

DC ADVENTURES QUICK START

With the DC ADVENTURES roleplaying game, you can create your own super hero and take your place amongst the legendary characters of DC Comics. Have you ever wanted to team-up with Batman, thwart Lex Luthor's schemes, or defend the universe as part of the Green Lantern Corps? Now you can with DC ADVENTURES!

Powered by the award-winning MUTANTS & MASTERMINDS game system, the 280-page DC ADVENTURES *Hero's Handbook* provides you with everything you need to create your own fantastic stories set in the DC Universe. Lavishly illustrated by DC Comics artists, the full-color, hardcover *Hero's Handbook* contains hero creation and game play information, advice on creating your own adventures and series, an overview of the DC Universe, and 28 of its most famous heroes and infamous villains.

A STRONG FOUNDATION

DC ADVENTURES is built on the MUTANTS & MASTERMINDS game system, winner of multiple awards and the leading super-hero RPG for nearly a decade. DC ADVENTURES is a complete, stand-alone game, but it is also fully compatible with the third edition of the M&M game rules.

EASY TO USE

Everything your hero does in DC ADVENTURES is resolved with a simple system of action checks: a twenty-sided die roll, plus or minus modifiers based on your hero's traits and the situation. Compare the result to a number that rates the difficulty and you immediately know if your attempt succeeded or failed and by how much.

HEROIC ACTION

DC ADVENTURES uses hero points to give characters the opportunity to really pull out all the stops when it counts. Players can spend hero points to improve die rolls and help their heroes shake off damage. Hero points put the keys to success in the players' hands and give the Gamemaster a way to reward them for successful and heroic play.

GET INTO THE GAME!

You don't have to wait to try out the DC ADVENTURES game for yourself. This *Quick Start* gives you everything you need to take the game out for a spin, complete with a super-hero slugfest between Superboy, the Teen of Steel, and the brawling bombshell Knockout!

Check out **DC ADVENTURES on the web** at mutantsandmasterminds.com/dc_adventures



THE RULES

Games have rules, and DC ADVENTURES is no different in that respect. The essence of the **MUTANTS & MASTERMINDS** game system that powers DC ADVENTURES is actually quite simple. The vast majority of the rules expand upon the core mechanics of the system, providing special-case rules or situational modifiers. So long as you understand the essentials of the game, you can handle just about any situation that comes up; just choose an appropriate type of check, a Difficulty Class, and make a roll to see if the character succeeds or not! It's that simple.

RANK

Every trait in DC ADVENTURES—abilities, skills, powers, and so forth—has an associated *rank*, a value telling you how strong (or weak) that trait is. Ranks run from -5 (very weak) all the way up to 20 (incredibly strong) or more, with an average of 0. Superboy's Strength, for example, is rank 15, far above the greatest Strength of an ordinary human (around rank 5). The Kid's Intellect, on the other hand, is rank 1; above average, but it doesn't break the bank.

DIFFICULTY CLASS

Every task—from making an attack to avoiding harm to figuring out a gadget—has a *Difficulty Class* or *DC*, a number that tells you how hard that task is to perform. DCs range from 0 (automatic, so easy it's not worth rolling) to 40 (nearly impossible):

CHECK EXAMPLES

Difficulty (DC)	Example (Traits Used)
Very easy (0)	Notice something in plain sight (Awareness + Perception)
Easy (5)	Climb a knotted rope (Strength + Athletics)
Average (10)	Hear an approaching security guard (Awareness + Perception)
Tough (15)	Disarm an explosive (Intellect + Technology)
Challenging (20)	Swim against a powerful current (Strength + Athletics)
Formidable (25)	Climb a wet, slippery rock-face (Strength + Athletics)
Heroic (30)	Overcome a sophisticated security system (Intellect + Technology)
Super-heroic (35)	Convince the guards even though you have no credentials, they should let you into the building (Presence + Deception)
Nigh-impossible (40)	Track a trained commando through the jungle on a moonless night after 12 days of rainfall (Awareness + Perception)

CHECKS

Actions in DC ADVENTURES are all resolved through *checks*, a roll of a 20-sided die, plus a *modifier* derived from a character's trait ranks. If the total of the check equals or exceeds the Difficulty Class, the action is a success. If it doesn't, then it's a failure.

So, for example, an unarmed attack check for Superboy is his Fighting ability rank (4), plus his Close Combat: Unarmed skill rank (5), for a total of 9, plus the result of a roll of the die. The DC is the Parry of his target, plus 10 (19, in the case of Knockout).

DEGREES

Checks often have *degrees* of success or failure: Just rolling a success or failure counts as one degree. Every five full points a check result is over or under the difficulty class adds a degree. Fractions are ignored. So DC 10 check with a result of 13 is one degree of success, just as a result of 8 is one degree of failure. A result of 16 is two degrees of success (6 over DC 10, ignoring the fraction) whereas a result of 5 is two degrees of failure (5 under DC 10).

RESISTANCE CHECKS

Avoiding an effect is a *resistance check*, with a Difficulty Class of the effect's rank plus 10 or 15 depending on the effect. A successful resistance means you avoid the effect, a failed check means you suffer some (or all) of the effect.

CIRCUMSTANCE MODIFIERS

Some circumstances make checks easier or harder, resulting in a positive or negative modifier to the check. Characters at an advantage are said to have a circumstance bonus for the check, while those at a disadvantage have a circumstance penalty. Apply a modifier of +2 if the character has a bonus (+5 for a major bonus) and a modifier of -2 for a penalty (-5 for a major penalty).

ACTION!

When things really start happening in a DC ADVENTURES game, time is broken down into six-second segments called *rounds* (sometimes "action rounds"). A round isn't very much time. Think of it like a page in a comic book, just long enough to go around the table once, with each

character doing something. Each character's portion of the round is called their *turn*.

On your turn, your character can move and do something else like make an attack or use a power. So, for example, on his turn, Superboy could fly (or run at super-speed) and also throw a punch, use his heat vision, lift a heavy object, or some other action.

MOVING

A normal person can move about 30 feet per turn (twice that if doing nothing other than moving). Heroes and villains often have powers that allow them to move *much* faster. Superboy, for example, has both the Flight and Speed powers, making him faster than a fighter jet! Such characters can move up to the listed speed for their power each turn.

ATTACKING

DC ADVENTURES characters can attack in various ways, from a simple punch to using weapons or amazing powers, but it is all handled the same way: characters have an attack bonus, based off Fighting for close attacks and Dexterity for ranged attacks, modified by the character's Close Combat or Ranged Combat skill. Superboy, for example, has Fighting 4 and Close Combat: Unarmed 5, giving him a bonus of (4 + 5) or 9 when throwing a punch. His Dexterity 2 and Ranged Combat 7 skill also give him a 9 bonus with his heat vision.

When making an attack, roll a check using the attack's bonus against a Difficulty Class equal to 10 plus the target's appropriate defense: Parry for close attacks, Dodge for ranged attacks. A check total (the die result plus the bonus) that equals or exceeds the DC is a success, while a total that is less than the DC is a failure.

DAMAGE

An attack that hits causes damage, which is ranked like all other traits in DC ADVENTURES. Unarmed damage is based on Strength rank, while the damage caused by powers is based on the power's rank (such as Superboy's heat vision, which does Ranged Damage 12).

A character hit by a successful attack can avoid some or all of the damage with a damage resistance check. This is

a check of Toughness rank against a difficulty class equal to 15 plus the damage rank. So, for example, Superboy resisting a punch from Knockout is a check of his Toughness 15 against a DC of (Knockout's Strength 15 plus the base difficulty class of 15) or 30. The results of a damage resistance check are shown on the accompanying table:

DAMAGE RESISTANCE CHECK

TOUGHNESS VS. [DAMAGE RANK + 15]

Success: The damage has no effect.

Failure (one degree): The target has a -1 circumstance penalty to further resistance checks against damage.

Failure (two degrees): The target is dazed until the end of their next turn, able to move or attack, but not do both. The target has a -1 circumstance penalty to further checks against damage.

Failure (three degrees): The target is staggered: able to move or attack, but not both, each turn, and moving at only half speed. The target has a -1 circumstance penalty to further checks against damage. If the target receives three degrees of failure on a Damage resistance check again, apply the fourth degree of effect.

Failure (four or more degrees): The target is incapacitated: knocked out and unable to act.

HERO POINTS

Heroes have a resource called *hero points*, representing the determination and strength of spirit that helps them accomplish the impossible when they have to. The Game-master awards players hero points for facing difficulties in the game and generally behaving heroically. You can spend your hero points to do one of the following:

- Re-roll a die roll and take the better of the two rolls. If the second roll is a 10 or less, add 10 to it so the result is 11-20.
- Immediately remove a dazed condition from damage, allowing your hero to act normally.

The DC ADVENTURES *Hero's Handbook* describes many other uses for hero points, but these two are the basics for this *Quick-Start*.



SUPERBOY



When Superman was believed killed by Doomsday, Project Cadmus attempted to replace him with a clone, grown from a combination of Kryptonian and human DNA. When Superman returned, he gave the young man the name "Kon-El" and the secret identity of "Conner Kent."

Since then, Superboy has worked to live up to the legacy of the Man of Steel, including attending school in Smallville and working with the Teen Titans. He has his work cut out for him, since he learned his human DNA came from none other than Superman's arch-foe Lex Luthor!

Superboy's tactile telekinesis *seems* like superhuman strength (along with invulnerability and flight) but allows him to do some things sheer strength cannot. He can disassemble machines and other objects he is touching simply by willing it, extend the protection of his telekinetic field over someone else, or project force down into the ground to create a powerful shockwave.

SUPERBOY

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15	10	2	2	4	1	2	2

POWERS

Flight: Array (26 points)

- Flight 13 (30 miles per round) • 26 points
- Speed 13 (30 miles per round) • 1 point

Heat Vision: Ranged Damage 12 (heat) • 24 points

Invulnerability: Protection 5, Impervious Toughness 12; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • 22 points

Super-Senses: Senses 7 (Acute and Extended Hearing, Extended Vision 3, Infravision, Ultra-Hearing) • 7 points

Super-Speed: Quickness 6 • 6 points

Super-Strength: Enhanced Strength 3, Limited to Lifting (Lifting Str18; 6,000 tons) • 3 points

Tactile Telekinesis: Array (15 points), Alternate Effects of Strength Damage, Feature 1: Can exert Strength without moving • 1 point

- **Disassemble:** Transform 5 (assembled into disassembled), Continuous • 1 point
- **Shield Others:** Protection 15, Affects Others Only • 1 point
- **Shockwave:** Burst Area Affliction 12, Extra Condition, Limited Degree (Resisted by Fortitude; Dazed and Vulnerable, Stunned and Defenseless), Limited (Superboy and targets must be touching the ground) • 1 point

ADVANTAGES

All-out Attack, Extraordinary Effort, Move-by Action, Second Chance (resist mind control), Taunt

SKILLS

Close Combat: Unarmed 5 (+9), Deception 4 (+6), Insight 4 (+6), Perception 6 (+8), Ranged Combat: Heat Vision 7 (+9)

OFFENSE

INITIATIVE +2

Unarmed +9	Close, Damage 15
Heat Vision +9	Ranged, Damage 12

DEFENSE

DODGE	9	FORTITUDE	13
PARRY	9	TOUGHNESS	15
WILL	11		

COMPLICATIONS

Identity: Conner Kent, Smallville High School Student.

Relationship: Conner has been romantically involved with Cassie Sandsmark (Wonder Girl).

Secret: His connection to Lex Luthor sometimes makes Superboy doubt himself.

Weakness: Kryptonite leaves Superboy impaired, disabled, and eventually debilitated in terms of Strength and powers. His condition becomes dying after a few minutes of exposure.

POWER POINTS

ABILITIES	76	SKILLS	13
POWERS	93	DEFENSES	24
ADVANTAGES	5	TOTAL	211

KNOCKOUT

A former Female Fury from Apokolips, Knockout ("Kay" to her friends) rebelled against Granny Goodness and escaped to Earth. She became a dancer in a Hawaiian club called the BoomBoom Room before the challenge of Earth foes like the Boy of Steel drew her attention. Unable to resist a challenge (or a pretty face), Knockout has committed crimes largely for the challenge and the opportunity to fight worthy opponents. In spite of her flirtatious, devil-may-care attitude and her escape from the fire-pits of Apokolips, Knockout is a stone-cold killer.

KNOCKOUT PL12

STR	STA	AGL	DEX	FGT	INT	AWK	PRE
15	15	3	3	9	0	1	2

POWERS
Fast Healer: Regeneration 3 (Knockout removes a -1 penalty due to damage every three rounds) • 3 points
Strong: Enhanced Strength 4, Limited to Lifting (lifting Str 19; 12,000 tons) • 4 points
Tough: Immunity 2 (Aging, Disease), Impervious Toughness 8 • 10 points

ADVANTAGES
All-out Attack, Attractive, Fast Grab, Improved Initiative, Power Attack, Takedown

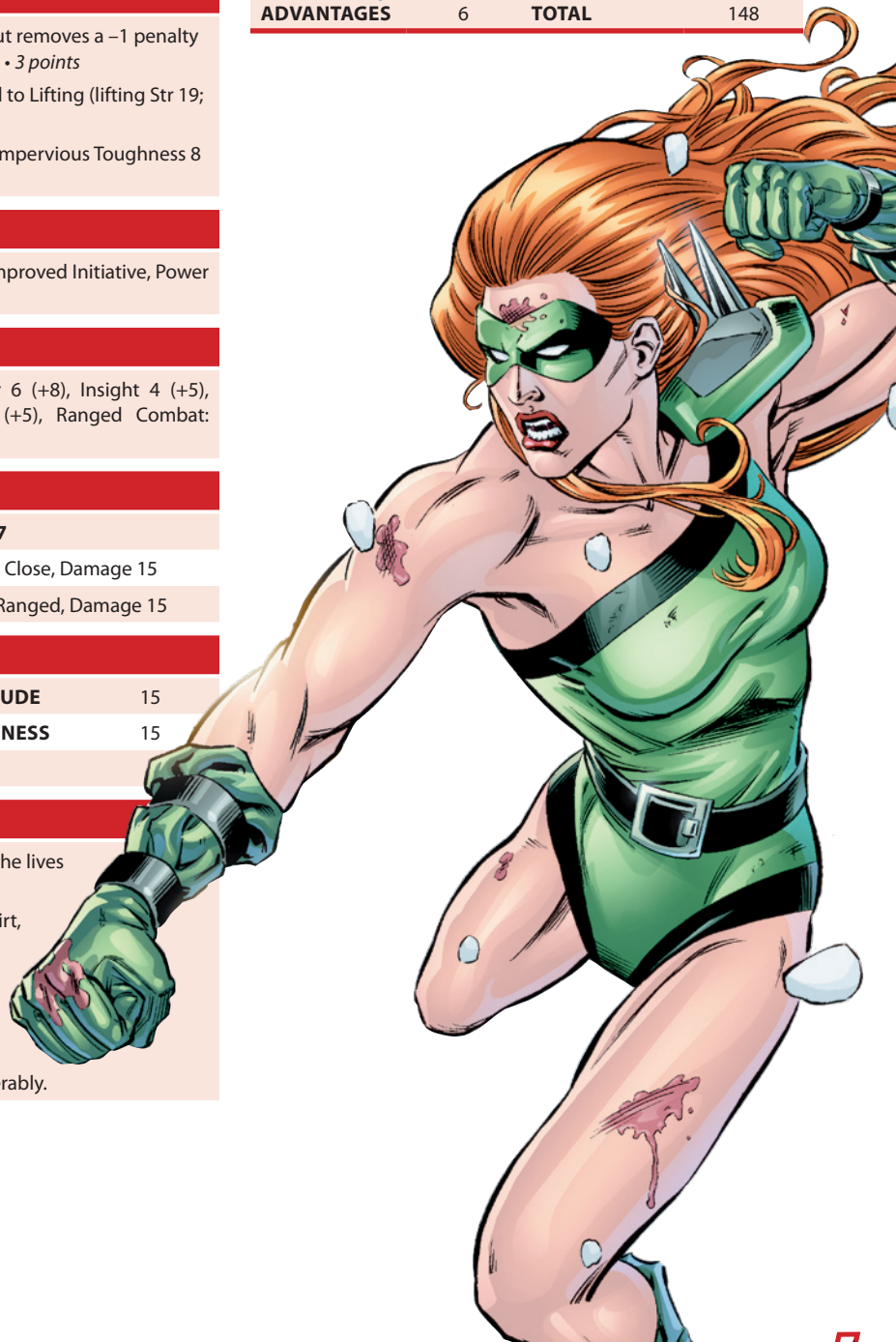
SKILLS
Acrobatics 4 (+7), Expertise: Dancer 6 (+8), Insight 4 (+5), Intimidation 6 (+8), Perception 4 (+5), Ranged Combat: Throwing 6 (+9)

OFFENSE	
INITIATIVE +7	
Unarmed +9	Close, Damage 15
Throwing +9	Ranged, Damage 15

DEFENSE			
DODGE	9	FORTITUDE	15
PARRY	9	TOUGHNESS	15
WILL	9		

COMPLICATIONS
Competitive: Knockout likes to <i>win</i> . She lives for the fierce competition of battle.
Flirtatious: Knockout is a notorious flirt, often mixing it with her fighting.
Power Loss: At least some of Knockout's tremendous Strength seems to come from her confidence. Occasions when she has been dispirited have weakened her considerably.

POWER POINTS			
ABILITIES	96	SKILLS	15
POWERS	17	DEFENSES	14
ADVANTAGES	6	TOTAL	148



COUNTY FAIR KNOCKOUT!

Now you get to play a short DC ADVENTURES encounter, using the character sheets for Superboy and Knockout in the center of this booklet. Give Superboy to one player, another player can run Knockout or the Gamemaster may do so. Note that while these are the full character sheets for these characters, space does not permit the explanation of all of the abilities of these characters. This basic encounter is meant to be a brawl, and you can learn more about individual powers and advantages in the *Hero's Handbook*.

A DAY AT THE FAIR

Go over the information in **The Rules** with the player(s) and give them the opportunity to look over the character sheets. You might want to have them make a few test die-rolls and checks to get the feel of it. When you're ready to begin, read the following to Superboy's player:

The county fair is being held in Smallville this year and Superboy, the town's famous local hero, is invited as the guest of honor! You're supposed to put on a big of a show for the crowd: lift a tractor or two, do some fly-bys, then the mayor is supposed to give a speech and offer you thanks for all your help. All things considered, you'd rather be just Conner Kent, enjoying the fair on your own, but you should be able to do that later. Right now, it's showtime!

Ask Superboy's player to describe his arrival at the fair and what sort of stunts he does to entertain and impress the crowd. Encourage the player to be imaginative and to ham things up a bit. After all, it's not every day one gets to be the Boy of Steel!

You do not need to ask the player to make any checks during this display; things like lifting a tractor are well within Superboy's capabilities. Once the player has had a chance to talk a bit about what Superboy does, give the player a token for a hero point and read the following:

The applause and hollers of approval from the crowd die down as the mayor takes the stage and approaches the microphone at the podium, he clears his throat to speak but, before he can do so, a loud voice cuts interrupts. "You call those feats of strength?" the booming female voice says. "I'll show ya strength. Here, pup, catch!"

Suddenly, a heavy tractor is lifted off the ground by a curvaceous figure in green with flaming red hair: Knockout! She hefts the massive piece of farm equipment as if it were almost weightless and throws it right at you!

CATCHING THE TRACTOR

Good thing we established earlier that Superboy can lift a tractor, because now he has to catch one! While the Teen of Steel is invulnerable enough not to be seriously hurt by tons of hurtling metal, the stage and the people on it

are not so lucky! If Superboy's player doesn't think of it, you may want to gently mention that. Ideally, he needs to catch the tractor and prevent it from hitting anyone.

This is a test of Superboy's Dexterity, made possible by his Super-Strength and Speed. Ask the player to roll the die and add Superboy's Dexterity rank (2) to the result. A check total of 10 or more (a roll of 8 or better) means he catches the tractor. A lower check total (a roll of 7 or less) means it hits him instead! Superboy's player can spend the hero point awarded right before Knockout showed up to ensure success: the hero point guarantees a roll of 11.

If Superboy catches the tractor, he can set it down safely or prepare to toss it back at Knockout. If it hits him, have the player make a Toughness resistance check against rank 10 damage as described under **Damage in The Rules**. (Hint: Superboy's player needs to succeed at a DC 25 Toughness check.) Either way, award Superboy's player a hero point for the heroic effort of trying to protect the crowd.

KNOCKOUT PUNCH

Knockout uses the momentary distraction to move in and try and land a punch. After Superboy has caught the tractor (or failed to do so), roll an attack check for Knockout against Superboy's Parry Defense + 10. A total less than the DC means Knockout misses. A total that equals or exceeds the Defense Class hits, requiring Superboy's player to make a Toughness resistance check against Knockout's Strength damage (15 + 15, or 30).

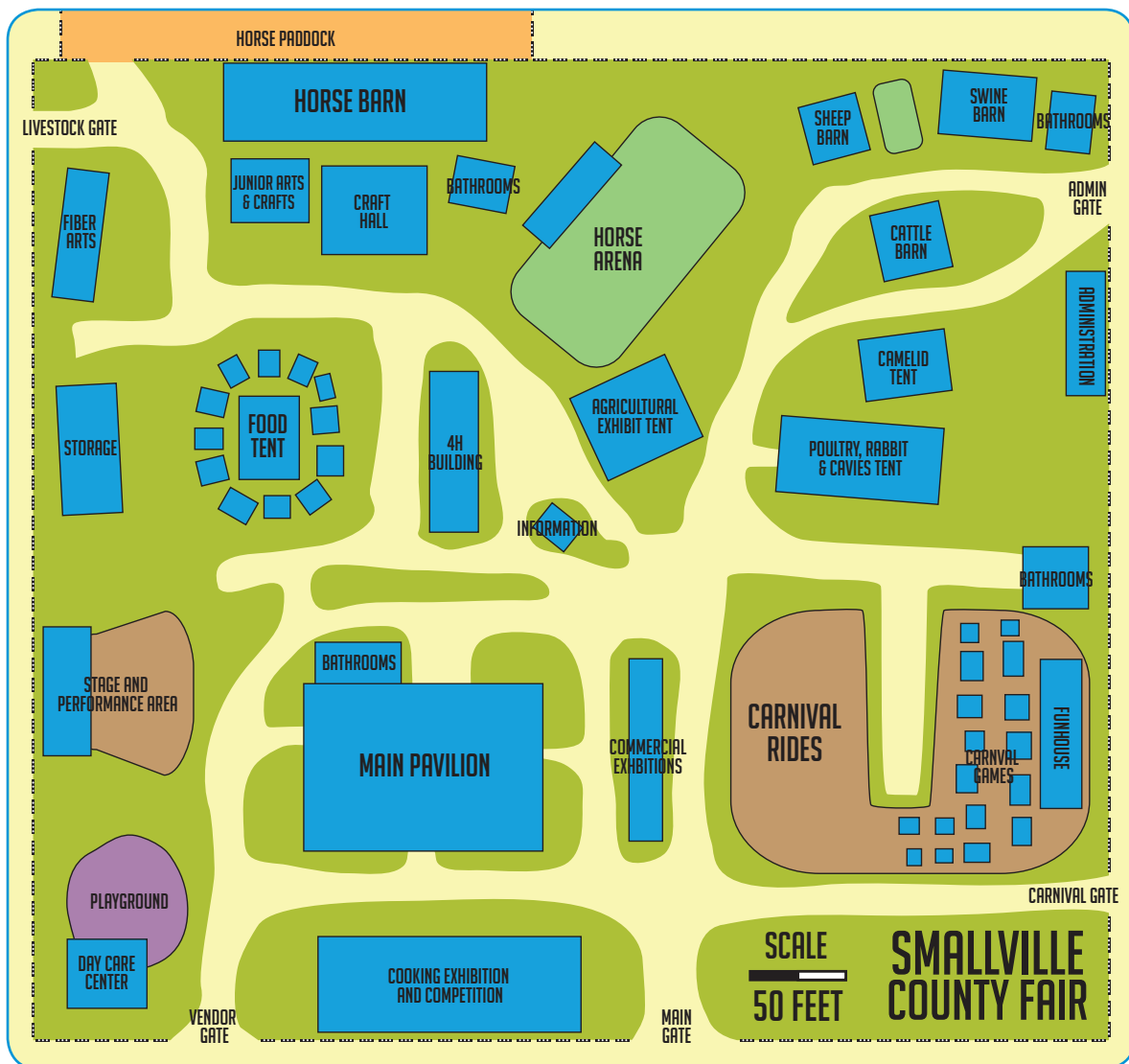
If Superboy is still *holding* the tractor when Knockout hits him, and she manages to daze him (or worse) he needs to make another Dexterity check (DC 10) to avoid dropping it.

HIT ME WITH YOUR BEST SHOT

For the rest of the fight, alternate turns between Superboy and Knockout, letting each make an attack and move (if desired). Things go back and forth until one combatant gets taken out of the fight. If Superboy staggers Knockout, she tries to make a run for it. The specific tactics are up to the player and the Gamemaster, but here are a few things to keep in mind:

THE HIGH GROUND

Superboy can fly, and Knockout can't, so he may try to stay out of her reach, maybe even using his heat vision from a distance. Knockout doesn't hesitate to either throw big,



heavy things at the Teen of Steel, or even to grab a hostage from the crowd to use as a human shield so the Kid will fight her close up (the way she likes it).

LET'S TAKE THIS UPSTAIRS

Speaking of flying, Superboy might try grabbing Knockout and flying her quickly away from the Fair, either out into the abandoned fields or straight up into the air. Grabbing her takes a successful unarmed attack check against her Parry. If it succeeds, Knockout makes a Strength check against a DC of Superboy's Strength+10 (25). If she loses, Superboy has grabbed her in a hold and can move her. If she wins, she breaks out of the hold. Knockout gets a new Strength check each round to get loose. Of course, if she's thousands of feet up in the air when she does.... well, sufficient to say that she is incapacitated by the fall.

RATTLED

Knockout certainly isn't above using flirtation and forcefulness to rattle Superboy's confidence. She's fond of taking a punch and laughing, "My Granny hits harder than

that!" She can make an Intimidation check (with a total bonus of +10 to the die roll with her skill and Attractive advantage) against Superboy's Will+10 (21) with success demoralizing him and imposing a -2 penalty to all of his checks until the start of Knockout's next turn. Of course, Superboy can also taunt Knockout, using his Deception (+6) in the same way against her Will+10 (19).

BLUE RIBBON BATTLE

Feel free to use elements of the surrounding County Fair as props. Knockout is likely to grab vehicles, booths, even prize heifers to use as weapons! Plus there are likely generators, power cables, kerosene, metal drums, and similar things around. If she's losing, Knockout might cause an explosion or topple over a carnival ride to cover her escape.

Speaking of which, why did Knockout show up and come after the Teen of Steel in the first place? That's an opportunity for you to continue the adventure, Gamemaster, maybe once you've gotten your hands on the DC ADVENTURES rulebook and have a chance to get a whole group of heroes together!

NEXT ISSUE...

Now that you've had a chance to try DC ADVENTURES, your next step is the *Hero's Handbook*. This is the game's core rulebook and the real beginning of your adventures in the DC Universe! You can make your own character and create a legend!

DC ADVENTURES HERO'S HANDBOOK

Join the never-ending battle for truth and justice in the world's finest super hero universe, using the world's greatest super hero roleplaying game!

The DC ADVENTURES *Hero's Handbook* is a complete super-hero RPG, based on the award-winning *MUTANTS & MASTERMINDS* system. Take on the roles of legendary DC heroes like Superman, Batman, or Wonder Woman, or create your own! Get started right away with a wide selection of hero archetypes, or build from scratch using a comprehensive design system.

The *Hero's Handbook* provides everything you need for hours of adventure in the DC Universe, including all the rules of the game, an overview of the original comic book super hero setting, and details on major heroes and villains, complete with ready-to-use game information. It's all presented in gorgeous full-color, with art by some of DC's most famous illustrators.

Experience super hero adventure in the world that helped define the genre: Become a hero of legend with the DC ADVENTURES *Hero's Handbook*!

• 280-page full-color hardcover, \$39.95



DC ADVENTURES HEROES & VILLAINS VOLUMES I & II

The DC Universe spans 75 years and almost countless characters. The two-volume *Heroes & Villains* set details hundreds of those characters for use in your DC ADVENTURES games. *Vol. I* goes from Abrakadabra and Adam Strange to Killer Moth and Kobra, while *Vol. II* covers from the League of Assassins and Legion of Super-Heroes to Zatanna and Zauriel. Over three hundred individual and team entries in all, spanning over six hundred pages, all with DC ADVENTURES RPG stats.

With *Heroes & Villains* in-hand, you will never lack for characters to use in your game, from heroic guest-stars and villainous foes to heroes suitable as ready-to-play characters. You'll also have a comprehensive guide for modeling your own DC characters based on existing examples. It's the comprehensive guide to the heroes and villains of the DC Universe no fan should be without! • 320-page full-color hardcovers, \$49.95



DC ADVENTURES UNIVERSE

From a swirl of stars held in a vast and mysterious hand to the distant reaches of the 853rd century and beyond; from the streets of Metropolis and Gotham to the thousands of space sectors patrolled by the Green Lantern Corps: the DC Universe covers vast stretches of time and space. Home to 75 years of the greatest tales of comic book history, this universe is now yours as a setting for endless adventures.

The *Universe* sourcebook details the cosmos of the DC ADVENTURES setting, from its earliest history to its distant possible futures. From the famous cities and hidden places of Earth to out amongst the stars. Even beyond the known universe to the multiverse of parallel Earths.

DC ADVENTURES *Universe* is a comprehensive guide to the ultimate super hero setting, including information on numerous characters, creatures, and places—everything you need for the backdrop of your DC ADVENTURES game. With *Universe*, you too can hold worlds in the palm of your hand.

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DC ADVENTURES QUICK START

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