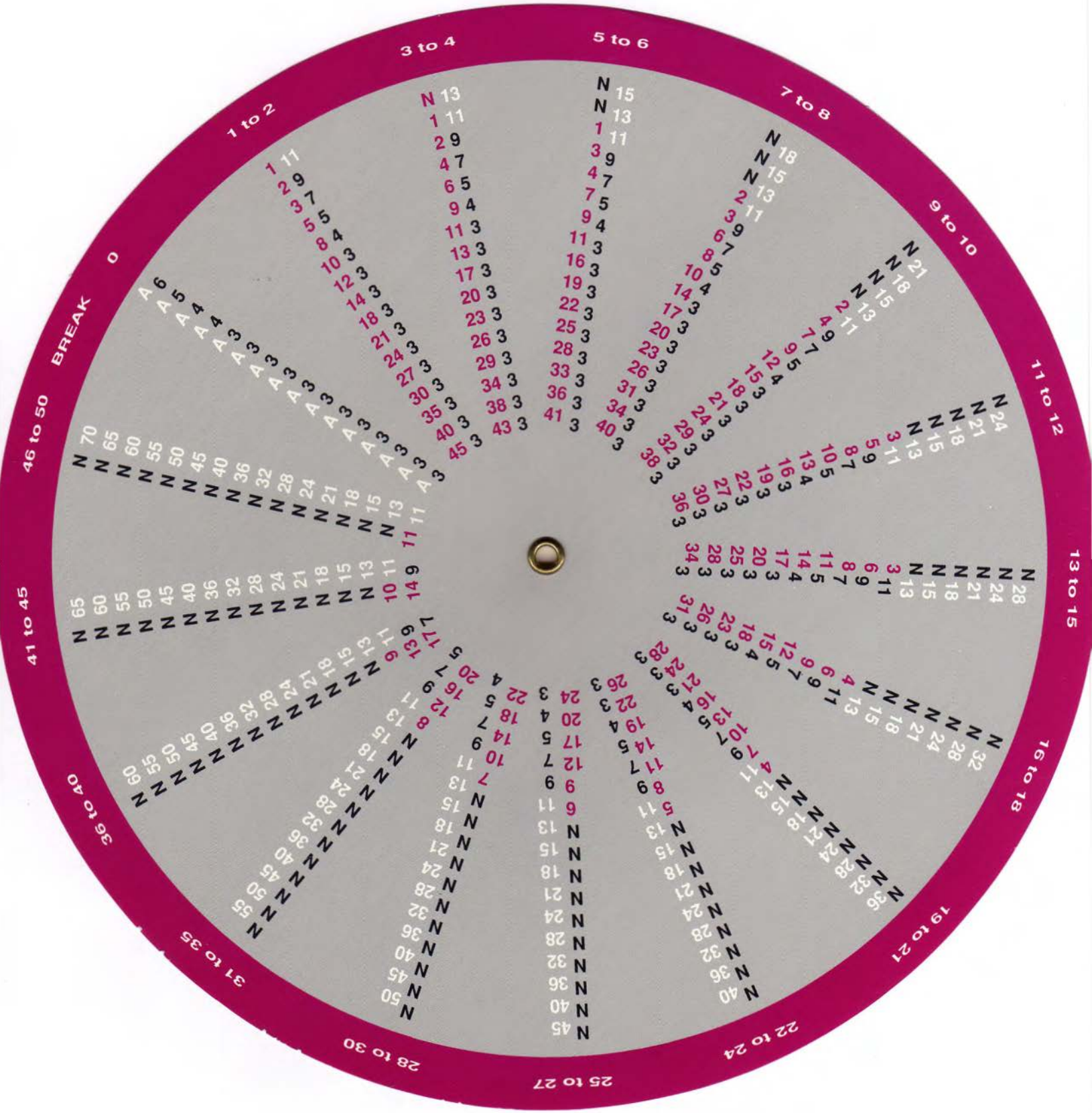


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OPPOSING VALUE
SUCCESS NUMBER
ACTING VALUE
1-2
3-4
5-6
7-8
9-10
11-12
13-15
16-18
19-21
22-24
25-27
28-30
31-35
36-40
41-45
46-50
AVRN
RESULT APS
EFFECT VALUE
1-2
3-4
5-6
7-8
9-10
11-12
13-15
16-18
19-21
22-24
25-27
28-30
31-35
36-40
41-45
46-50
RESISTANCE VALUE
STEP ONE: Dial the Wheel so that the Acting Value Window lines up beneath the Opposing Value of the Dice Action.
STEP TWO: With numbers lined up, find the Acting Value of the Dice Action. The number showing next to the Acting Value is the Success Number that the player must roll.
STEP THREE: Roll the dice. If the Action is successful, count the number of spaces that the Wheel clockwise, until a number greater than the number rolled appears in the window next to the Acting Value.
STEP FOUR: Dial the Wheel so that the Effect Value Window lines up beneath the Resistance Value of the Action and turn the Wheel counter-clockwise the number of spaces equal to the number of Column Shifts earned. When counting Column Shifts, never turn Column Shifts to the EV in order to find the RAPs earned. Instead, add the number of remaining Column Shifts to the EV in order to find the word "BREAK". In this case, skip step five.
STEP FIVE: With numbers lined up, find the Effect Value of the Action. This is the number of RAPs received on the Action.


BREAK
0
1 to 2
3 to 4
5 to 6
7 to 8
9 to 10
11 to 12
13 to 15
16 to 18
19 to 21
22 to 24
25 to 27
28 to 30
31 to 35
36 to 40
41 to 45
46 to 50

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