

Converting DC Heroes to GURPS Supers By Mark Manzano

This article is an attempt at making general conversions of DC: Heroes to GURPS: Supers. As most of the DC characters are relatively powerful these should be taken as guidelines, with the resulting conversions tailored to a given Supers Campaign. However conversions that use these conversion notes will not be balanced, and again they should be adjusted to fit a given campaign.

Conversion Notes

Stat Conversions: As DC: Heroes has 9 and only four of them are really needed for basic stat conversions. The conversions take the APs (In a given range.) of a given DC Heroes stat and attempts to find the closet value in GURPS terms.

DC: Heroes STR to GURPS ST

APs	Formula
1 to 5	$\times 1.5 + 5 = ST$
6 to 10	$\times 2 + 5 = ST$
11 to 20	$\times 2.5 + 5 = ST$
21 to 30	$\times 2.5 + 10 = ST$
31 to 40	$\times 2.5 + 15 = ST$
41 to 50+	$\times 2.5 + 25 = ST$

DC DEX to GURPS DX

APs	Formula
1 to 5	$\times 2 + 5 = DX$
6 to 10	$\times 2 + 10 = DX$
11 to 30	$\times 2 + 15 = DX$
31 to 50+	$\times 2 + 20 = DX$

DC INT to GURPS IQ

APs	Formula
1 to 5	$\times 1.5 + 5 = IQ$
6 to 10	$\times 2 = IQ$
11 to 20	$\times 2 + 5$
21 to 50+	$\times 2 + 10$

DC Body to GURPS HT

APs	Formula
1 to 10	$\times 2 + 5$
11 to 20	$\times 2.5$
21 to 30	$\times 2.5 + 5$
31 to 50+	$\times 2.5 + 10$

As for the other DC: Heroes stats the following conversions are suggested, at least the ones that have any effect in GURPS.

WILL: If a character has a will score of 10 +. They should have the Strong Will advantage at the rate of 1 per 5 APs of the character's Will Stat.

INFLU: Divide this by 5. If any of the results are 1+ then give that character +1 levels of the Charisma advantage equal to the resulting number.

As for the rest of the DC: Heroes stats (MIND, AURA, SPIRIT) none of them apply.

Advantages

Area Knowledge: This one in the DC Heroes rule book costs a minimum of twenty points. As far as this goes the character should buy the appropriate Area Knowledge skills at the character's IQ Level.

Attractive: This is the equivalent of the Appearance: Handsome / Beautiful Advantage.

Connection: This is the equivalent of the contact advantage. Treat them basically like their GURPS equivalent.

Connoisseur: This is basically the GURPS Savior-Faire skill and should be bought at the character's IQ level.

Gadget: Treat these as Gadgets under the GURPS supers rules.

Genius: This is the Gadeteer advantage.

Gift of Gab: This is the Bard skill bought at IQ + 2 (four Pts). In addition any character who has this advantage gets Charisma +1 (5 Pts).

Headquarters: There is no equivalent.

Insta-Change: This is basically a costume advantage with a special effect. It lets the character change instantly from their street clothes into their super costume just by thinking about it. For a costume to do this add 5 points to the costume advantage.

Intensive Training: A character with this advantage either has the GURPS: Martial Arts; Trained by a Master, or the Weapons Master advantage or both. Depending on the character's background.

Iron Nerves: A character with this gets Strong Will +2.

Leadership: A character with this has the Leadership skill at their IQ level +1.

Lighting Reflexes: This is the same as the Combat Reflexes advantage.

Luck: This is the Luck advantage at the 30 Pts level.

Omni-Connection: There is in GURPS equivalent. But here's a suggested new advantage to cover this.

Universal Contacts (Varies)

A character who has this advantage as a chance of developing a temporary contact in any situation. The amount of points needed for this depends on

the roll needed to find such a connection in a given situation.

Roll Needed	Frequency	Pts
15 or less	All of the time.	200
12 or less	Quite often.	100
9 or less	Fairly Often	50
6 or less	Rarely	25

And of course these die rolls are subject to any modifiers that the GM can think of..

Pet: See GURPS: Bestiary for this one.

Popularity: This is a Reputation +4 (Everybody, all of the time).

Rich Family/Freinds: A character with this advantage has a Patron who is richer than they are.

Scholar: This is the same as having a high level mental skill. Treat this as the equivalent skill at IQ + 4 level.

Sharp Eye: The character has Acute Vision +1.

Silent Assistant: The character has an unknown ally who knows the character's secret ID, and is willing to help the character. This is just like a normal Ally for frequency of appearance. However the character does not know who this ally is so the point cost of this Ally has a -5 point cost.

Miscellaneous Advantage: Use the appropriate GURPS advantage.

Drawbacks / Disadvantages

AGE: This is either the Age disadvantage, for older characters. Or it's the Youth disadvantage.

Authority Figure: Characters with this one get the following. A high status level, coupled with a sense of duty towards one's home country, and sometimes a fanaticism about it as well. Assess the appropriate point values as per the GURPS Basic Rules Book.

Dark Secret: This one is a secret that will destroy a character if it becomes known. Secret: (-30 points).

Exile: This is a negative reputation on the character's home world, or country. It is good for a -4 reputation (Everybody, all the time, home country or planet only) (-4 Pts).

Guilt: Treat this as either a -1 point quirk if mild enough, or treat it as a -5/-10 disadvantage. At the -5 point level the character worries about the problem that caused his/her feeling of guilt. Or at the -10 level the character has to make a will roll on a weekly basis or they suffer from overwhelming guilt. And they are a -1 for all mental skills. In addition they suffer a -1 for subsequent will roll to pull out of their current "guilt trip"

Innocent: This is the Gullibility disadvantage.

Irrational Fear: Treat this as the appropriate Phobia disadvantage from GURPS.

Irrational Attraction: This is either a quirk if minor enough. Or it's a major mental disadvantage. Some of them include; Compulsive Behaviors, Fanaticism, Greed, Lecherousness, etc.

Married: This is a variation of the Dependents disadvantage. Basically the character is married to a normal who knows the character's super ID. Take an additional -10 points for this.

Mistrust: This is a negative reputation with law enforcement personnel it is a -2 reaction, all of the time. and is worth - 4 points.

Physical Restriction: take the appropriate physical disadvantage from GURPS.

Psychological Instability: Take the appropriate mental disadvantage from GURPS, or Supers.

Public Identity: This is just like the Supers disadvantage.

Rage: This is the GURPS Berserk disadvantage. If a character has this at the catastrophic level add bloodlust as well.

Secret Identity: Just like the Supers disadvantage.

Strange Appearance: This is the same as being hideous looking (-20 Pts).

Traumatic Flashbacks: Treat these as the Flashback disadvantage (Su18).

Uncertainty: This is a -10 point disadvantage. When a character who has this disadvantage, they because of self doubt might hesitate before taking action. They have to make a successful will roll to act, in any crisis situation.

Vulnerably: These should be taken as the appropriate GURPS disadvantages.

Miscellaneous Drawbacks: Buy the appropriate disadvantages from GURPS.

Skills

To convert DC: Heroes skills to GURPS the following Formulas should be used. As DC Heroes skill all have sub skills, they are all listed here for your convince. Also most of the sub skills have obvious GURPS counterparts. Any of these conversions with a modifier of less than one count as one.

Skill Conversions

DC Heroes	Formula
Acrobatics	APs 10 + DX
Climbing	APs 5 + DX
Dodging	NA
Gymnastics	NA

Animal Handling	APs + 10 + IQ
Animal Training	APs 5 + IQ
Animal Riding	APs + 5 + DX

Artist	APs 10 + IQ
Actor	APs 5 + IQ
Musician	APs 10 + DX
Painter	As per artist
Photographer	APs 5 + IQ
Sculptor	APs 5 + DX
Writer	APs 5 + IQ

Charisma	NA
Interrogation	APs 5 + IQ
Intimidation	APs + 5 + IQ
Persuasion (Fast Talk)	APs 5 + IQ

Detective: All of these should be bought as ether, Criminology (APs 5 + IQ) or Forensics (APs 10 + IQ).

Gadgetry: Buy the appropriate technical skills.

Martial Artist: See the GURPS Martial arts book for ideas on this.

Medicine (Physician)	APs 10 + IQ
First Aid	APs 5 + IQ
Medical Treatment	NA
Surgery	APs 20 + IQ

Military Science	NA
Camouflage	APs 3 + IQ
Cartography	APs 5 + IQ
Demolition	APs 5 + IQ
EMC	APs 5 + IQ
Tracking	APs 5 + IQ
Occultist	APs 5 + IQ

As for the rest of the occultist skills see GURPS: Magic and Magic items for their equivalents.

Scientist: buy the appropriate science skills at: APs 10 + IQ.

Thief	NA
Escape Artist	APs 10 + DX